

INTERSTITIAL

Our Hearts Intertwined

Riley Hopkins

CONTENTS

Overview	2
Links	4
Basic Moves	6
Combat	9
Tags	11
GM Guide	13
GM Principles	15
GM Moves	15
Player Guide	16
Playbooks	18
The Chosen	20
The Connected	22
The Dark	24
The Discarded	26
The Displaced	28
The Friend	30
The Light	32
The Mystic	34
The Other	36
The Anachronism	38
The Amalgam	40
The Linksmith	42
The Prodigy	44
The Knucklehead	46
The Memory	48
Advanced Moves	50
Setting: Lamda (λ)	51
Thank You	58

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INTERSTITIAL

Our Hearts Intertwined

Intersitital: (Noun)

An imperfection in a crystal caused by the presence of an extra atom
in an otherwise complete lattice.

OVERVIEW



This is a game about hopping from world to world, fighting monsters, and making friends along the way. **Interstitial** focuses on friendships, romantic relationships, teachers, siblings, enemies, and rivals.

Relationships come in many forms, but they make your character who they are. These make up the four stats: **Light, Dark, Mastery, Heart**.



Light is symbolic of the friendship and love your character possesses--how empathetic they are, and how willing they are to make new friends.



Dark is the inner frustrations your character has; the tendency to put up walls around themselves, emotionally. They lash out at others and feel anger.



Mastery is how much your character resonates in the world of academia or apprenticeship. They could have studied for years; they could be teaching others. They could be anything from a Coach to an evil emperor.



Heart is how much your character has grown to know themselves. It is looking at someone else, and deciding you will change the way you act based their actions. It's a willingness to learn without being taught.

a PB-what now?

A Powered by the Apocalypse game (or PbtA game, for short) is a shorthand for games that run on the Apocalypse World engine (created by Vincent Baker).

The mechanics are as follows:



All rolls are **2 six-sided dice (2d6) plus stat**.

When you roll **over a 10**, you succeed in what you're attempting.

When you roll **7-9**, it's a partial success.

When you roll **6 or under**, it's a failure.

Instead of a d20 game, where you would pick one of your skills and roll it, in this you use Basic Moves and Playbook Moves that are triggered by you doing something within the fiction of the game itself. This is to encourage roleplay over mechanics.

What's a move?

Each player gets access to what we call **Basic Moves**, which are found on the next chapter. Those are events that happen in roleplay that call for a "roll" to determine the results. For example, if I went to go hit a big cat man with a sword, then I'd be rolling **Strike with Intent**. It happens because the fiction dictates it.

The **playbook moves** work in this same way. If you have an opportunity to play into your playbook moves, then you get to trigger them and use them. The **Playbook Moves** are unique to your character, at least until other people start advancing their character to take from other playbooks.

Playbook Moves?

When you **create a character in this game**, you pick a **playbook**. Each playbook has certain moves that are tied with it, and is built to do a different thing. As you gain experience, the playbook unlocks more moves for you to have at your disposal.

Since each **playbook** is targeted at doing one thing well, it makes for specialized characters that fill in roles well, and as you advance you can take from other book's moves, making your character grow dynamically.

Advancing?

As you play, you'll **gain experience**. This can be done through **Spending Links**, **Failing rolls**, or **specific playbook moves**. After you **gain 5 experience**, you gain an **advancement**. These are outlined on each character sheet. You can only take each advancement **once**.

Okay, what terms do I need to know?

Gamemaster (GM): The person who is running the game.

Non-Player Character (NPC): A character the **GM** is controlling.

Player Character (PC): A character the **player** is controlling.

2 d6: Two six-sided dice.

Roll with ____: Roll 2 d6, and add the number in that stat.

Harm: This is damage. It is explained more in **Combat**.

Forward: If you read **Plus One Forward** in a playbook move, it means that the individual affected will get plus one on their next roll. If it's an NPC, something beneficial happens.

Hold: Hold is a resource that **stays with you** until you spend it or it otherwise **fades**. You can spend Hold in different ways, as described in the move where you got it.

Small Gang: If a character or group of characters is described as a small gang, then they can **perform feats of strength** higher than your average individual.

Example of Play:

Kairi, who is playing the Light playbook, is currently trying to rescue her friend Sora. She drops in and is standing across from the Big Bad Guy and goes to attack him.

This triggers her **Strike with Intent**, and she rolls 2d6 plus her *Dark* stat.

She ends up with a 7, so she gets to pick one item from the list, and decides to do Great Harm to the Bad Guy. He takes heavy damage, but hits her as she goes by, so she takes one harm as well.

After this, her friend Riku, who has the Discarded playbook, is trying to figure out what to do next, or if there's anything in the area that can help. He uses **Deep Dive** and ends up with an 11, so he gets to pick 2 from the list under Deep Dive in basic moves.

LINKS

What's a Link?

A Link is a representation of your connections and relationships with others. **All Links, no matter positive or negative, are important.** There are, standard, four kinds of Links:



Light: These links are **friendships and loves**. These Links are generally positive.



Dark: These are **rivals**. These Links are generally born out of negative emotions.



Mastery: These are **Teachers, Students, Mentors, or Apprentices**. These Links can be either positive or negative, but leans on one learning from the other.



Heart: These are Links made with those whose actions or attitudes lead you to **introspection** or the discovery of new things about yourself.

Making a Link

When you meet someone for the first time, or make an emotional breakthrough with someone you already know, you form a connection with a character, or **Make a Link**. Roll based on the kind of relationship. *Dark Links* are rivals, *Light Links* are friends, *Heart Links* are introspection, and *Mastery Links* are students and teachers.

When you roll a link that is based off your highest stat, gain **+1** on the roll.

When you roll for your lowest stat, **Mark Experience**.

When you get **10+**, you both get a Link on one another, and your Link Move triggers. When you roll **7-9**, Your Link move doesn't trigger, or the Link isn't what you intended.

On a miss, your **Link Move** doesn't trigger. The GM gives you a Link, but also picks one:

- **Make a Move as hard as you want.**
- **Someone else gets a Link**

Spending a Link

Links can be used in a mechanical way in this game. A playbook move may tell you to **Spend a Link**, and this means to erase the Link from your list. Unless that Link is *Locked*, it is gone. It can be remade later, and this person or relationship isn't forgotten, but it's just not as strong as it once was, and **you can no longer call on it for help**.

A Link can be spent for several things:

- **Gain Advantage on a roll**
- **Create a small scale retcons**
- **Two Links can be exchanged for Experience**

Locking a Link

Links are where you draw your power from, but sometimes a relationship is powerful enough to stay with you even if you have to use it for its power. This is signified through **Locking a Link**.

When a *Link* is locked, it doesn't disappear when you spend it. Instead, it just becomes inactive until you roll a **10+** with a roll of the **same type**. Then it reactivates and can be used as normal.

When a Link has changed with another character, roll **Make a Link** again. On **7-9**, the link type changes, and on **10+** it is **locked**. **On a miss**, it doesn't change, or the GM changes it themselves.

Locked Links still count towards **Push Through Stress** *Link* totals, even if they're spent.

Starting Links

When you start a game, look to each other player and form a Link with them. It can be of any kind, and they don't have to match both ways. This will explain the connections in your party and how each person knows one another.

Rolling with Links

When you roll with *Links*, you'll roll with **the Links you have in that category**, not your stat. This means if you have *2 Dark Links* and a *Dark* stat of 1, and have to **Push Through Stress** with *Dark*, you'd roll **+2. This caps at +4**.

What is "Advantage"?

Advantage, as it refers to dice rolls, means that you will roll 3d6 instead of 2d6 and pick the two highest numbers. This is a bonus that helps you get higher rolls in exchange for your links or for quick thinking.

Example of Play:

The player character Hela has been cornered by a Golem. She rolls to **Strike with Intent**, but rolls a 3 and a 1, plus her *Dark* stat, bringing her to 5. Naturally, Hela does not want to lose this interaction, so she decides to **spend her Link** with Hadrian, her friend and party member,

From **spending the Link**, she can now reroll that die that came up 1. She rolls it and now gets a 5, adding that with the 3 from earlier, and then adding her **+2 *Dark* stat**, she ends up with a 10: a complete success, instead of a total failure!

BASIC MOVES

Deep Dive

When you confront the situation in front of you and ask questions, roll with *Heart*.

On 10+, ask 3.

On 7-9, ask 1.

- **What here could I use to ____?**
- **What here is not as it seems?**
- **What is the best way out of this situation?**
- **What is the biggest threat here?**
- **What was done here recently?**

You gain +1 Forward to acting on the answers.

On a miss, the GM tells you something you wish **wasn't true**.

Convince Somebody

When you tell someone what you want from them and are trying to get them to do it, roll *Heart*.

For NPCs:

On a 10+, they'll do it, until something puts them in danger or reveals your true intentions.

On 7-9, they'll do it, but need some clear assurance or evidence first.

For PCs:

On 10+, both.

On 7-9, choose one.

If they do it, they mark experience.

If they refuse, they lose a Link.

On a miss, prepare for the worst.

Make a Link

When you meet someone for the first time, or make an emotional breakthrough with someone you already know, you form a connection with a character, or **Make a Link**. Roll based on the kind of relationship. *Dark Links* are rivals, *Light Links* are friends, *Heart Links* is introspection, and *Mastery Links* are students and teachers.

When you roll a link that is based off your highest stat, gain **+1** on the roll. When you roll for your lowest stat, **Mark Experience**.

On a 10+, you both get a Link on one another, and your **Link Move** triggers.

On a 7-9, Your Link move doesn't trigger, or the Link isn't what you intended.

On a miss, your Link Move doesn't trigger, The GM gives you a Link, but also picks one:

- **Make a Move as hard as you want**
- **Someone else gets a Link**

Limit Break

When you help out your friends or create an opportunity for them, roll with *Light*.

On 10+, You give +1 Forward to an ally.

On 9-7, it costs you.

- **Spend a Link**
- **Take Harm**

On a miss, you make the situation worse.

Interfere

When you try to stop someone else's action by using surprise or force, roll with *Dark*.

For a PC:

On a 10+ choose 2.

On a 7-9, choose 1.

- **They are Pushing Through Stress to do it**
- **They take experience if they don't do it**

For an NPC:

on a 10+ they don't do it.

On a 7-9, they don't do it cleanly, something goes wrong in a dramatic way.

On a miss, they do it, and the GM makes a move as hard as they want. Good Luck.

Cast Magic

When you use magic in any meaningful way, roll with *Mastery*.

On 10+, describe your Magic and pick 3, **on 7-9**, do the same but pick 1.

- **The Magic opens something.**
- **The Magic causes 1 Harm.**
- **The Magic heals 1 Harm.**
- **The Magic hits more than one entity.**
- **The Magic has no unintended consequences.**
- **The Magic creates an illusion.**
- **The Magic inflicts a semi-permanent condition.**
- **The Magic bypasses defenses.**

Strike with Intent

When you move to cause Harm against another, roll with *Dark*.

On 10+ Deal Harm, and choose two.

On 7-9 Deal Harm and Choose one.

- **Defend yourself from Harm**
- **Deal Great Harm (+1 Harm)**
- **Take Control of the situation**

On a miss, you take Harm and the GM makes a move.

Strike to Subdue

When you try to fight another without causing Harm, roll with *Mastery*.

On 10+ Deal Harm, and Choose two.

On 7-9, Choose one.

- **Take Something From Them**
- **Force a Change of Location**
- **De-escalate the Situation**

On a miss, you take Harm, and the situation escalates.

Defend from Harm

When you try to prevent or avoid danger or Harm from happening to either yourself or others, roll with *Light*.

On 10+, you prevent or avoid the danger.

On 7-9, it costs you: expose yourself to danger or the GM makes a Move.

On a miss, they take Harm anyway and the situation escalates.

Push Through Stress

When you Push Through Stress, roll with *Links*. The GM chooses which Links to roll based on the situation (*Mastery, Dark, Light, Heart*).

On 10+, Pick two.

On 7-9, pick one.

- Succeed at what you were attempting
- Take +1 Forward
- Ask a question about this scene
- Gain an advantageous position

Roll with Links? What?

When you roll with Links, you'll roll with the Links you have in that category, **not** your stat.

This means if you have 2 Dark Links, and a Dark Stat of 1 and have to Push Through Stress with Dark, you'd roll +2.

This caps at +4.

The GM makes a Move?

The GM has a list of moves and principles that they adhere to and can look to for guidance when trying to figure out what comes next in a scenario. These are explained more on the GM Page (pg. 13).

COMBAT

Combat isn't the focus in this game. It can happen--relationships can turn sour, emotions can run high, someone might need defending. But it's not the heart and soul of this game like it is in others.

That being said, there are plenty of options for it, between the **Strike with Intent** and **Strike to Subdue** moves.

When you deal Harm using one of those moves or Take Harm from an enemy, you **mark a check on your Harm Clock**. This is representative of how much damage you have taken.

What should Combat Feel Like?

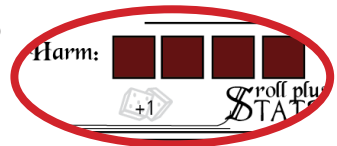
Combat in this game is fast and loose. Grids or tactical maps aren't needed to get the full effect. You should always be reacting to characters moving at one another and having everyone get shots in.

As a base, most important NPCs have **4 Harm**, where as smaller mooks have 2 or even 1. The most important thing is for Combat to **serve a purpose narratively**. Try not to just have a fight for the fight of it; make it mean something.

If the players have to plow through random floaty mooks, why are those mooks there? How could things spiral if they are left unattended? Think about these things when you fight.

What Happens When My Harm Clock is Full?

When your Harm Clock is completed, pick one of the following:



- You are dead.
- You relinquish your character to become an NPC.
- You take a new playbook and start fresh with the same character.
- You lose all your Links and all marked experience, but can revive later.
- You owe someone a large favor, and mark them as a Link that is antagonistic to you.

Character Death & You



Sometimes you get to a point in a character's arc when it might make sense for them to die. Their story is over, they've fought bravely and they're done. It can be troubling sometimes to have to decide that! It feels like you're losing all the progress you've made with your character.

But games are more fun when they have stakes. You could pick "owe a large favor" or "lose links" every time, but you should want to let some stories conclude.

Example of Play:

Edith, who is using The Friend playbook, is standing across from the Green Ranger. The Green Ranger rushes at Edith, and the GM asks, "What do you do?"

Edith doesn't want to get hit by the Green Ranger's dagger, but also knows she needs to end this fight, so she decides to **Strike to Subdue**. She rolls with *Mastery*, which is +1 by default for her playbook. She rolls an 8 naturally, and adding the one brings it to a 9, which is a mixed success. She picks one off the **Strike to Subdue** list.

Edith's player decides to take something from them. She doesn't pick any defend from harm options, so she takes One Harm from the dagger hitting her, but then is able to twist her body in such a way that she pulls the knife from the Green Ranger's grasp.

The Ranger pulls out his gun and begins to take a shot, but Edith knows this dagger has a connection to the Ranger's Powers, and wants to disrupt that. She decides to **Cast Magic** with her *Mastery*, but she rolls a 5, which is a failure. So she spends her Link with Criss, her dad, and Rerolls her 1, getting a 6 this time.

This brings the total to 10, plus 1 for *Mastery* which is 11: A Complete Success!

Edith chooses No Unintended Consequences, Inflicts a Condition, and Opens Something. She breaks the dagger, which staggers the Ranger after he hits her again, but the magic leaves his body through the broken dagger, causing his Ranger Suit to open up and fade away, leaving him unarmored, stunned, and the fight over.

In this battle, Edith took 2 Harm, and the Ranger technically took none.



TAGS

Tags describe the features and tones of a setting. They're used to help describe a location, and to establish themes that you want to carry across the session.

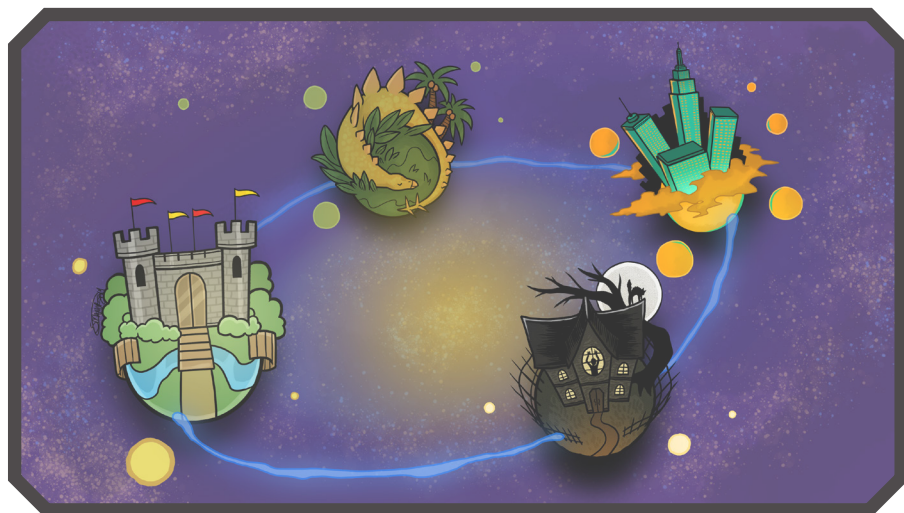
When creating a world that the players are going to, try to attach three tags to it, in order to really help cement the themes you want to resonate in your play.

Is This Mandatory?

Not at all! Some people playing will find it easier to establish themes and tones if they have a specific list to pick from, in order to be consistent. But if you're more comfortable shooting from the hip, feel free!

Tag Name Description Touch Points

Tag Name	Description	Touch Points
Historic	Things here are grounded in a reality. Make it more personable. Call on tropes , not stereotypes .	Olympia, Three Musketeers, Land of Dragons
Dystopia	Things here are unfair and people are downtrodden. Introduce the trouble, and then introduce hope.	Mad Max, Sonic DX, 9, The Domed City of Corinth
Fantasy	Combat is important; stress it here. Talk about the consequences for violence.	The Shire, Jotenheim, Whiterun
Fun	Let the goofiest things happen here. Lean into the ludicrous.	House of Mouse, Toon Town, Angel Grove
Intense	Failed rolls should have harsher effects. Enemies could deal more Harm.	Winterfell, MS08th, Kamino
Magical	Things here should have a more mystical energy. Stretch reality further than it should. Explain less.	Asgard, Beach City, Westbrook, Criss Angel
Modern	Make it look and feel like the world outside. It can be pulled from real life.	Metropolis, Tom Nevers Field, Seattle
Movie	Things here should be more bombastic and high energy. Things should happen faster.	Fast & Furious, Edge of Tomorrow, Captain America: Winter Soldier
Mystery	No one is as forthcoming as they should be. Everyone is suspicious. Secrets on top of secrets.	Johnny Dollar, Poirot, Columbo, Dr. Blake, Miss Fisher



Tag Name	Description	Touch Points
Rural	Things here are slow-moving and friendly , with an emphasis on rustic hospitality. Supernatural and creepy things tend to happen in rural areas.	Stardew Valley, Miyazaki Films, Emperor's New Groove
Sci-Fi	The distant future. The year 2000. Add flashing lights, chrome, neon . There's probably something to do with space .	Kamino, Deep Space Nine, Jetsons
Sitcom	The stakes are lower here. There should be fewer locations you go to.	Frasier, Rugrats
Superhuman	A normal success means more here . Give players bigger effects, but also make the enemies hit them harder .	Central City, X-Mansion, Power Rangers, Kamen Rider
Talking Animal	Creatures are an important part of life here. Take time for jokes and fun . Linger on character interactions .	Green Hill Zone, 100 Acre Wood, Kanto
Technological	Everything is interconnected , from plot threads to devices. Assume everyone can see everything . Machines are all over .	Blade Runner, Horizon: Zero Dawn, Battletech
Urban	There is a hustle and bustle to everything. People move fast and there are always several plates spinning at once .	Gotham Central, Yakuza
Video Game	There are clear lines between different areas. People are predictable . Lean into the game's mechanics .	Pac-Man, Jak & Daxter, Mushroom Kingdom
Wilderness	Solitude can get to you. No human contact other than yourself shakes you . Make them feel more alone .	Hatchet, Firewatch, Tarzan, LOST

GM GUIDE

In this game, you play with your players to find out what happens. It's not a GM (Game Master) vs the Players game. You and the players are, together, finding out how the game plays out through your and their actions.

Through play, just like the players have moves, so do you as the GM. When someone fails a roll, you can make a move from the Moves list. A **Soft Move** is a where you show them whats coming and give them a chance to react, a **Hard Move** is just doing it.

To rephrase, a Soft Move is to **show them the barrel of the gun before you fire it**.

The **GM Principles** are things you should keep in mind as you play. These are the principles that give this game the feel that it should have, and help keep tone consistent.

Honesty & Your Players

In a lot of roleplaying games, there is an idea that that the GM has to hide things from the players, lie to them about situations, or similarly obstruct the players view and disrupt their knowledge. This is not the way a game like this works best. Your players can handle truth, and should be trusted with it to make the best and most dramatic story decisions. When a character asks you a question with a move like **Deep Dive** and has done the legwork to get the actual true information, don't shy away from giving them that information.

Play to Find Out What Happens

When you classically think of a GM, what do you think of?

Do you think of someone who has a long story written out, with twists and turns and reveals? Because if you did, that is something this game will want you to fight against. This game is about playing to find out what happens, which means everyone has equal hand in the story. The players, the GM, everyone. It is very easy to come to a game and think you need to have the big twists and turns planned for the players, turning them into an audience instead of cowriters.

Let the players come up with plot points and let them influence the world. Great stories come out of the wild and chaotic nature of play.

Traveling to Other Worlds

This game is built under the idea that you will be going to different worlds. This can mean a few things: maybe you'll go to an established property you and your friends love, maybe you'll make up your own! Anything is valid here. This can be entirely and dramatically different then the world you are currently in--Sci-fi to Fantasy or Urban to being in a musical.

It is recommended that the GM run one- to two-session arcs that take place in one world, then travel and switch to another.

How they get there is up to you. Does each world have a portal? Do your players have a vessel to shuttle them from place to place? Is it an odd mist that takes over their vision, and when they awake they're in a new setting? All of these work, or whatever you can think of!

In between sessions where you will be going to different worlds, have your players Heal Harm, take any Advancements they need to, and maybe give them some time to decompress and talk about what happened in their last world.

When you enter a new world, consider asking your players, **“Have any of you been here before?”** Maybe not every world works for this, but sometimes it's nice to make Links with someone before meeting them, so one character has a prebuilt network here.

Choosing the World

The hardest part of any game is deciding, **“What world is today's adventure going to take place in?”** Obviously, it's up to you to decide. The best advice I've found is to try and figure what you or your players have written fan fiction about in the past or want to write fan fiction about. The tone of this game is about inserting characters into worlds in action, and just slamming pieces together that don't seem to fit, wiping away the dust and finding out how they do.

This game is the ultimate “Yes, and-”; no idea is too out there, no idea is too silly, too self indulgent. Embrace it all!

Watch Out for Your Friends

A player who is made uncomfortable by something may sometimes not want to speak out. They may be uncomfortable, or worried about conflict. Because of this, the other players should keep an eye on their friends. If you can see someone getting uncomfortable, or notice they haven't come on mic in awhile, or in general are getting that peculiar aura off of them, check in with them.



During a scene, you can hold up the “Ok Sign” hand gesture, which is touching your pointer finger and your thumb, while leaving the other fingers up. This poses the question: “Are we all ok with this?” The players can then respond in three ways, silently with hand gestures:



A thumbs up means, “I'm ok with this, and we can go higher.”



A flat hand parallel to the ground means, “I'm ok with this, but I don't want to go any further than this.”



and a thumbs down means, “I am not ok with this.”

All of this can happen without breaking the speed of play, and silently. If you're playing online, you can substitute with emojis! :Thumbsup:

GM PRINCIPLES

Have fewer NPCs than you think
Let good emotions stay constant
Let bad feelings bubble up until they explode
Every Link is important to someone
Make the small things large
Each world is temporary, but come back to visit
The big picture plot is always happening behind the episodic
Darkness lingers in every heart
Drop them right in the thick of it
Canon is nebulous
Make it seem like it was planned all along

GM MOVES

An Unexpected Visit
Reveal a New Question
Answer a Question
Capture Someone.
Do Something Off Screen
Ask them What They Do
Change The Answer
Make them lose something
An Unexpected Exit
Give a PC a Link
Do Harm as established by fiction
Unlock a Link
Remove a Link
Remove a magical condition

PLAYER GUIDE

Just like GMs have Principles that they should keep in mind, players should have agendas. These are goals that you should focus on as you're playing to make the game work the best it can. They aren't hard and fast rules, but it's something to strive for.

Principles

To Meet New People

To Make Links when it feels right

To Change Links as the relationship evolves

To share authorship of the story with the everyone at the table.

To be a fan of everyone at the table

To play to find out what happens

To revel in what you enjoy without apology or reservation

To help facilitate others in their indulgence

To Meet New People:

You should always strive to meet and interact with the people in the world you are visiting.

To Make Links when it feels right:

Good first impression? Make a Link. Someone does something to just barely frustrate you? Make a Link. Always look for a way to make that immediate connection with a character, even when you know it will change.

To Change Links as the relationship evolves:

If someone you love turns on you, or you realize that someone who frustrated you is actually an okay person, roll to Change Your Link. This helps the story keep evolving.

To share authorship of the story with everyone at the table:

This isn't the GM's story. This isn't even your story. This is everyone's story. You're all just telling it together.

To be a fan of everyone at the table:

Be excited when your friends do dope stuff, and they'll be excited when YOU do dope stuff!

To play to find out what happens:

No one is coming to this with a plan, so the fiction is what shows you what happens next. Everyone has the same amount of authorship of the story, so twists and turns can come out of nowhere.

To revel in what you enjoy without apology or reservation:

This game is about doing the indulgent stuff that we all want to do, but are afraid of being put on the spot or embarrassed. If you want to ride a jetski with your favorite character, do it; if you want to live in your favorite world, do it. Enjoy your likes unapologetically.

To help facilitate others in their indulgence:

Just like you, everyone else will want to be on their own indulgence at the same time, so you need to help enable them. Let them go off alone with their friend; toss them the keys to the car.

Problematic Faves

When we're enjoying the things we like without apology, sometimes there are lines we cross where people are made uncomfortable, either in how we are enjoying the thing, or in the thing that we are enjoying.

If, in play, a player or GM does something that makes you uncomfortable, bring it up at the table. **They should stop, no questions asked**, if it's making you uncomfortable. If you want to explain it you can, but you are under no obligation to. It's important to make your table a safe space for everyone. Find something else they enjoy, or another flavor of that same thing that isn't as problematic.

Watch Out for Your Friends

A player who is made uncomfortable by something may sometimes not want to speak out. They may be uncomfortable, or worried about conflict. Because of this, the other players should keep an eye on their friends. If you can see someone getting uncomfortable, or notice they haven't come on mic for awhile, or in general are getting that peculiar aura off of them, check in with them.



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All of this can happen without breaking the speed of play, and silently. If you're playing online, you can substitute with emojis! :Thumbsup:

PLAYBOOKS

Choosing your Playbook

When you choose your playbook, there's a few things you get to do to further customize it before we start.

First, check to see if your playbook has a feature. A feature is automatically one of your moves when you start the game, and cannot be taken by another playbook. Then, pick three moves, or two if you have a feature.

Second, you can add +1 to any stat to start, if you do though, -1 from another stat.

Is there a party balance I need to keep?

In this game there is no party dynamic that should be kept to as law. This isn't a game where DPS, Tank, Healer works well, and the playbooks aren't built for it. Pick what playbook calls out to you, and then pick a character for it!

How do the players know each other?

The buy in is simple, the group of you are traveling between worlds, chasing something. Maybe you've tracked a big, frightening monster that's trying to turn the citizens into fuel, or you're trying to lock portals that have opened up. No matter what you decide, you already know each other. If you want to roleplay getting to know each other, or meeting, then that works as well!

THE CHOSEN

THE CONNECTED

THE DARK

THE DISCARDED

THE DISPLACED

THE FRIEND

THE LIGHT

THE MYSTIC

THE OTHER

Extra Playbooks

During the course of the Kickstarter, extra playbooks were unlocked that were outside the scope of the original game.

They are included here!

THE ANACHRONISM

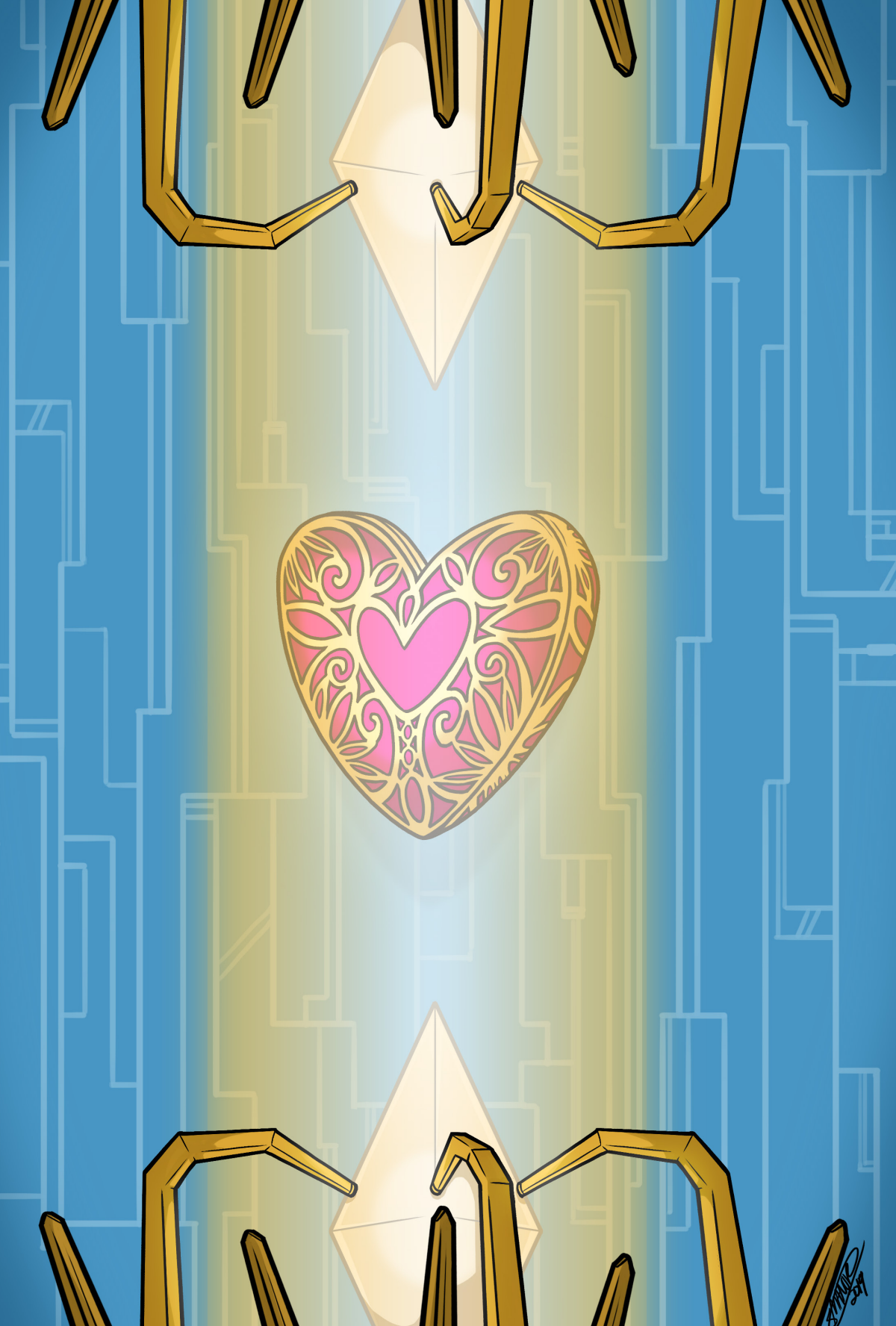
THE AMALGAM

THE LINKSMITH

THE PRODIGY

THE KNUCKLEHEAD

THE MEMORY



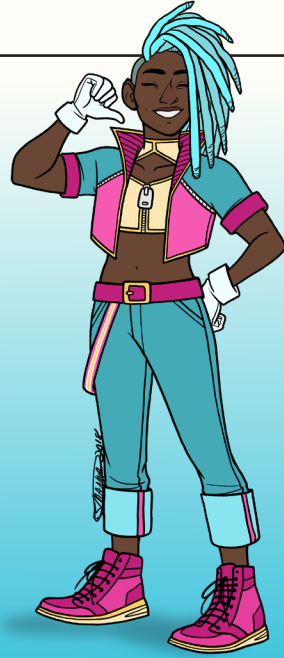
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CIVILIA

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: _____
 (Sora, Luke, Harry)

Pronouns: _____

Harm:

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

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

Exp:

THE CONNECTED

Description

Each world brings new people, and you are one of those people. You live in the world that these visitors are stopped at today, so you know a bit more about how things are done here.

*This book plays a lot with the idea that there are already people in the world you travel to. With the playbook feature **A New World**, you are able to change your character while keeping your stats and progression. If you want to help take a more direct and mechanical control over the settings, this is the right book.*



Character Questions

What life event is going on for your Connected in this world?
 How, visually, is it clear that your Connected is the person of interest?
 What are your Connected's goals for this world?

Name: _____ Pronouns: _____
 (Hercules)

Harm:

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

LINK MOVE: This World is Connected

Whenever you take a *Light Link*, give another character a *World Link*. **These cannot be locked.** These are representative of connections to the World itself. A *World Link* can be used to automatically **10+** a roll and miss the next one, to completely heal the party's Harm but erase a Link from each person, or change one of everyone's Links to a different type.

MOVES: At character creation, take **A New World** and two others:

a New World, a Different Face:

At the start of a session, you may **Spend Links**. For each Link spent, switch one stat or move with another. Any other Links spend for Experience 1:1.

You are now a different person then you were last game.

That's Not How Things Work

Round These Parts:

When someone is acting in a way that is antithetical to how your world works, you may **Spend a Link** to stop it from happening.

Now Listen Here, You:

When you confront someone who is antagonistic to your goals, you may ask the GM:

"How will this immediately effect me?"

I Know Myself:

When you **Strike To Subdue**, Roll with *Heart*.

I Know This, Because:

When you **Deep Dive** and have a familiarity with the situation, instead of asking a question, the GM asks you one of them. This takes the place of one of your questions.

Hyper Healing:

When you use a *Heart Link* to **Heal Harm**, Heal two Harm instead of one.

My Handy, Dandy Item:

You have an item that is very important to you. Describe it. When you have it, take **+1** to **Make a Link**. If it's taken from you or outside of your influence, take **+1** towards getting it back.

Friends in Low Places:

When somebody else **Makes a Link**, take **+1 Forward** to **Making a Link** with either of the people involved.

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

Two For One Special:

Whenever a character uses a World Link, you may spend any two Links to reactivate it as if it were a locked Link.

Advancements: Cross these out as you take them.

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

Exp:

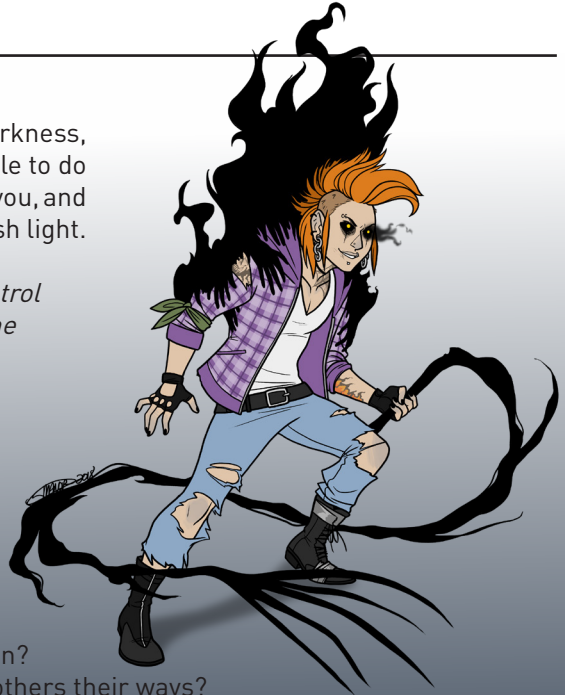
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from this playbook
- Pick a move from another playbook
- Pick a move from another playbook

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:

make/spend un/lock LINKS

	Light	Dark	Mastery	Heart
LINKS				

STATS

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*.

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.

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.

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.

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.

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.

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.

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):

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

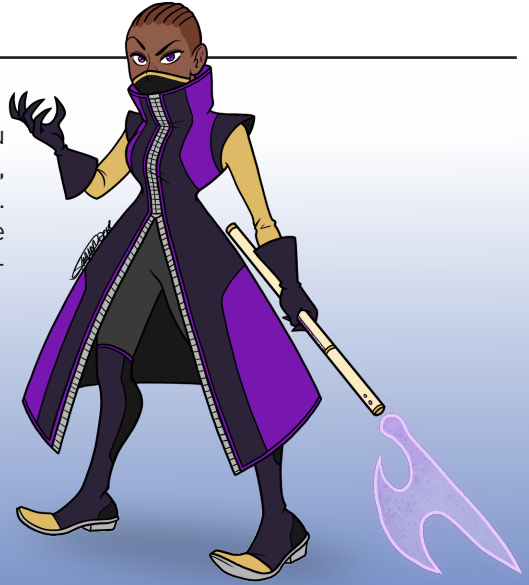
Exp:

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:

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

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
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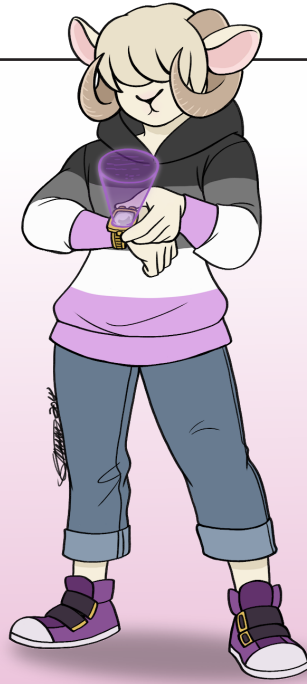
Exp:

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

Pronouns: _____

Harm:

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

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.

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.

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

The Of 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.

- ◻ 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 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: _____
 (Kairi, Keith)

Pronouns: _____

Harm:

	+2	-1	-1	+1	roll plus STATS
make/spend un/lock LINKS	Light	Dark	Mastery	Heart	

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

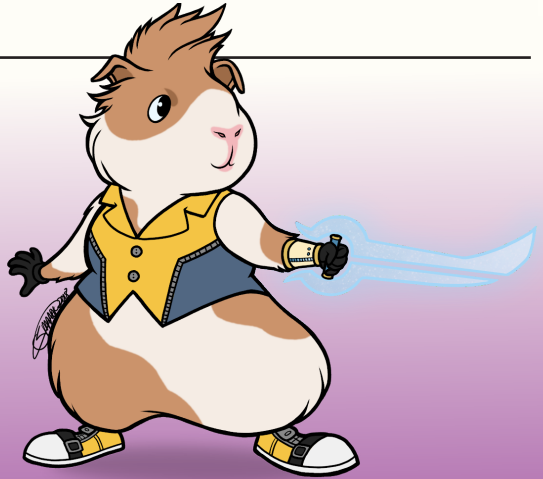
Exp:

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:

make/spend un/lock LINKS	0	0	+2	-1	roll plus STATS
	Tight	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.

<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

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

Pronouns: _____

Harm:

make/spend un/lock LINKS

	Tight	Dark	Mastery	Heart

STATS

LINK MOVE: *Im 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.

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.

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.

- | | |
|--|--|
| <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:

THE ANACHRONISM by Travis "Wheels" Wheeler from *Very Random Encounters*

Description


The others are used to traveling Worlds, but you've traveled time itself. Perhaps you did so on purpose to change something in the past or to know the future. Perhaps you just mistook that time machine for a phone booth. Either way, even amongst other World travelers, you're still a fish out of water.





This book is filled with moves that affect basic moves, and moves that have high rewards with high, but compelling, risks.


Character Questions

- What caused your Anachronism to travel in time?
- What past or future haunts your Anachronism?
- What about your look makes your Anachronism stick out like a sore thumb?

Name: _____ Pronouns: _____
(Alan Parrish, Cable, Trunks, The Doctor, Desmond Hume, Pelinal Whitestrake, Young Xehanort)

Harm:  **STATS**

make/spend    

LINKS	Light	Dark	Mastery	Heart
				

LINK MOVE: I Had to Leave Them Behind

When you successfully gain a Link, you can choose to unlock one of your *Locked Links*. If you do, take +1 forward and **Mark Experience**.

Advancements: Cross these out as you take them.

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

Exp:

MOVES:

At character creation, take 3 moves:

What Year Is It?:

When you arrive at a new World, you may search your memory and roll *Mastery*.

On a 10+, you have travelled here before. The GM will tell you something useful that you remember about this place.

On a 7-9, the GM will tell you how what is happening here is similar to something else you have experienced.

On a miss, you have been here before, but your time travelling has altered its history. The GM will tell you how this place is much worse than you remember.

Time Heals All Wounds:

When you console a friend with a story from your home time, roll Heart.

On a 10+ heal one of their harm and **lock a link**.

On a 7-9, heal one of their harm.

They Don't Make Them Like They Used To:

You have a trinket from your home time. When you use it while **Pushing Through Stress**, take +1.

Learn From My Mistakes:

When you spend a *Mastery Link* as the "teacher" in the relationship, take a *Heart Link* with the same character.

I Was Different Then:

Once a World, you may cross paths with a past or future version of yourself. If you do, roll with *Heart*.

On a 10+, your duplicate provides you valuable tactical or emotional insights. Take a *Link* of your choice with them.

On a 7-9, their insights only vaguely apply to this new reality.

On a miss, you create a time paradox.

The Time Validator is after you. Run.

Echoes of Another Life:

When you Fill Your Harm Clock, you may choose to come back as a version of you from an alternate timeline, and keep all of your old links as unlocked *Heart links*. These people mean something to you, but you've never met.

1.21 Gigawatts:

You crackle with temporal energy, occasionally performing impossible feats of paradox and prowess. When you roll **12+** on **Strike To Subdue** or **Stike With Intent**, choose all three options.

As it Was Foretold:

When you **Deep Dive** and roll **7+**, you may ask, "**What happened here recently?**" without counting towards your questions for the move.

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

This is Not Inevitable:

When a friend dies, roll *Dark* to interfere with the timeline.

On a 10+, save your friend and let the power go to your head.

On a 7-9, you are closer to learning how to let go. Take a *Heart Link* with destiny itself.

On a miss, you spend a long period of time in a vain attempt at changing fate.

Resurface, broken and jaded. **Unlock all your locked links.**

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:

make/spend     **Roll plus**
 un/lock **STATS** 

Light	Dark	Mastery	Heart

LINKS

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.

- | | |
|---|--|
| <ul style="list-style-type: none"> ▫ Increase Light by 1 ▫ Increase Dark by 1 ▫ Increase Heart by 1 ▫ Increase Mastery by 1 | <ul style="list-style-type: none"> ▫ 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 **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.

Tie 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.

Many Hands Make Tight 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.

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.

THE LINKSMITH by rpgnatalie

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 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.

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.

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.

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:

	 -1	 -1	 +1	 +2	 Roll plus STATS
make/spend un/lock LINKS	Tight	Dark	Mastery	Heart	

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.

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.

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:

THE KNUCKLEHEAD by Jo Louden from *Bed, Bath, and Bionicle*

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	
LINKS					

LINK MOVE: *To Be the Hero is All Till 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.

- | | |
|--|--|
| <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 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*.

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.

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.

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: _____
 (Xion, Tinkerbell, Freddy, Coco, Tidus)

Pronouns: _____

Harm:

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

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.

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.

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

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.

SETTING: LAMDA (λ)

The Sovereign Force

The Sovereign Force is the elite group that polices Lamda. Their sworn mission is to keep Lamda safe by preventing the travel of people or objects between worlds.

The Force was created in response to Lamda's first incident of world crossing: the arrival and hostile takeover of the powerful tyrant Anapest Foil. Edict 563 (the Force's leader), Mill the Master, and other now legendary figures banded together for three purposes: to protect people from Anapest's regime, stop it from expanding to other worlds, and eventually overthrow it. Once they succeeded in removing Anapest from power, Edict 563 became determined to stop world hopping as a whole to prevent such events from ever happening again.

Now, the Force are not only increasing their street presence on Lamda to combat the renegade group The Other, they have begun installing members on other worlds, locking down all cross-world travel and enacting stricter consequences for those caught trying.

Notable People:

Name: Edict 563

Appearance: Handsome and possesses an athletic build, a cookie cutter soldier. Wears the Eyes Mask.

Pronouns: He/Him

Bio: The leader of the Sovereign Force, otherwise known as the Sovereign High. Recognized for his potential from youth, Edict 563 was the one who discovered and (with encouragement from their friend Mill the Master) developed the technology of the λ Brace, a device that could be used as a weapon, tool, or even a way to travel to other worlds, responding to the user's thoughts. This discovery led to him being viewed as a hero by much of Lamda's population. When Anapest Foil showed up on Lamda and seized power, Edict 563 took it upon himself to defeat Foil, and was eventually successful. In the aftermath, he has found himself in charge of not just the Sovereign Force but the entire world of Lamda. He has committed himself to keeping all worlds separate, an ideology that eventually caused him to clash with Mill. Still seen by many as their chosen protector, Edict 563 had more sway over the rest of the Force, and Mill was ousted from the group. After Mill's frequent interference in Force activities, the two former friends found themselves in combat, and while Edict won the fight, he could not bring himself to kill his old friend, so he ordered another Force member to do it and walked away. Since then, he has become colder, lost his ability to use his own invention, and doubled down on his mission to keep his home isolated.

Name: Need 888

Appearance: Gaunt and pale with long dark hair, and dressed with ill-fitting Sovereign Force armor and weapons too big for them. Wears the Nose Mask.

Pronouns: They/Them

Bio: Need 888 is the only surviving member of Lamda's oligarchy, whose life was saved by Mill the Master during Anapest Foil's first strike. They were ushered into hiding

once the assault began, and did not come out for the entirety of Foil's reign. Once that threat was defeated, they rejoined the world and immediately became a member of the Sovereign Force, despite being a person of industry rather than anything resembling a soldier. They oversee much of the construction on Lamda, and often try to backseat drive Edict 563's decisions. They are frequently bothered by a particularly pesky tree that keeps sprouting up inside their high tower home.

Name: Blink 911/Kaz Rosenblatt-Armstrong

Appearance: Wears the Mouth Mask. They appear mostly human, the only signs of their being from another world hidden from the rest of the Sovereign Force by the mask.

Pronouns: They/Them

Bio: Secretly from another world, their real name is Kaz. They are a victim of The Other's efforts to undermine the Sovereign Force by scooping up random people from one world and dumping them in another. When Kaz found themselves on Lamda, they were discovered by a patrolling Sovereign Force member, Shape 196. Shape 196, knowing that the outsider would be captured or killed by the rest of their patrol, was overcome by their conscience and quickly supplied Kaz with a Sovereign Force mask and armor to help them avoid suspicion. However, the two were separated shortly after, leaving Kaz stuck amongst the ranks of the Force, trying to blend in as Blink 911 and seeking a way to escape. This quickly escalated when Kaz was the soldier ordered to kill Mill the Master, and under the fear and pressure, Kaz panicked and carried out the order. Now carrying a deep guilt and seeing what they are capable of, breaking free from their "safe" identity as a member of the Force has become even more important.

Home World:

Lamda is a dense urban world, with both people and buildings packed tightly in together. Its cities build up rather than out, and despite its population being relatively stable thanks to the Sovereign Force's mission to keep it separate from other worlds, its towers grow taller by the year to accommodate the growth of their various industries. There is a very small terrarium where grass, water, and trees can be found. Lamda's ecosystem is quite resilient, and those resources crop back up even in places where urban development has taken place, but are quickly marked for replacement with more construction. As a result, the terrarium is regarded as something of a cross between a museum and an attraction.

Before the arrival of Anapest Foil, Lamda was run by an oligarchy of elected officials, but they were some of the first to be annihilated by Anapest when one of them, Krisseris Foechockle, invited the newcomer to speak at the capitol. After surviving the years of being ruled by Foil, the people of Lamda were reluctant to go back to their old forms of government, instead trusting the members of the Sovereign Force that had gotten their freedom back. This is what transformed the Force from a rebel military contingent into a governing body.

Major Events:

- Edict 563 discovers the elements needed to create the λBrace, and develops it with Mill the Master
- Anapest Foil appears on Lamda, destroying its rulers and installing themselves in their place
- Edict 563 and Mill the Master create the Sovereign Force
- Anapest Foil is destroyed by Edict 563
- The Sovereign Force excommunicates Mill the Master
- Edict 563 wins a battle against Mill and Blink 911 carries out his order to kill the Master
- Under the supervision of Need 888, the Force begins to send soldiers to other worlds to prevent travel

Aesthetics/Day to Day Life:

Each member of the Sovereign Force wears scaled armor and a partial mask that denotes which type of member they are through which facial feature is not covered. A mouth uncovered means a general soldier, ears uncovered is a scout, nose uncovered is a strategist. The eyes uncovered are reserved for the Sovereign High, the role filled by Edict 563. Higher-up members like Edict 563, Need 888, and others assign Force members their roles and duties (all aimed at preventing travel between worlds) and station them either on Lamda itself or other worlds they've been able to reach. During the struggle with Anapest Foil, the Sovereign Force's signature weapon was the λBrace, but in recent times many of them have found themselves no longer able to mentally shape and wield the device as intended, so they have begun discarding the Braces in favor of more simple weapons and devices.

The Other

The Other is a group of rebels on the rise, whose goal of opening up all worlds to each other has put them in conflict with the Sovereign Force.

No one knows for certain who started The Other, but their enigmatic figurehead Vendetta Mondatta claims it was fen. Vendetta's push for total freedom has attracted like-minded individuals from countless other worlds. The Other has even succeeded in convincing a few Force members into switching sides, based on the latter's fear of stronger foes elsewhere and Vendetta's claim that "without open doors, you don't know where the monsters are." This propelled the group from being a scrappy, loud-mouthed crew to a serious sect with the means to get things done.

As a result, The Other has been gaining more traction and becoming bolder as of late, distributing cross-world vessels and displacing random people and objects by taking them from their worlds and dropping them in others: all for the sake of sticking it to the Sovereign Force.

Notable People:

Name: Vendetta Mondata

Appearance: Thin features, a pointed face and a bitter eyes.

Pronouns: Fe/Fen

Bio: A charismatic enigma, Vendetta is a former citizen of Lamda who resented the Sovereign Force and their goals. Successfully making fen way off-world, fe took on a new name and began to travel between worlds frequently, bringing together like-minded individuals to create the group The Other and disrupt the Sovereign Force's attempt to impose order. Or at least, that's the story as Vendetta tells it. Having a flair for the theatrical, it has not been enough to simply break the Force's rules, but Mondata has taken great pleasure in sending Edict 563 and Need 888 trinkets from other worlds to taunt them. Fe are also responsible for spreading The Other's messages about the importance of open worlds and what to do to help the cause.

Name: Auxiliary Concern

Appearance: Tall. Her Face hidden by a hood.

Pronouns: She/Her

Bio: Vendetta's bodyguard and deadliest weapon. Auxiliary was initially a fighter under the employ of Anapest Foil, and was imprisoned on Lamda after losing a fight with Mill the Master. Auxiliary was the better warrior, but with an assist from Minit, Mill was able to apprehend her. Her incarceration was shorter than intended, however, as months after the Sovereign Force regained control from Foil she seized an opportunity to overpower her guards and thrash her way through the prison. As she was about to complete her breakout, she discovered there would be no way to escape without an λBrace, but just then a portal opened up, and on the other side Auxiliary found Vendetta Mondata, who wanted to use her abilities for The Other. She now resides in Castle Mercury, well-fed and well-compensated, free to pursue any of her interests as long as she is ready to fight for The Other whenever the need arises. As of yet, it has not; but Auxiliary secretly hopes the person she is eventually called on to kill is Minit.

Name: Plastique Anomaly

Appearance: A blobby, gelatinous creature that resembles a cross between an arachnid and an amphibian. They wear a builder's apron with a pouch.

Pronouns: They/Them

Bio: Plastique is a talented builder, who was enlisted by Vendetta to create Castle Mercury from pieces of architecture from as many worlds as they could find. Plastique also builds vessels, some for Others and some for distribution to the citizens of the worlds. They typically choose not to get involved in The Other's campaigns and activities, but they value the chance to see other worlds and apply their skills. They have a soft spot in their heart for the bombastic Mondata for having recognized their abilities, but are very nervous around Auxiliary Concern.

Home World:

What most people, including many of their own members, believe about The Other is that they don't have a home base, as they are a guerilla force. However, this is a lie. Hidden away on a nearly uninhabited world called Ovalan is Castle Mercury, a towering amalgamation of things taken from other worlds. Both its exterior and interior are constructed from and decorated with these patchwork pieces. This is where Vendetta Mondata, Auxiliary Concern, Plastique Anomaly, and other chief members of The Other call home, successfully hidden from even the foot soldiers carrying out mischief in their name on other worlds. However, one of Ovalan's few residents, a concerned citizen named Rake Fenderhoof, has been curious about the castle and has finally worked up the courage to investigate...

Major Events:

- Someone (maybe Vendetta Mondata) creates The Other
- Auxiliary Concern is broken out of prison on Lamda
- The Other succeed in opening two worlds up to each other
- The first materials about The Other and how to join begin to turn up on various worlds
- Castle Mercury is constructed on Ovalan
- Some members of the Sovereign Force defect to The Other
- The Other successfully conducts their first random displacement, kidnapping someone from one world and depositing them in another

Aesthetics/Day to Day Life:

Unlike the Sovereign Force, members of The Other are not even united in their motivations, let alone location or uniform. Some have strong convictions and genuinely believe that all worlds should be open to each other, and others simply like to push back against authorities like the Sovereign Force. On a day to day basis, members employ tactics such as moving items and people between worlds, distributing vessels capable of cross-world travel (sometimes as randomly as they distribute people), fighting with Sovereign Force patrollers, and attempting rescues for people the Force has captured. Meanwhile, Auxiliary Concern reads a lot of books and eats good food.

Minit:

Minit is a small creature rescued from a warring world by Mill the Master during the Sovereign Force's campaign against Anapest Foil. Having formed a bond with someone from another world, Mill was perturbed by their partner Edict 563's new direction for the Force, and was excommunicated. Operating out of a clock tower in Lamda, Mill acted in resistance against the Force, until they were confronted by Edict 563 and killed by Blink 911.

Left alone, Minit has taken up the Master's fight; but it's only become more complicated with the rise of The Other. The Master opposed the Force's idea that all worlds should be kept separate from each other, but they also would have pushed back against The Other's insistence on opening up all worlds to each other regardless of consequence, recognizing that elements which were harmless in one world could be dangerous to the denizens of another.

Minit is determined to carry out what was supposed to be the work of the original Sovereign Force: to help the inhabitants of any and all worlds that need it. And having realized that Mill's mistake was trying to do it all alone, rumor has it that Minit is looking for help herself...

Notable People:

Name: Minit

Appearance: A small creature that resembles an Earth guinea pig.

Pronouns: She/Her

Bio: Minit was a talented member of an orchestra on her homeworld of Festsin, whose chief concern was her musical career. But all of her goals and plans were upended by the outbreak of war, and she went into hiding. This is when she met Mill the Master and Edict 563, who had arrived on Festsin seeking a place where they could regroup and strategize how best to save their world but found another conflict instead. After the trio exchanged their stories, Minit believed that it was too late to save Festsin but not to save Lamda, so she left her home behind with her new friends. She contributed as much to the Sovereign Force's victory as Edict 563 and Mill the Master, but once the fight was over she found herself being treated as lesser, and was no longer recognized as a full member of the Force. She and Mill retreated to the clock tower, using it as a home base while they disrupted the Force's activities. After witnessing Mill's death, she has begun to do what the pair had done when they first met: bringing together other people who seek to do their best to help others. She is secretly troubled by two guilts: firstly, that she hides some of the truths about Mill (such as their cynical stubbornness late in their life and the grim reality of their death) so as not to lessen their power as an inspirational figure; and secondly, she wonders if she abandoned Festsin too soon, but has not yet worked up the bravery to return home.

Name: Mill the Master

Appearance: Wears a big coat, their hair long, wild and wavy.

Pronouns: They/Them

Bio: Evident by their nickname, Mill the Master is now considered a legendary hero, but they weren't always that way. They spent many years as Edict 563's aimless friend, interested in things like politics and fencing but never feeling the need for a career, which drew the disdain of their community. Public opinion on Mill turned around when they guided Edict 563 toward socially beneficial applications of the λBrace technology, and Mill's legacy was sealed by their co-founding the Sovereign Force and their adventures against Anapest Foil. However, they ended their days as the outcast they began as, after being ejected from the Force for refusing to cast Minit out of Lamda. Mill, too burned by the experience, didn't heed Minit's advice about rallying people together the way they did with the Force, so Mill and Minit operated as vigilantes alone, a decision that eventually led to Mill fighting Edict 563 and losing. Minit tells those that believe in Mill that the Master was at peace in the end and allowed Blink 911 to strike them down, but Mill died screaming.

Name: Shorty

Appearance: Instantly recognizable on account of his facial hair, red smoking jacket, and handheld thermite launcher.

Pronouns: He/Him

Bio: A thrillseeker from Earth, Shorty was the first Earthling to discover that there were other worlds, and he decided to keep that entirely to himself. He travels from world to world doing whatever he pleases, but found himself being sought after by various groups and people once it became clear that he is actually some sort of oracle, a fact he tries his best to ignore. He struggles to live a life in the present and not become overwhelmed by what's to come. He once was tapped by The Other to join them, as they wanted to use his abilities and admired his anarchic energy, but he didn't stay long, as he found many of its members annoying. He wound up meeting Minit on Lamda, and though she's been unable to convince him to stay at the clock tower and help her cause on a permanent basis, he does pop by so she can consult him about the futures of various worlds. When Minit asked him to be Earth's aide, he tried to dodge the responsibility by quipping that he was his own world. Minit responded by saddling him with his own aide, an incessantly talking cigarette named Grinntanius Isophote. The two do not get along.

Home World:

Minit hides out in an abandoned clock tower on Lamda, guarded by Slam Burgerfist, who she appointed as Lamda's aide. The tower is near the terrarium, so it is mostly ignored by the Sovereign Force. It has been retrofitted to include bedrooms for her, Slam, and visitors, and it is home to vessels that Minit and Mill obtained in their travels.

Major Events:

- Mill the Master helps Minit leave her war-torn world, and the two become close companions.
- Mill and Minit work together to capture Auxiliary Concern, which helps enable Edict 563 to defeat Anapest Foil.
- Mill, along with the rest of the Sovereign Force, becomes one of Lamda's official leaders. Mill pushes for Minit to receive the same rank, but the request is not granted.
- Edict 563 orders Mill to send Minit back to her world. Mill refuses.
- Mill is excommunicated from the Sovereign Force; they relocate to the clock tower
- Mill and Minit begin to run counter-operations against the Force
- Mill loses their battle with Edict 563, and is executed by Blink 911
- Minit meets Slam Burgerfist and Shorty, and begins to seek out more help

Aesthetics/Day to Day Life:

Minit often uses her smaller stature to sneak into Sovereign Force towers and retrieve the λ Braces they've been discarding, in order to give them to her recruits. One of her group's works in progress is selecting a native in every world they find to serve as an aide, with the responsibilities of helping travelers and keeping Minit and the group as a whole updated on how that world is faring. Shorty often visits the clock tower to discuss the future with Minit and so that she can learn about new worlds he's visited. Occasionally, when they need to de-stress, Minit will play music for Slam.

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