

THE VANGUARD

“My Eidolon obliterates enemies by _____.”

Range: 10 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

APPEARANCE

RESONANT CARD

DISSONANT CARD

LVL

When you play your resonant card, apply the following Forecast: “**You power through all obstacles to seize the moment for you and your friends.**” Turn the Phantom Clock back 1 hour.

When you play your dissonant card, apply the following Forecast: “**Your brash actions cost you or your teammates something valuable.**” You may not Break on Through anything else as long as your dissonant card remains in the discard pile.

Starting Moves

☒ **Break On Through:** When you use your Eidolon’s power to force your way through a physical obstacle, draw **POW**, but ignore the Forecast for the card you play.

On a **positive card**, you force your way through with finesse and ease. Nothing is permanently damaged and no attention is drawn to you.

On a **neutral card**, either the obstacle is permanently damaged or attention is drawn to you, your choice.

On a **negative card**, either the obstacle is permanently damaged or attention is drawn to you, GM’s choice.

- ☒ **Actually, I Meant For You to Kick My Ass:** When you play a negative card when Scrapping or Challenging Fate, you can explain how any negative consequences actually help you achieve success, and Reveal Your Master Plan by drawing **POW** instead of **GEN**.

Advanced Moves

- ☐ **King of Pain:** Scrap viciously, with no regard for your own safety. If you play a neutral or positive card, choose one of the following consequences, in addition to the card's Forecast:
- You create an opportunity for your allies.
 - You impress, surprise, or intimidate your target.
 - You take control of the situation.
 - If you play a negative or neutral card, advance your Damage Track twice instead of once.
- ☐ **A Light That Never Goes Out:** When someone is caught in the clutches of despair, draw **GLAM** to give an inspiring speech about why they matter and why they can't give up. If you play a neutral or positive card, GM-controlled characters will be inspired to keep going, and player-controlled characters receive +1 Ongoing for the rest of the scene. If you play a positive card, GM-controlled characters will return your kindness sooner or later, and you receive +1 Ongoing for the rest of the scene.
- ☐ **Don't Stop Believing:** If at any time you draw nothing but negative cards when making a Move, you may tick the Phantom Clock to shuffle your spread and the discard pile into the Fate Deck and draw a new spread.
- ☐ **Longshot:** If you use your Eidolon Power to launch a precise, targeted attack against an enemy's weakness that would normally be beyond your reach, you may Snipe with **POW** instead of **ELE**.
- ☐ **Sucker Punch:** Take the **Quick-Draw** Move from the Virtuoso Playbook; Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn't believe that you can or will attack them.

- ☐ **Tubthumping:** If your Damage Track would advance to “Defeated,” explain why this fight is too important to you to lose. Keep your Damage Track at “Desperate,” but take -1 Ongoing on all Moves for the rest of combat. If you take damage again, advance your Damage Track as normal. Advance your Damage Track to “Defeated” as soon as combat ends. You can only use this Move once per session.
- ☐ **Never Fight a Stranger:** After fighting someone, take +1 Ongoing any time you attempt to Dazzle them in the future.
- ☐ **Bad Reputation:** When you meet someone who might have heard of you, draw **POW**. If you play a neutral or positive card, they’ll know you’re dangerous and hesitate to confront you; take +1 Ongoing when Threatening them. If you play a neutral or negative card, they’ll know about your Eidolon Power and have a plan to fight against it.
- ☐ **Unflappable:** If a GM-controlled character tries to threaten or intimidate you, show them that they don’t scare you and draw **GLAM**. On a positive card, they’ll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they’ll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.
- ☐ **Overdrive:** You can Push Yourself or use Don’t Stop Believing by advancing your Damage Track instead of ticking the Phantom Clock.
- ☐ **Battle Bond** (*Requires Never Fight a Stranger*): After Scrapping with someone, you can attempt to grasp some deep truth about them. Draw **BIZ**. On a **positive card**, you will have a vision of a past memory that has turned your opponent into who they are. On a **neutral card**, you’ll still have the vision, but you’ll also need to describe the vision they see about you. You can’t use this Move on the same person twice.
- ☐ **Force of Personality:** Once per session, when you are in the Undertow, you can make any one-sentence statement and draw **GLAM**. On a positive card, that statement becomes true for as long as you’re in the Undertow. On a neutral card, it becomes only sort of true, as described by the GM.

Master Moves (Requires Level 5 or higher)

- ☐ **With a Little Help From My Friends:** Set your Damage Track to “Desperate,” and summon the Eidolon of every friend you have a Tie with. You can only use this Move once, ever.
- ☐ **Punch Parade:** When you deliver the finishing blow to an Eidolon master, you can strike with such force that you destroy their connection to the Undertow. Draw **POW**. On a positive card, their Eidolon is sealed. On a neutral card, their Eidolon is severed.
- ☐ **This Isn’t Even My Final Form** (*Requires Tubthumping*): When you take this Move, fill out the Eidolon Power listed below. When using Tubthumping, use it instead of your normal Eidolon Power.

“My Eidolon obliterates _____ by drawing on the
bottomless power of my heart.”

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE INFILTRATOR

“My Eidolon can cloak itself from detection by _____,
and attack from hiding by _____.” Range: 50 Feet

CHARACTER NAME:

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POW

☐

ELE

EIDOLON NAME:

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GEN

PLAYER NAME:

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GLAM

☐

BIZ

APPEARANCE

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Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “You slip into position to take the perfect shot.” Choose a card that’s still in the Fate Deck and place it in the discard pile. Shuffle the Fate Deck afterward.

When you play your dissonant card, apply the following Forecast: “You tripped the alarm, and now the searchlights are trained on you.” You may not Vanish for the duration of the current scene.

Starting Moves

- ☒ **Vanish:** When you use your Eidolon’s cloaking power while no one’s watching, draw **ELE**. On a positive card, Hold 2. On a neutral card, Hold 1. Spend 1 Hold any time you use your Eidolon to make a Move, or anytime someone thoroughly searches the area your Eidolon is cloaking in. Your Eidolon cannot be located as long as you have at least 1 Hold.
- ☒ **Pick Locks, Hack Consoles:** When you attempt to disarm a security system, pick a lock, or otherwise use finesse and subterfuge to get somewhere you’re not supposed to be, draw **ELE**, but ignore the Forecast of the card you play.

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On a **positive card**, you sneak in without being detected.

On a **neutral card**, something is damaged or an alarm is raised, your choice.

On a **negative card**, something is damaged or an alarm is raised, GM's choice.

Advanced Moves

- ☐ **Smooth Operator:** When you successfully Dazzle someone in an attempt to gain entry to somewhere you shouldn't be, take +1 Forward in that location.
- ☐ **Escape Artist:** Take the Noclip Move from the Inhuman Playbook;
You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.
- ☐ **Dead Drop:** When you Push Yourself, you may choose one card from your original spread to discard instead of sending to the bottom of the Fate Deck.
- ☐ **Run Silent, Run Deep:** When you Vanish, gain an extra Hold on a neutral or positive card.
- ☐ **Excellent Work:** When you have accomplished a task behind enemy lines, you may draw **GEN** to ascertain the shortest path to a safe exit.
- ☐ **Ambush:** When you make a Move to attack an enemy from hiding, you may choose a card from the discard pile to play instead of drawing from the Fate Deck.
- ☐ **Call an Ambulance, But Not For Me** (*Requires Ambush*): When you successfully Dazzle someone into thinking that you are defenseless, vulnerable, or otherwise unable to harm them, you may Ambush them while in plain sight for the duration of the scene.

- ☐ **Pickpocket:** When you attempt to take something from someone without them noticing, draw **ELE**, but ignore the Forecast of the card you play.
 - On a **positive card**, you successfully steal the item without drawing suspicion.
 - On a **neutral card**, you successfully steal the item, but its owner notices something is wrong.
 - On a **negative card**, the item's owner immediately notices you doing something suspicious.

- ☐ **Fade Away:** Your Eidolon can cloak you as well as itself. You become uncloaked if you make a Move independently from your Eidolon, or if your Eidolon becomes uncloaked.

- ☐ **Smooth Criminal** (*Requires Smooth Operator*): You can put together a disguise of your choosing out of any available materials you have. Draw **GLAM** to determine the quality of your disguise. Choose a card already in the discard pile and set it aside. As long as you maintain your disguise, you may play and discard this card instead of drawing for an action. Discard this card if your disguise becomes compromised or you remove it.

- ☐ **Smuggle:** When your Eidolon Vanishes, it can cause anything smaller or equal in size to you that your Eidolon is touching to become cloaked along with it. Draw **ELE**; on a neutral or negative card, they will only become cloaked if they want to be. Your target uncloaks only when your Eidolon does.

- ☐ **Shadow Heist** (*Requires Pickpocket*): When Pickpocketing a target, focus your mind on one object you know the target owns, but which isn't currently on their person; that object is now in their pocket. You can only use this Move once per session.

Master Moves (Requires Level 5 or higher)

- ☐ **Soul Shot:** When you Snipe an enemy Eidolon master and play **The World**, sever their Eidolon.
- ☐ **Take Your Heart** (*Requires Shadow Heist*): Once per session, you may draw **GEN** to steal something intangible from someone—a memory, a relationship, etc. When you use this Move, the last thing you stole with it is returned to its owner.
- ☐ **Crime of the Century** (*Requires Smuggle*): You can cloak any inanimate object your Eidolon is touching, regardless of size. If you attempt to Smuggle something larger than yourself, draw **BIZ** instead of **ELE**. You may only use this Move once per session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE NAVIGATOR

“My Eidolon can perfectly sense _____ in the area around it.”

Range: 25 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

Area of Expertise?

When you play your resonant card, apply the following Forecast: “For an instant, you understand everything, and know exactly what to do next.” Pick a Positive card out of the deck or discard pile and add it to your Ready for Anything spread.

When you play your dissonant card, apply the following Forecast: “You’re too certain that you’re right, and you miss something important as a result.” Discard half of the Ready for Anything cards you have set aside (rounded up).

Starting Moves

- ☒ **Ready for Anything:** At the beginning of Uptime, draw **GEN** and set all cards in your spread aside. At any point during this Uptime, you can play one of these cards instead of drawing. Discard any remaining cards you have once you return to Downtime.

Ready for Anything Cards:

1. _____

2. _____

3. _____

- ☒ **Information War:** Draw upon your Area of Expertise to state a fact about your current situation that no one but you would notice, then draw **GEN**.
On a **positive card**, continue by explaining how you're exploiting this fact to your advantage.
On a **neutral card**, the GM will explain how anyone could potentially exploit this fact.
On a **negative card**, you are mistaken, and your mistake will leave you vulnerable.

Advanced Moves

- ☐ **Dredge Your Mind:** When you search your memory for relevant information regarding your current situation, draw **GEN**, but ignore the Forecast of the card you play.
On a **positive card**, you remember useful and relevant information regarding your situation.
On a **neutral card**, you remember something that might be useful, but the details are vague.
On a **negative card**, you remember incorrect information.
The GM may ask you how and why you know the information you're remembering; answer them.
- ☐ **Read the Stars:** Once per session, when you make a Move, you may choose to return all unplayed cards in your spread to the top of the Fate Deck, instead of sending them to the bottom.
- ☐ **Expert Investigation:** When Investigating, add "what does my Area of Expertise tell me about the situation?" to the list of questions you can ask.
- ☐ **Signal Repeater:** You can move your scanning ability to center on anyone or anything you have a Tie with, allowing you to sense the area around them instead of the area around your Eidolon. Your scanning ability will stay with them until you call it back to yourself.
- ☐ **Tagging Shot** (*requires Signal Repeater*): When your Eidolon has wounded someone or something, then until that wound is healed you can use Signal Repeater to move your scanning ability onto them, regardless of whether you have a Tie with them.

- ☐ **Coordinated Assault:** When another player makes a Move to enact part of a plan that you've explained to them, you can give them one of the cards you've set aside with Ready For Anything for them to play instead of drawing.
- ☐ **Undertow Astrolabe:** Your Eidolon Power works both within your immediate surroundings and within the equivalent space in the Undertow, or if you're in the Undertow, within the equivalent space in the real world.
- ☐ **Come Sail Away** (*requires Undertow Astrolabe*): You can draw **BIZ** to attempt to pull something you sense in one world into the world you currently inhabit.
- ☐ **Brain Radio:** You can broadcast your thoughts from your Eidolon. Anyone within your immediate vicinity that you have a Tie to will hear the thoughts you transmit this way in their head, and they can also transmit their thoughts to you.
- ☐ **Braintap** (*Requires Brain Radio*): You can draw **BIZ** to try to telepathically eavesdrop on someone within your immediate surroundings, regardless of whether you have a Tie to them.
- ☐ **Soul Spyglass:** When you play a positive or neutral card to Dredge the Undertow, you can ask any one question about one of the characters in your immediate vicinity. The player of that character must answer your question as truthfully as they can, possibly even revealing information that the character themselves does not know. If you play a neutral card, they also get to ask you a question about your character, and you must answer truthfully.
- ☐ **Threat Detection:** Take the Fight or Flight Move from the Beast Playbook;

At any time, you may ask the GM if you are currently in danger. The GM will always answer honestly, but will not provide any details about the source of the danger.

Master Moves (Requires Level 5 or higher)

- ☐ **Astrologic Clock** (*Requires Undertow Astrolabe*): Once per session, you may draw **BIZ** to overcharge your Eidolon to see what it will sense one minute in the future.

- ☐ **Eureka:** Just before an enemy advances your Damage Track to “Defeated,” you have a flash of inspiration about how to beat them. State a critical weakness the enemy has; whatever you say is now true, and always has been. Draw **GEN**, but ignore the Forecast of the card you play.

On a positive card, you have a brief instant to exploit this weakness before you’re defeated.

On a neutral card, you have a brief instant to either shout out the weakness, alerting the enemy that you’ve discovered it, or else leave behind a clue that will reveal the weakness if your allies interpret it correctly.

On a negative card, draw one less card when Facing Death (to a minimum of 1); if you die, the enemy’s weakness dies with you.

- ☐ **Perfect Deduction:** When you play a positive card when Investigating, answer the first question you ask yourself, rather than having the GM answer it; whatever you state as the answer to your question is true. You can only use this Move once per session, even if you draw more than one positive card during a single Investigation.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE CONDUCTOR

"My Eidolon warps reality around me by _____."

Range: 15 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

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Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

When you play your resonant card, apply the following Forecast: "You raise your baton to strike up the band." Issue one command: everything currently in your zone of influence must follow it, until the assigned task is complete or the scene ends.

When you play your dissonant card, apply the following Forecast: "Life is a stage, and you've forgotten all your lines." For as long as your dissonant card is in the discard pile, any time you Dazzle someone, do not draw; instead, the GM will act as though you played The Moon.

Starting Moves

- ☒ **Good Vibrations:** Anyone who has a Tie to you is immune to the effects of your Eidolon if they choose to be and you want them to be.
- ☒ **Static Shock:** When you Scrap, if you pair your assault with an insult that hurts worse than the attack, you may draw **GLAM** instead of **POW**.
- ☒ **Bermuda Triangle:** When you Face Death, your Eidolon immediately begins warping reality if it wasn't already, and continues to do so until you wake up or come back to life. If you choose to embrace death, you may declare one location; your Eidolon moves to this location and never moves again, continuing to warp reality in perpetuity.

CONDUCTOR 1

Advanced Moves

- ☐ **Take on Me:** When you successfully Dazzle someone, your Eidolon will warp reality around them in the same way it does around you. This effect remains for the rest of the scene.
- ☐ **Faulty Meter:** When you successfully Dazzle someone, then until the end of the scene, they will not think anything is amiss when your Eidolon warps reality.
- ☐ **Give Peace a Chance:** Take the Four Thirty-Three Move from the Virtuoso Playbook, but you activate it by turning off your Eidolon's power instead of throwing your Eidolon away.

During combat, throw away your Eidolon and make a call to negotiate with your enemies. Draw **GLAM**, but ignore the Forecast of the card you play.

If you play a **positive** card, all Eidolons involved in the conflict become **severed** until you pick up your Eidolon again.

If you play a **neutral** card, no Eidolons become severed, but the enemy will stop attacking long enough to hear you out.

If you play a **negative** card, nothing happens, except that you've thrown away your Eidolon.

You may only use this Move once per session.

- ☐ **Lightning Rod** (*Requires Take on Me*): Declare the name of one person who has at some point been under the influence of your Eidolon. You may draw **GLAM** to have your Eidolon warp reality around them instead of you, regardless of where they are. You may draw **BIZ** to have your Eidolon resume warping reality around you.
- ☐ **Vibe Check:** When Dredging the Undertow to acquire information about the relationship between two or more people, you may draw **GLAM** instead of **BIZ**.
- ☐ **Faraday Cage:** When in the Undertow, you may draw **BIZ** to turn your Eidolon's zone of influence into a space in which reality is stable and reflects the real world, instead of a space in which reality is warped.

- ☐ **Reflecting Pool** (*Requires Faraday Cage*): When in the real world, you may draw **BIZ** to turn your Eidolon's zone of influence into a space that reflects the corresponding area in the Undertow.
- ☐ **Under My Umbrella**: You may draw **POW** to transform the border of your zone of influence into a solid barrier. On a positive card, choose 2 of the following. On a neutral card, choose one:
 - The barrier is sturdy, and impervious to nearly all attacks.
 - The barrier is transparent.
 - Your allies can move back and forth through the barrier freely.
 - You may dismiss the barrier at will.
- ☐ **Sealed Room**: Once per session, you can designate one person inside of your Eidolon's zone of influence. They may not leave the area, and you cannot turn off your Eidolon's power until you both give the other something they want.
- ☐ **Devil Pact** (*Requires Sealed Room*): When you take this Move, describe a "Devil," a Shade that dwells in the Undertow. Once per session, you may draw **BIZ** to summon it into your Eidolon's zone of influence. They may not leave the area, and you cannot turn off your Eidolon's power until you both agree upon a contract with each other.
- ☐ **Superconductor**: Once per session, you may choose one character that has a Tie to you and that you have a Tie to. Then, each of you temporarily rewrites your Eidolon Power to something that evokes the Power of the other. Your Eidolon Power reverts to normal at the beginning of the next scene.
- ☐ **Power Cycle**: Once per session, you may shuffle the discard pile into the Fate Deck, then discard the same number of cards from the top of the deck (this ticks the Phantom Clock if it is at 6 PM or higher).

Master Moves (Requires Level 5 or higher)

- ☐ **Limelight:** The range of your Eidolon's reality-warping ability changes from 15 Feet to the distance of the furthest person in your line of sight that's actively paying attention to you.
- ☐ **Give Violence a Chance** (*Requires Give Peace a Chance*): Once per Uptime, when using Give Peace a Chance, your Eidolon Power does not switch off, leaving you as the only person in the scene with access to your Eidolon Power.
- ☐ **Faustian Super Shopper** (*Requires Devil Pact*): Every third time you summon your Devil, you may draw **BIZ** to have them act at your behest without requiring anything in return.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE ALCHEMIST

“My Eidolon can transform any _____ it touches into _____.”
Range: 10 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

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Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “You identify what must be changed in this moment, and you change it.” You may swap two of your stats for the rest of the session.

When you play your dissonant card, apply the following Forecast: “you try to change something that should not be changed.” The GM will swap two of your stats for the rest of the session.

Starting Moves

- ☒ **Revert:** If you or your Eidolon touches something you’ve transformed, you can make it turn back to its original form.
- ☒ **If Cars Are Frogs:** At the beginning of each session, Hold 2. You may spend 1 Hold when Challenging Fate; you interpret the Forecast of the card you play, instead of the GM (you must still respect the Polarity of the card).

Advanced Moves

- ☐ **Delayed Reaction:** When your Eidolon touches a valid target of its power, instead of making the transformation take place right away, you can instead choose to Hold 1. You can spend this Hold at any time, and the transformation will only take place once you do.
- ☐ **Nothing Is Beyond My Reach:** You may transform a target without touching it. When you take this Move, choose what you need to do instead:
 - Look at your target for a moment of intense focus.
 - Hit your target with a beam or projectile generated by your Eidolon.
 - Touch another object to charge it with transformative power and cause that to touch your target.
- ☐ **What a Fool Believes:** When you would interpret a Forecast with If Cars Are Frogs, you may instead choose the Forecast of a different card of the same Polarity - interpret that Forecast instead.
- ☐ **Suffering is Optional:** When you would advance your Damage Track, you may instead choose one of your stats with a value greater than 1; set that stat to 1. It returns to its normal value at the beginning of the next Downtime.
- ☐ **Metamorphosis:** When you Face Death and do not choose to embrace death, you may change something about yourself when you come back. You may permanently swap two of your stats, or choose one Advanced Move you've taken and replace it with another Advanced Move you meet the requirements for. Describe how this change is reflected in your personality, in the appearance of your Eidolon, and, optionally, your physical appearance.
- ☐ **Same As It Ever Was:** Take the Faulty Meter Move from the Conductor Playbook, but instead of warping reality, someone you successfully Dazzle will not think anything is amiss when your Eidolon transforms something.

When you successfully Dazzle someone, then until the end of the scene, they will not think anything is amiss when your Eidolon warps reality.

- ☐ **I'll Give You Everything:** When another player's Damage Track advances to Defeated, you can imbue your Eidolon with a burst of transmutational power to give them your life energy. Swap your Damage Track with theirs and immediately Face Death. You can only use this Move once per session.
- ☐ **Burning For You:** When anyone plays a card, you may transmute a piece of your soul into raw energy to fuel a greater success. Use the Polarity and Forecast of **The World** instead of the card that was played, then describe what you gave up to make that happen; an important memory, a skill you possess, a significant aspect of your personality, etc. Additionally, describe how your Eidolon's appearance changes to reflect this. You may only use this Move once per session.
- ☐ **Remember What You Were:** When you transform something with your Eidolon, you can make it retain a single attribute of what it used to be—its size, its weight, its viscosity, etc.
- ☐ **We're Not Gonna Take It:** Give an impassioned speech about how the status quo is unacceptable, and your vision for how to change it for the better. Draw **GLAM**. If you play a neutral or positive card, all player characters that heard your speech take +1 Forward to the next Move they make to enact your vision. Additionally, when you play a positive card, any GM-controlled character who hears your speech will buy into your vision (though they may remain hostile to you personally). You can only use this Move once per session.
- ☐ **See it My Way:** Once per session, you may draw **BIZ** to change someone else's Eidolon Power. If successful, rewrite that Power to include one of the materials from your own Eidolon Power.
- ☐ **Mindscaping:** Once per session, while you are in the Undertow, you may draw **BIZ** to call upon your Eidolon's transformative power to reshape your physical surroundings as you see fit. Describe how your changes to the Undertow affect the real world.

Master Moves (Requires Level 5 or higher)

- ☐ **Something From Nothing:** Instead of transforming the usual base material into what you want to create, you can attempt to conjure it out of thin air by drawing **BIZ**.
- ☐ **Transform the World:** When you achieve an incredible victory against impossible odds, your Eidolon radiates raw transformative power. Declare one change you want to see in the world. This change occurs immediately. You can only use this Move once, ever.
- ☐ **Everything Changes:** Change your Eidolon's ability to the following, and fill in the blanks:

“My Eidolon can transform any _____ it touches into _____, and it can change THAT into _____.”

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE VIRTUOSO

“My Eidolon is a real, physical _____, and through it, I can push my mastery of _____ beyond physical limits, allowing me to _____.”

Range: Infinite

CHARACTER NAME:

☐

POW

EIDOLON NAME:

☐

ELE

PLAYER NAME:

☐

GEN

☐

GLAM

☐

BIZ

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

APPEARANCE

RESONANT CARD

DISSONANT CARD

LVL

HOLD

When you play your resonant card, apply the following Forecast: “The world is your instrument, and it’s time for your solo.” Describe how your Eidolon transforms into a larger, more powerful version of itself and Hold 2. You can spend this Hold to draw 1 additional card when using your Eidolon to make a Move.

When you play your dissonant card, apply the following Forecast: “You’re thinking too literally, and miss something that’s immaterial but crucial.” Your Eidolon becomes severed until you find a way to spiritually reconnect to it.

Starting Moves

- ☒ **Recall:** When you do not have possession of your Eidolon, you can draw **ELE** to call out to it and make it return to you.
- ☒ **Everything a Nail:** When you try to overcome an obstacle by applying the skill you’ve mastered, draw **ELE**, but ignore the Forecast of the card you play:

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On a **positive card**, your skill maps to this situation perfectly.

On a **neutral card**, describe a complication that prevents your skill from fully translating to this situation. Take -1 Forward. The GM will describe how the complication hinders your success.

On a **negative card**: your skill doesn't map to this situation at all. You fall flat on your face.

- ☒ **Heirloom:** Your Eidolon's concrete form means that it can outlive you. When you die, name the person you choose to inherit it. They become the Eidolon's new master, and once per session they can use any one Move from your character sheet.

Advanced Moves

- ☐ **Stellar Performance:** You are an artist with your Eidolon. When someone watches you do something spectacular with it, take +1 Forward to the next time you Dazzle them.
- ☐ **Cover Version:** You can draw **BIZ** to will your Eidolon to change into any object of comparable size.
- ☐ **Mashup:** Once per Uptime, you may choose someone you have a Tie to; change the third blank of your Eidolon Power to something that reflects their own. Change your Eidolon Power back to normal at the beginning of the next session.
- ☐ **Encore:** Once per session, when you use Everything a Nail and draw no Positive cards, you can describe what you've done to train yourself specifically to apply your mastered skill to this situation, and Push Yourself without ticking the Phantom Clock.
- ☐ **Legendary Treasure:** When you take this Move, you and the GM will describe a powerful magical artifact which has the same form as your Eidolon. This artifact exists deep in the Undertow, where no human could ever find it. Once per Uptime, you may ask the GM one of the following questions about it:

(continued next p.)

- How was it made?
- Who owns it now?
- What effect does it currently have on the real world?
- What does it empower its wielder to do?

☐ **Featured Artist:** Once per Uptime, when you use your Eidolon to provide material aid to another player making a Move, they may choose to forego drawing and instead apply the following Forecast with a positive Polarity: “The world is your instrument, and it’s time for a duet.”

☐ **One-Man Band:** Take one of the following Moves:

- ☐ **Break on Through**, from the Vanguard Playbook
- ☐ **Pick Locks, Hack Consoles** from the Infiltrator Playbook
- ☐ **Information War**, from the Navigator Playbook, using your mastered skill as your Area of Expertise

☐ **Four Thirty-Three:** During combat, throw away your Eidolon and make a call to negotiate with your enemies. Draw **GLAM**, but ignore the Forecast of the card you play.

If you play a **positive card**, all Eidolons involved in the conflict become severed until you pick up your Eidolon again.

If you play a **neutral card**, no Eidolons become severed, but the enemy will stop attacking long enough to hear you out.

If you play a **negative card**, nothing happens, except that you’ve thrown away your Eidolon.

You may only use this Move once per session.

☐ **Quick-Draw:** Permanently take +1 Ongoing when using your Eidolon to Scrap or Snipe someone who doesn’t believe that you can or will attack them.

☐ **Reverse Recall:** Instead of calling your Eidolon to you, you can draw **BIZ** to call yourself to your Eidolon.

Master Moves (Requires Level 5 or higher)

- ☐ **Remaster:** Your Eidolon becomes an ordinary object. A new object in your possession becomes your Eidolon. You may only use this Move once, ever.
- ☐ **Cursed:** If your Eidolon comes in contact with someone else, you can draw **BIZ** to attempt to make your Eidolon take control of them.
- ☐ **Realizing the Legend** (*Requires Legendary Treasure*): Once per Uptime, you may draw **BIZ** to make your Eidolon switch places with your Legendary Treasure, until the end of the session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE VETERAN

Use the Eidolon Power and Range from your Former Playbook.

CHARACTER NAME:

☐

POW

EIDOLON NAME:

☐

ELE

PLAYER NAME:

☐

GEN

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

Refer to your Former Playbook for your resonant and dissonant card effects.

Starting Moves

In addition to the Moves below, you can use your Former Playbook's Starting Moves.

- ☒ **Old Time Rock 'n Roll:** At the beginning of a new session, Hold 1. You can spend this Hold at any time to use an Advanced Move from your Former Playbook. After spending this Hold, you can still use Advanced Moves from your Former Playbook, but advance your Damage Track once each time you do.
- ☒ **Speaking in Tongues:** You can understand and speak to Shades and other supernatural beings, even if they usually cannot or do not talk.
- ☒ **Flirt with Death:** When you Face Death and do your best to endear yourself to the forces of the Undertow that have come to claim your soul, you may draw **GLAM** instead of **BIZ**.

Advanced Moves

- ☐ **Won't Get Fooled Again:** If you know the power of an enemy Eidolon, take +1 Ongoing when Revealing Your Master Plan to counteract its power.
- ☐ **I've Been Everywhere, Man:** When you arrive somewhere that you've been before, you can draw **GLAM** to ask a favor of the friends you have there.
- ☐ **Accumulated Knowledge:** Take the Dredge Your Mind Move from The Navigator Playbook (if The Navigator is your Former Playbook, you no longer need to use Old Time Rock 'n Roll to Dredge Your Mind);
 - When you search your memory for relevant information regarding your current situation, draw **GEN**, but ignore the Forecast of the card you play.
 - On a positive card, you remember useful and relevant information regarding your situation.
 - On a neutral card, you remember something that might be useful, but the details are vague.
 - On a negative card, you remember incorrect information.The GM may ask you how and why you know the information you're remembering; answer them.
- ☐ **Just Something I Picked Up:** You've learned a lot of odd skills and techniques throughout your life. When you make a Move attempting something no one watching has seen you do before, you can explain when and how you learned to do it to draw with **GLAM** instead of the relevant stat.
- ☐ **Tell 'Em It's Just Something You Picked Up** (*Requires Just Something I Picked Up*): When you make a Downtime Move with another player character and use it as an opportunity to teach them a new skill, then anytime they attempt that skill in the future, they can forego drawing for it and instead apply the Neutral Forecast of your Resonant Card.
- ☐ **Protector:** When you or your Eidolon throw yourself in harm's way to defend someone you have a Tie with, they take +1 Forward when retaliating against the source of harm.

- ☐ **Grandpa Always Cheats:** Once per session, you may draw from the bottom of the Fate Deck instead of the top when making a Move (or from the top, if you're Revealing Your Master Plan).
- ☐ **Second Wind:** Hold 2 for Old Time Rock 'n Roll at the start of each session, instead of 1.

Master Moves (Requires Level 5 or higher)

- ☐ **Don't Call It a Comeback:** Take 2 Advanced Moves and 1 Master Move from your Former Playbook; you no longer need to use Old Time Rock 'n Roll to make these Moves.
- ☐ **Blaze of Glory:** Attack an enemy with everything you have left within you. Advance your Damage Track to Defeated and Face Death. Immediately Crash an enemy twice. You can only use this Move once, ever.

TIES

NAME	MAT	TIE	AFF

THE BEAST

“My Eidolon helps me pursue my animal urges by _____.”

Range: 20 Feet

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

When you play your resonant card, apply the following Forecast: “You silence your conscious thoughts and let instinct guide you to victory.” The GM will either describe how your action fulfills your Instinctive Desire, or will tell you how you can easily fulfill your Instinctive Desire in this situation.

When you play your dissonant card, apply the following Forecast: “Your animal mind overtakes your higher intellect.” You cannot use Pet Sounds to communicate with humans or other animals until the end of the scene.

ANIMAL QUALITIES

INSTINCTIVE DESIRES

- ☐ Food
- ☐ Shelter
- ☐ Dominion
- ☐ Freedom

- ☐ **Ferocious:** When Scrapping, treat any negative card you play as though it has neutral Polarity.
- ☐ **Thick Hide:** The Fresh space on your Damage Track is treated the same as the Winded space for the purpose of determining whether you take damage.
- ☐ **Social:** Your Ties are capped at a score of 4 instead of 3.
- ☐ **Perceptive:** Set your Range to 100 Feet.
- ☐ **Tenacious:** Once per session, you can Push Yourself without ticking the Phantom Clock.

Starting Moves

- ☒ **Pet Sounds:** You can talk to any non-human animal. You can understand human speech, and anyone with an unsealed Eidolon can understand you.
- ☒ **Just What I Needed:** When you satisfy an Instinctive Desire, gain one of the following benefits, depending on which desire you satisfy:
 - Food:** Reverse your Damage Track by 1.
 - Shelter:** Your Damage Track cannot advance as long as you remain in your shelter, unless the source of damage is also in your shelter.
 - Dominion:** Take +1 Ongoing to Dazzling or Threatening for the rest of the session.
 - Freedom:** Turn the Phantom Clock back 1 hour.

Advanced Moves

- ☐ **Hungry Like the Wolf:** Take one more Instinctive Desire.
- ☐ **Apex:** Take 1 more Animal Quality that accurately describes your species.
- ☐ **Eye of the Tiger:** Gain +1 Ongoing while your Damage Track is at “Desperate.”
- ☐ **Shadow Tongue:** Take the Speaking in Tongues Move from the Veteran Playbook;
 - You can understand and speak to Shades and other supernatural beings, even if they usually cannot or do not talk.
- ☐ **Born To Be Wild:** Take the Forbidden Memories Move from The Inhuman Playbook, but instead of knowledge of the Undertow, Reveal Your Master Plan with **BIZ** if you use knowledge derived from your animal perspective on the world;
 - When you Reveal Your Master Plan, and your plan involves exploiting knowledge of the Undertow that is unknown or unknowable to human beings, you may draw with **BIZ** instead of **GEN**.

- ☐ **Rampage:** Once per session, when you play a negative or neutral card while Scrapping, you may discard the top 5 cards of the Fate Deck instead of just the top card.
- ☐ **Nothing But a Hound Dog:** If someone begins to suspect that you're not an ordinary animal, you can try to act like one to throw them off your trail. Draw **GLAM**, but ignore the Forecast of the card you play.
 - On a **positive card**, they'll dismiss their concerns and ignore you.
 - On a **neutral card**, they'll buy into your act, but also decide that you're being a nuisance, and try to remove you from the area.
 - On a **negative card**, they'll believe you're a normal animal, but will react violently to your presence.
- ☐ **Freebird** (*Requires Ferocious or Tenacious Animal Quality*): You can force yourself out of any restraint, advancing your Damage Track by 1 to break out of it instantly. If you have an Instinctive Desire for Freedom, this counts as satisfying it.
- ☐ **Bloodhound** (*requires Perceptive Animal Quality*): Take +1 Ongoing when Investigating using any animal senses you have that are sharper than a human's.
- ☐ **Impenetrable** (*requires Thick Hide Animal Quality*): When someone else is directly in harm's way, you can advance your Damage Track to shield them with your body.
- ☐ **Animal Collective** (*requires Social Animal Quality*): When you've satisfied an Instinctive Desire, you can share your food, shelter, dominion, or freedom with someone else. If you do, they gain the same benefits from it as you.
- ☐ **Fight or Flight:** At any time, you may ask the GM if you are currently in danger. The GM will always answer honestly, but will not provide any details about the source of the danger.

Master Moves (Requires Level 5 or higher)

- ☐ **Let the Dogs Out:** During combat, you can cry out for any creatures in the area to support you. Draw **GLAM**, taking +1 Forward if you've satisfied an Instinctive Desire for Dominion in the area, but ignore the Forecast of the card you play.
 - On a **positive card**, larger, more dangerous animals will answer your call.
 - On a **neutral card**, only smaller and weaker animals will respond.
 - On a **negative card**, every animal that hears your call will come, but will not actively fight alongside you.
- ☐ **Role Reversal:** You may draw **BIZ** to suppress the higher intellect of a human target within range of your Eidolon for the remainder of the scene. If successful, their animal instincts take over, and they must choose an Instinctive Desire that they will exclusively pursue until the effect wears off.
- ☐ **Evolution** (*requires Apex*): The energy constantly flowing through you from the Undertow has caused your body to mutate. Take an Animal Quality that didn't used to describe you, but does now.

TIES

NAME	MAT	TIE	AFF

THE INHUMAN

“My Eidolon can _____.”

Range: --

CHARACTER NAME:

☐

POW

☐

ELE

EIDOLON NAME:

☐

GEN

PLAYER NAME:

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

THE COUNTDOWN

4. ☐ **3.** ☐ **2.** ☐ **1.** ☐

RESONANT CARD

DISSONANT CARD

LVL

When you play your resonant card, apply the following Forecast: “You make the world a stranger and more wonderful place.” Name one law of any kind; for the remainder of the session, this law no longer applies.

When you play your dissonant card, apply the following Forecast: “Your actions send dark ripples through the Undertow.” Reduce The Countdown by one; describe a new detail about your old home in the Undertow, or the forces from it that are after you.

Starting Moves

- ☒ **The Bill Comes Due:** When The Countdown reaches 0, an agent of the Undertow forces that are after you will appear to capture you. After either the agent is defeated or you escape from them, reset The Countdown to 4.
- ☒ **Noclip:** You can draw **BIZ** to disappear from the real world by moving into the Undertow, and when you reappear, it can be anywhere within twenty feet of where you disappeared from.

- ☒ **Facade:** You can make yourself look like a human being, and revert back at will. If The Countdown goes down while you are in your human form, draw **GLAM**, and apply the following in addition to the Forecast:
- On a **positive card**, you maintain your disguise.
 - On a **neutral card**, you slowly begin to revert to your true form.
 - On a **negative card**, you instantly revert to your true form.

Advanced Moves

- ☐ **Last Surprise:** When making a Move against a human target in a way that no human could predict, you can Push Yourself by reducing The Countdown by one instead of advancing the Phantom Clock. You may not use this Move again until after The Countdown has been reset.
- ☐ **Forbidden Memories:** When you Reveal Your Master Plan, and your plan involves exploiting knowledge of the Undertow that is unknown or unknowable to human beings, you may draw with **BIZ** instead of **GEN**.
- ☐ **Smile Like You Mean It:** You've figured out how to act in your human body to come across as more charismatic. Take +1 Ongoing when Dazzling while wearing your Facade.
- ☐ **Otherworldly Horror:** Take +1 Ongoing when Threatening someone who's never seen a Shade or Eidolon before. This Move doesn't work if you're wearing your Facade.
- ☐ **Shuffle Time:** Once per session, when you successfully Dredge the Undertow, you may swap the discard pile with the Fate Deck; shuffle the discard pile and set it face down, then discard all cards in the Fate Deck.
- ☐ **Psychometry:** You can feel the years of Undertow presence in an area. When Investigating, instead of asking "what happened here recently?," you may ask "what has happened here?"
- ☐ **Empty Facade:** Instead of using your Facade to disguise yourself, you can tick the Phantom Clock to split it off from yourself entirely, controlling it as a second body. If The Countdown advances while the Empty Facade is in use, it disappears immediately.

- ☐ **Strange Journey:** You can create a temporary portal to the Undertow. Draw **BIZ**. In addition to the card's Forecast, choose two of the following if you play a Positive card and one of the following if you play a neutral card:
 - The other side of the portal is in a safe location.
 - The portal can only be seen and used by those who you permit.
 - You can close the portal whenever you want.
 - Once closed, the portal can only be re-opened by using Strange Journey again.

- ☐ **Soul Hacker:** You can draw **BIZ** to try to reprogram someone's Eidolon to carry out a task of your choosing, as long as it doesn't involve directly harming someone.

- ☐ **Reach Out To the Truth:** Take the Soul Spyglass Move from The Navigator's Playbook.

When you play a positive or neutral card to Dredge the Undertow, you can ask any one question about one of the characters in your immediate vicinity. The player of that character must answer your question as truthfully as they can, possibly even revealing information that the character themselves does not know. If you play a neutral card, they also get to ask you a question about your character, and you must answer truthfully.

- ☐ **This IS My Beautiful House:** When in your Facade and pressed for details about your human life, you can attempt to conjure physical evidence to back up your answers. Draw **GLAM**. In addition to the card's Forecast: when you play a positive card, the physical artifacts of your life appear as you describe them; when you play a neutral card, something about them is strange or unsettling, as described by the GM.

- ☐ **Nocturne:** Once per session, when making a Move, you may siphon power from your friends' connections to the Undertow to force the hand of fate. Everyone except you loses 1 **BIZ** for the rest of the session (to a minimum of 1). Do not draw for your Move, and instead apply the Forecast of The Star.

Master Moves (Requires Level 5 or higher)

- ☐ **Conditional Surrender:** Immediately set The Countdown to 0, and surrender yourself to the Undertow. In exchange, you may ask your captors to do something to help your friends, and they will do everything within their power to fulfill your request.

- ☐ **Scapegoat** (*Requires Strange Journey*): When you have utterly defeated an enemy, you can summon a portal to the Undertow and send them there, tricking your pursuers into thinking that they're you. Set The Countdown to 4. You may not use this Move again until after The Countdown has been reset.

- ☐ **Drag Out the Darkness** (*Requires Soul Hacker*): When using Soul Hacker, you can program the Eidolon to carry out explicitly violent actions. If the Move succeeds, the Eidolon transforms into a Phantom; if the Move fails, tick the Phantom Clock three times, in addition to any other effects of your played card's Forecast.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>

THE WILDCARD

“My Eidolon is.”

Range: Consult Active Playbook

CHARACTER NAME:

☐

POW

EIDOLON NAME:

☐

ELE

PLAYER NAME:

☐

GEN

☐

GLAM

☐

BIZ

APPEARANCE

☐☐☐☐☐

Fresh Winded Battered Desperate Defeated

RESONANT CARD

DISSONANT CARD

LVL

HOLD

**WILDCARD
HOLD**

When you play your resonant card, apply the following Forecast: “Every card turns up in your favor.” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a blessing upon you; take +1 Forward. The Luck spirit will remain in this world until you play a neutral or negative card.

When you play your dissonant card, apply the following Forecast: “You go all in and lose it all.” A spirit embodying the concept of Luck will emerge from the Undertow, as described by the GM, and bestow a curse upon you; take -1 Forward. The Luck spirit will remain in this world until you play a neutral or positive card.

Starting Moves

- ☒ **Deal In:** Automatically use this Move at the start of every new play session, or when instructed to do so by one of your other Moves. The GM will choose 3 Playbooks, other than the Veteran and the Wildcard. Choose one of them, and make it your new Active Playbook.
- ☒ **Make a Play:** Any time you get a new Active Playbook, Hold 3. You can use any of your Active Playbook’s Starting Moves, and you can spend 1 Hold to use any of its Advanced Moves. Immediately Deal in when you run out of Hold.

- ☒ **Card Shark:** If you Scrap or Snipe using your Eidolon, you can draw **BIZ** instead of **POW** or **ELE**.

Advanced Moves

- ☐ **Poker Face:** Take the Unflappable Move from the Vanguard Playbook.
If a GM-controlled character tries to threaten or intimidate you, show them that they don't scare you and draw **GLAM**. On a positive card, they'll believe you, and treat you with a higher degree of respect moving forward. On a neutral or negative card, they'll buy your bluff, but they definitely got to you. Take -1 Ongoing when acting against them.
- ☐ **Pair of Aces:** Once per session, when you Deal In and choose an Active Playbook that matches the Playbook of another player, you both take +1 Forward.
- ☐ **Mulligan:** Spend 1 Make a Play Hold to rewrite your Eidolon Power, maintaining your Active Playbook's template. You cannot use this Move if you only have 1 Make a Play Hold.
- ☐ **Double or Nothing:** Once per session, when you Push Yourself, you can tick the Phantom Clock twice to Push Yourself a second time.
- ☐ **Fold:** Lose any remaining Make a Play Hold you have and Deal In. Take -1 Forward. You can only Fold once per session.
- ☐ **Deal From the Bottom:** Once per session, when you make a Move, you can look at the bottom card of the Fate Deck, and draw from either the bottom or the top of the deck.
- ☐ **Insurance:** Once per session, when you run out of Make a Play Hold, you can choose to immediately gain 3 Make a Play Hold instead of Dealing In.
- ☐ **Friend of Fortune:** When a Luck Spirit has appeared before you, you can ask them a single question. They'll answer to the best of their ability, drawing on knowledge unknowable in the material world, but if they appeared because you played your dissonant card, you won't like the answer.

Master Moves (Requires Level 5 or higher)

- ☐ **Joker's Wild:** When you have utterly defeated an enemy Eidolon master, you can sever their Eidolon and switch your Active Playbook to the one that most closely matches their abilities. Your Eidolon transforms to look exactly like theirs until you Deal In, and their Eidolon remains severed until you do.
- ☐ **High Roller:** You can spend 2 Make a Play Hold to use a Master Move from your Active Playbook. You can only use this Move once per session.

TIES

<i>NAME</i>	<i>MAT</i>	<i>TIE</i>	<i>AFF</i>