

SYLVAN LAWRENCE'S

FAME

ASHCAN
EDITION

DIVINE



FAME

A TTRPG of All-Consuming Celebrity by Sylvan Lawrence

Spun on the Loom

Cover art by Sara Belote

If you had the chance to become a god, would you take it?

Welcome to the playtest document for *Fame*, a TTRPG by Sylvan Lawrence. Spun on the [Loom](#), *Fame* is a game about celebrity, but it is also a game about worship, a game about the systemic abuse of the downtrodden, and a game about how much you can change and still remain *you*.

In *Fame*, each of you will create a character in late adolescence or early adulthood who is, in one way or another, desperate. This desperation leads each of these characters to make a critical choice: when approached with an offer of **Divinity**—at the cost of their mortal life—they will take it with eager and open hands, signing their futures away for a chance at something greater.

Each of you will also play the **Divinities**: the potent, inhuman forces that give your characters extraordinary power. The push and pull between the **Divinities** and the characters is the central conflict of *Fame*: what do you do when the god in your heart wants something that you do not? What do you do when you want to enact change that your **Divinity** rejects?

There is, of course, a catch: you do not play your own **Divinity**. Instead, each player will share responsibility for playing and embodying every *other* player's **Divinity**. While it is true that *Fame* is technically a GM-less game, it is more accurate to call it a *GM-full* game: the weight of narrative should be shouldered by everyone equally, and the responsibility of the Game Master is shared by everyone at the table. Together, you will all hold the fate of the characters in your hands. Together, you will pull them apart and fill them with godhood until there is nothing human left.

To Be Added:

This is a playtest document, and is thus incomplete. Here are some things that will be in the final game that are not present here:

- 8+ Character Playbooks
- 22 Divinity Playbooks
- Additional scene framing tools
- Additional setting guidance
- What this game is and what this game isn't (iykyk)
- Examples of play
- Various tweaks, adjustments, and additional content

At a Glance

Fame is a freeform narrative game for 3-6 players in which characters slowly lose aspects of themselves to a specific **Divinity** in order to serve their own interests, until they are no longer people at all.

In the game, playbooks guide how players develop their characters and what their characters can do in each scene. At the same time, players use other playbooks to develop and embody each other's **Divinities**, representing them as environmental forces, non-player characters, magic, and the world at large, all governed by the moves in each **Divinity** playbook.

Selecting a Host

Fame does not have a dedicated Game Master, or GM. That being said, some playgroups find it useful to have a committed facilitator to help smooth transitions, prompt fellow players, and keep the game moving. As such, *Fame* has an optional role called the Host.

The Host is not a GM; they do not have any more power or narrative agency than any other player. Instead, the Host is more of a stage manager. The same player does not need to be the Host every session. If your group prefers, you can rotate the Host responsibilities from session to session.

The Host role comes with a special set of moves that they can use to help facilitate the game. Anyone, no matter whether they're the Host or not, can use moves from this list, but the Host is encouraged to use them frequently and generously.

The Host can Always...

- Ask someone, "can you read this section aloud?"
- Ask the table if they think the scene can be brought to a close
- Pause play and check in
- Say, "I'd love to see you use a playbook move here"
- Prompt a player to add a sensory detail
- Encourage a player to pick up a **Divinity** playbook

Preshow Checklist: Setting Expectations

Because *Fame* is a GM-full game, negotiation, consent, and consensus are at the

heart of its narrative and mechanical principles. In order to have the best play experience possible, run through the following checklist of questions and make sure that you're all on the same page about them, as a group.

- Understanding that *Fame* rarely tells happy stories, what's the tone we're going for, in this game? How dark do we want to get?
 - *Heavy, with points of brightness—a slow churn into oblivion, but one that focuses on the human moments. People are fundamentally good, but they're not enough to win every time. Institutions are not your friend. Magic is a tool for control and power.*
 - *Dark comedy—things get worse, and that makes it funny. People are fundamentally inept. Institutions are satirically malicious. Magic is a tool for absurdity and satisfaction.*
 - *Dark and getting darker—things are bad and will only get worse. People are fundamentally corrupt. Institutions will not save you. Magic is a tool for violence and harm.*
 - *Unceasing and unforgiving—it's already as bad as it gets, and nothing will get better. People are meat. Institutions are predators. Magic is a tool for coercion and brutality.*
 - *Something else—discuss as a table what emotions you want at the core of your story.*
- In addition to the tone, what film rating do we want to establish for this game?
 - *Is there particular subject matter that you do not want to engage with on-screen?*
 - *Is there particular subject matter that you want to limit?*
 - **NOTE:** *Fame* assumes a default film rating of R: drugs, violence, and nudity are implicit to many of the playbooks.
 - **NOTE:** It's helpful to keep a running list of what players aren't comfortable playing with. This list can change at any time, so it's good to keep it on hand while playing.
- How long do we want this game to run?
 - **NOTE:** *Fame* tends to run 8-10 sessions playing by default rules. If you want the game to go faster or slower than that, refer to **Adjusting the Pace of Play** (xx).
- How much time should pass between sessions? How quickly in-narrative is the Descent towards **Divinity** occurring?
 - *The Descent degrades over the course of years. Many months can pass between scenes or sessions.*
 - *The Descent degrades over the course of a year. Weeks and months can pass between scenes or sessions.*

- *The Descent degrades over the course of several months. Days and weeks can pass between scenes or sessions.*
- *The Descent degrades over the course of weeks. Little time passes between scenes and sessions.*
- Where in the world do we want this game to take place?
 - **NOTE:** *Fame* assumes (and encourages) a contemporary setting, but the time period and specific location can be adjusted at player discretion.
- What level of proximity do we want our characters to start in, relative to each other?
 - *All characters start the game residing in the same city. They either already know each other, or will by the end of the first session.*
 - *Some characters may start residing in the same city. All characters reside in the same state or country. They may not come into contact for the first few sessions. They will know of each other's existences by the end of the first session.*
 - *The characters are spread out across a vast distance, perhaps across the entire world. They may not learn of each other's existences for a few sessions, and may not all come into physical contact with each other for quite some time.*
 - **NOTE:** Keep in mind that even though all of your characters might not be in the same scenes as each other all of the time, every player at the table will get to play in every scene through the use of **Divinities** which manifest through the world and its inhabitants.

Any of these questions can be revisited at any time by any player. If the table is out of alignment during play about any of the answers that you have decided on, pause the game and come back to the checklist to discuss.

The Descent: Creation

Character Creation: The Descent

In a few moments, you are going to create the characters who will become the main cast of your story. Each of you will create a flawed and desperate character, likely between the ages of 16 and 24, and then another player will offer them **Divinity** via contact with an enigmatic organization.

The deal the organization offers is simple: your character will receive, free of charge, a vial of a chemical compound called The Descent. When they drink it, they will be imbued with **Divine** power unlike anything they could possibly hope to experience in their mortal lifetime. They will become a rising star, and they will gain worshippers and followers and fans beyond their wildest dreams. Fame, money, power, sex, the ability to bring about *real, meaningful change*; everything they could ever want will be at their fingertips. They'll be an icon the world over, and on top of all that, they'll have *powers*. Superpowers. Magic powers. Earth-shaking, mind-melting paranormal gifts. They'll work *miracles*.

The downside: their **Divinity** has a force of will all its own, and The Descent only keeps it in check for so long. Within two years, the compound in their bloodstream will degrade, and their **Divinity** will burn away the mortal parts of them. Before they know it, they will be gone, scoured out from the inside and filled with godhood and inhuman power.

It's a one way trip. And to your characters, it's a trip they believe will be worth it.

Before you create your characters, take a moment to discuss the following questions as a table, and come to a consensus on each of them.

- Is the organization offering you **Divinity** a public-facing entity, or is its existence a secret? What is it called?
- Has the organization offered **Divinity** to others before you? Did those victims take the deal?
- What does the organization get out of the offer to make people **Divine**?
 - Money, through IP deals and marketing
 - Power, through political and commercial influence
 - Money, through talent representation and acquisition
 - Power, through refining the Descent until it gives immortality
 - Money, through other *sinister* means
 - Power, through other *corrupt* methods

After you've agreed on the answers to these questions, proceed to **Before the Descent**.

Before the Descent

To say things were normal for you before they came knocking would be a... slight overstatement. Nothing was going exactly your way. Maybe it was your job, or your family, or school. Maybe it was a combination of everything. Maybe it was just one really, really tough morning that sent you over the edge. Whatever it was, despite the cost, when they offered you godhood in a bottle, you said yes.

The first section of character creation takes place before your character becomes **Divine**; it takes place before your character is even approached with the offer of **Divinity**.

In order to create a character, each player at the table picks a different Character playbook (xx-xx). Read through the playbook, then follow the instructions in the **Before the Descent** section of your playbook. You'll answer a few questions on your own, maybe make a few choices.

After each player has finished making their individual choices, introduce your characters to each other. Paint a picture: who is this person? Where are they at in their life? Why would they take up a hypothetical offer to become a god, even if it means they'll destroy themselves in the process? After you've described the character objectively, put on a song of your choice that you think best represents your character. Then, walk your table through a short vignette of the character's typical morning routine. Get detailed with it: talk about what they're like when they first wake up in the morning, what they have for breakfast (if anything), whether their bedroom is clean or messy.

This introduction doesn't merely serve as a way for you to make sure that everyone at the table understands the character you're playing, or the playbook that you've selected. In fact, it's the only time during the game where you'll be able to portray your character as *fully human*, and it's the only time during the game that you'll be able to make choices about your character that *no one else can interfere with*. Indulge in the moment. Lavish in the details. Revel in your creative freedom.

After the table feels that they've gotten to know the character, any one of the other players can interrupt the scene by saying the following sentence:

“No matter where you are, you hear a knock on the door. Do you answer it?”

Regardless of context, you should always respond the same way, ending the scene:

“Yes.”

After each vignette has been played through, it's time to ask each other the final question in this section of your Character playbooks:

Ask the Table: Where did I go wrong?

During the Descent

*You don't know much about them, but you do know this: they knocked on your door. They offered you a chance to be something greater. They showed you where to sign, and they told you the same thing they tell everyone: you will be a living god. You will walk amongst mortals and you will rise above them. We will give you everything you ever wanted, and in two years, you will be gone. Only the **Divine** will remain.*

After you've introduced your characters, it's time to decide on the exact nature of your descent from mortality into the twisted world of the **Divine**. Shuffle together the Major Arcana cards of a tarot deck and deal one face down to each player. (**NOTE:** because the playtest document doesn't have all 22 Major Arcana cards, pull out only the nine that have playbooks assigned: The Fool, The Magician, The High Priestess, The Hierophant, The Hermit, The Wheel of Fortune, Death, The Tower, and The Star)

Flip your card face up and take the associated **Divinity** Playbook (xx-xx). Read through it in its entirety, then follow the prompts in the first half of the **During the Descent** section of your playbook. Once you've answered the prompts, share your answers with the group, then pass your **Divinity** playbook to the left.

As a table, go through the collective prompts in the second half of each playbook's **During the Descent** section. Do not participate in the discussion for your own **Divinity** playbook—you've already said enough, and it's out of your hands now.

After everyone feels that the **Divinities** in play are fleshed out and well-understood by the table as a collective, start your first scene.

Weaving on the Loom: Gameplay

Playing With Moves

In *Fame*, your characters have the ability to do more or less anything that you want them to. There are no dice to roll, no tokens to exchange, no coins to flip. If you want your character to do something, they do it.

The question is not whether your character is *able* to do something, but rather how much narrative *impact* their actions have. This is where playbooks become critically important.

Playbook moves are the lifeblood of the game: while they are not an exhaustive list of things your characters are capable of, they *are* a list of things that you as a player are always able to use to make an impact on the story.

As players, you should be using moves constantly and conversationally. Prompt each other to reinforce narrative choices with moves. Reinterpret the language of each move in order to bend it to your needs. **As a rule of thumb: if you want something you do to make an impact, use a move to do it.**

Moves for Character and **Divinity** playbooks are different. Character playbooks are active, full of actionable behaviors and choices. **Divinity** Playbooks are more passive: they function by manifesting *through* the world and its inhabitants. Think of the **Divinities** less as characters and more as abstract forces... at least to start.

Character Moves

Character moves are framed through three different lenses: characters have things they can *always* do, things they can do *once per session*, and things they can *never* do. These constraints are absolute: if The Antic playbook says that a character can *always* scrounge up a cigarette, then that is *always* true. It doesn't matter if The Antic is in a corner store or at the bottom of the ocean—they will find a way to make it work. You can *always* have them find a cigarette, and it can *always* be made narratively relevant if you so choose.

Moves that your character can *never* do are equally absolute. If you ever find yourself in a position where you cannot accurately portray your characters actions without violating a *never* move, your character immediately becomes **Divine**, and you lose control of that character for the rest of the story.

Once per session moves are the most powerful tools that your characters have access

to. Where the moves that they can *always* do enforce their narrative archetype, *once per session* moves often allow them to momentarily transcend the constraints of that archetype and act in unexpected and deeply meaningful ways. The Bombast is a character all about hogging the spotlight, but once per session, they can cede leadership gracefully. At that moment, they're giving up the spotlight and letting someone else take the lead. They're bucking their own trend in order to have a greater impact.

You may notice that some of the language in the Character playbooks feels overly restrictive or specific. Language in *Fame* is intended to be simultaneously interpretable as literal and as metaphorical. A big part of the game is thinking laterally about the way moves are written and enacted, and abstracting moves to gain surprising and unexpected flexibility in a scene. While your character will not gain new moves over time (or even alter the moves that they have to become stronger), *you* will gain a new understanding of the way your moves can be applied. What looks at first glance to be a throwaway character note can become incredibly important to the way your character gains power in the story. While The Antic can *always* "scrounge up a ciggy," the second half of that move reads, "or comparable vice." Vice for whom? Comparable in what way? What does *scrounge* really mean here?

By thinking about moves both literally and in the abstract, you'll open up your gameplay to a whole world of options. Get weird with it. Get creative. Bend the rules until they're about to break. Reinterpret generously.

Divinity Moves

Where Character moves are active, **Divinity** moves are passive. Character playbooks are very literal: they always represent and embody a single, specific person. The moves available to that playbook are channeled through the decisions and actions of a single character, controlled by a single player.

Conversely, **Divinity** playbooks are shared by nearly every member at the table. In fact, the *only* player that isn't allowed to use a certain **Divinity** playbook is the player whose character is turning into that **Divinity**. Every other player at the table has the right (and the responsibility) to share and develop that **Divinity** together.

But **Divinities** aren't people. They can barely even be considered characters. While they do have a will of their own, and can act independently, they most often act as

forces, as opposed to *people*. To encourage this, the moves in the **Divinity** playbooks are slightly different from that of the Character playbooks.

Divinities have access to three types of moves: there are things that the **Divinity** *always* is, things they *can manifest as once per session*, and things that they *never* are. Notice the difference in language between Character and Divinity moves: while characters can *do*, **Divinities** simply *are*. This means that when you're playing a **Divinity**, you have a lot more flexibility in how you use your moves: if The Hermit is *always methodical*, that could show up as a non-player character that's acting in a particularly methodical manner, but it could also manifest as an obstacle that the characters are forced to slow down and think through step-by-step.

The ways that **Divinities** manifest are myriad and flexible—the language used in their playbooks is intentionally vague and open-ended. Think of their moves less as set actions that you can use and more as prompts that you can base these magical and unknowable forces off of. Character playbooks get lots of structure and restrictions. **Divinity** playbooks are much more negotiable.

Another important aspect of playing a **Divinity** is that they are not always present for the entirety of a scene. Much like a character can enter and exit, **Divinities** can exert their influence momentarily and then relax control.

If your character isn't in the scene that's currently being played, you can (and should) pick up a **Divinity** playbook at *any time*, describe something that's changed about the scene or environment, and then put the playbook back down again. Unlike Character playbooks, you don't have to hang on to a **Divinity** if you don't feel like continuing to play it. Trade them back and forth. Tap in to different **Divinities** to pull the scene in new and interesting directions. If the table isn't sure which **Divinity** to pick, it's always a safe bet for someone to choose the **Divinity** Playbook that's tied to the scene's central character.

Over time, you may notice that the **Divinities** each take on distinctive personalities. Don't push too hard in order to make this happen... but don't ignore it if it does.

Moves in Conflict

Sometimes, two players will try to use moves that conflict with each other, or will use moves in efforts to oppose one another in the narrative. While conflict in *Fame* is meant to be negotiated collaboratively, it can be helpful to have a general framework

for resolving moves hierarchically.

- In conflicts where only one move is “Once per Session,” that move works exactly as intended, “winning” the contest.
- In conflicts where both moves are of the same category (“Always,” “Once,” or “Never”), if one is a Character move and one is a **Divinity** move, the Character move works exactly as intended, “winning” the contest.
- In conflicts where both moves are of the same category (“Always,” “Once,” or “Never”) and of the same playbook type (Character or **Divinity**), *both* work as intended. Negotiate a resolution that results in the moves resolving together.

These are not hard and fast rules—if you as players have reason to believe that a conflict should have a different outcome, trust your reasoning over the text on this page. You are the authors of this story. Pay this old skeleton no heed.

Welcome to the Stage: Setting Your First Scene

You’ve just spent a significant amount of time focusing on *The Descent*, on who your characters *were* and how they were transformed. Now, your focus should snap forward to who they’ve *become* at the start of your story.

The first scenes of *Fame* take place one month after *The Descent*. Each of your characters have, in one way or another, risen to stardom or rising celebrity status of some sort. Whether or not they know each other, know of each other, or are blissfully unaware of one another’s existences, the first set of scenes will introduce the characters as they are now, post-*Descent*, having begun to live with their **Divinity**.

Pick one player to start the first scene using their character as a focal point. That player should set the scene by answering one of the following sets of questions:

- You’re on stage. How far into your show are you?
 - *What sort of performance are you giving? Is it a concert? A play? A speech? Something else entirely?*
 - *What do you look like, now that you’ve begun your descent towards **Divinity**?*
- You’re at an afterparty. What are you doing?
 - *Who else is there? Celebrities? Fans? Agents? Friends?*
 - *What mood are you in? What’s the atmosphere like?*
 - *What do you look like, now that you’ve begun your descent towards **Divinity**?*
- You’re at home. What’s striking about your living space?

- *Who's staying over? A partner? An escort? A fan? A friend? Another celebrity?*
- *How long has it been since you moved out of your previous living arrangement?*
- *What do you look like, now that you've begun your descent towards **Divinity**?*

After you've answered these questions for the table, the rest of the players will begin to pick Character or **Divinity** playbooks to use and build out the scene.

Framing a Scene

Over time, framing scenes in *Fame* will become a natural process. However, because the game mechanics of the game are both fluid and abstract, it can be helpful to practice more intentional and structured framing while you're still getting used to the game. You can also always return to these frames when you don't know where to go next in your story.

Because the role of GM is shared and distributed across the entire table, there is no expectation that a single player frames every scene. It can fall on the Host to prompt players to frame scenes from time to time. Generally, though, the player(s) whose character(s) will be central to the scene should start the framing process by describing the following:

- Where is this scene taking place?
- What player characters are there, and what are they doing?
- Are any moves being used at the beginning of the scene?
- Is there a particular narrative purpose to the scene? Do the players themselves have an objective?

As soon as the table has a decent idea of where to go, players who are not playing their own characters can begin to fill in the details. Start with the **Divinity** associated with the central character of the scene: any other player can pick it up and start to describe its influence on the environment by picking and expounding on any of the following:

- What is the general emotion in the scene?
- What aspects of the environment or setting are notable?
- What sensory details are particularly noticeable or out of place here?
- What non-player characters does the scene involve?
- What about the player character is noticeably altered by the **Divinity's** influence right now?

- How else is this **Divinity** present or making itself known to the player characters?

Any player who is not already involved in the scene can choose to interject at any time by picking up a **Divinity** and altering, influencing, or helping to construct the setting, characters, actions, or details of the scene. From here, play should be organic, with player characters using moves frequently and fluidly and other players picking up and putting down **Divinities** as desired.

The Cost of **Divinity**

You knew that the Divinity coursing through your veins could only be controlled for so long. What you didn't expect was the way it burned you up inside, the way it gnawed at you, piecemeal and methodical. What you didn't expect was how you didn't notice until it had already begun.

Fame is, at its core, a game that tells the story of young and desperate people losing themselves to an uncontrollable and terrible power. Over the course of the game, these people will have everything that makes them who they are stripped away. When there is nothing left for them, or when they feel they have no other choice, they will surrender to their **Divinity** and become something more, or perhaps less, than human.

At the end of each session of *Fame*, each player still in possession of their Character playbook will select one “Always” move and one “Once per Session” move *other than the one related to their **Divinity*** from their Character playbook and strike it out. Their **Divinity** has consumed their part of them—they can no longer use it. For the rest of the game, that move is no longer available. Even if the character performs the action described by a struck-out move, it is narratively unimpactful and nigh-irrelevant.

As you strike out more and more moves, you will notice that it becomes more difficult to play your character in a meaningful and impactful way without relying on invoking and following your **Divinity**. If it ever becomes too difficult to play your character genuinely, or worse, if it stops being fun for you, take that as a sign that it's time to give your character up to their **Divinity**. Don't worry—you'll still get to play the game.

Losing Your Character to the **Divine**

Eventually, one way or another, your character's **Divinity** will consume them. This is

an inevitable truth of *Fame*—the compound that your character consumed is imperfect, and can only control **Divinity** for so long. Over time, that control will degrade, and your character's **Divinity** will take more and more parts of them away until there is nothing left. At this point, the character is considered **Divine**.

There are four ways for a character to become **Divine**:

- The Character Playbook has no more “Always” or “Once per Session” moves other than those referencing their **Divinity**
- A player has their character violate a “Never” clause in their playbook
- A player chooses for their character to die in the game
- A player decides that it is time for their character to become **Divine**

Ultimately, it is up to you to decide when to let your character go. The longer you hold on to them, the more mechanically challenging it will become to play them, and the more limited they will be in their impact on the story. However, letting too many characters become **Divine** too soon can feel anticlimactic! It's all about striking a balance with your particular table.

When a character becomes **Divine**, halt normal play and conduct the **Ritual of Surrender**.

Ritual of Surrender (in person play)

- All players set down their playbooks on the table
- The central player (the player whose character is becoming **Divine**) describes the last action their character takes as a mortal
- All other players take turns placing their hand on the associated **Divinity** Playbook and sharing one detail from the following list:
 - *How does the Divinity irrevocably change the character's body?*
 - *How does the Divinity exert force in a way never seen before?*
 - *What does it feel like to be scoured from the inside out?*
 - *What signs are present in the environment of such a monumental change?*
- Every player takes hold of an edge of the central player's Character Playbook
- The central player asks the table: *could this have gone differently?*
- Each other player answers the question in their own words and their own time
- The central player describes the expression on their character's face at the moment they become **Divine**
- All players pull, tearing the Character Playbook apart

- Leaving the scraps where they lie, the central player picks up a **Divinity** Playbook other than the one their character has become
- The central player says: *this **Divinity** is mine to control. With it, I will take from you what you took from me.*
- Consider taking a small break. Resume play when everyone is ready.

Ritual of Surrender (online play)

The Ritual of Surrender is a deeply material process. To adapt it to online play, make the following changes:

- Instead of placing your hands on playbooks, simply go down the list of players in your call and take turns answering questions
- Instead of grabbing hold of the Character Playbook set to be destroyed, each player should select a block of text on the playbook's online document, such that all text is selected (but each block by different players)
- Instead of tearing, delete the text

Gameplay After Surrender

After your character has surrendered to their **Divinity**, the way that you play *Fame* changes. Because you no longer have a Character Playbook, you also no longer have a player character to control and act through. Instead, you keep exclusive control of a **Divinity** Playbook of your choice (other than the one that your character surrendered to) for the rest of the game. No other player shares this playbook with you anymore—it's yours to use, and no one else's. You can still interact with other **Divinity** playbooks that are publicly shared, but no one can use the **Divinity** playbook that you've claimed exclusive rights to.

Fame can technically continue long after all of the player characters have surrendered to their **Divinities**. There is nothing stopping you from continuing to play in perpetuity as the **Divinities** that have manifested through the bodies of your former characters. However, most games of *Fame* tend to find a stopping point around the time that the last player character surrenders, or just before. As a table, you'll know when your story is over.

Adjusting the Pace of Play

The length of a full playthrough of *Fame* tends to sit at around 8-10 sessions. However, this can easily be adjusted if you would like to spend more time with the characters, or if you want a snappier, more aggressive pace. Remember: by default,

at the end of each session, players strike out two moves in their Character Playbooks: one “Always” move and one “Once per Session” move.

If you want to increase the pace of play, consider the following options:

- At the end of every *other* session, strike out three moves. Otherwise, strike out two. **Expect 6-8 sessions.**
- At the end of each session, strike out three moves (two in one section, one in the other). **Expect 5-6 sessions.**
- At the end of each session, strike out four moves (two in both sections). **Expect 2-4 sessions.**
- At the end of each scene your character participates in, strike out a move. **Use for a one shot.**

Conversely, if you want to slow down the pace of play, consider the following options:

- At the end of every *other* session, strike out one move. Otherwise, strike out two. **Expect 10-12 sessions.**
- At the end of each session, strike out one move. **Expect 13+ sessions.**

Remember: *Fame* is not a game that is meant to last forever. Your story should end decisively and tragically, no matter how long you play for.

Character Playbooks

The Morose

*The Goth * The Starving Artist * The Reject*

The Morose is a character of *melancholy* and *extremes*. They seek *the fringes* and revel in *friction*.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- Dramatic eyeliner
- Caked-on makeup
- Long, lacy clothing
- Silver chains
- A shaggy haircut
- A bad dye job
- Tabs of acid
- Stacked piercings
- Something else *unnerving*
- Something else *unusual*

What's your sound?

- British Post-Punk
- Hyperpop
- American Gothic Rock
- Rave Music

Why do this to yourself?

- To see the look on your family's faces
- To become who you're truly destined to be
- To gain power
- Because no one else is doing it

Ask the Table: Where did I go wrong?

The Morose

The Morose can always...

- Glower
- Make a snide remark
- Comfort someone feeling low
- Ignore whoever is talking
- Modify their clothing
- Keep to the sidelines
- Cede control to their **Divinity**

Once per session, The Morose can...

- Decide they're someone new
- Ask, "who actually feels the worst here?"
- Steal the spotlight
- Call in a favor from online friends
- Declare that someone envies them
- Force their **Divinity** to come to their aid

The Morose can never...

- Crack a smile
- Concede the value of thoughtless joy
- Compromise their aesthetic
- Go mainstream
- Get violent
- Be **Divine**

*If The Morose ever violates their playbook, they are no longer The Morose. They are now **Divine.***

The Antic

*The Jester * The Rebel * The Jackass*

The Antic is a character of *forced merriment* and *impulsivity*. They seek *attention*, no matter how they get it.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- Iron-on patches
- Snake-bite piercings
- The shittiest stick-and-poke of all time
- Sports jersey for your dad's favorite team
- Cupid-curly hair
- Chipped fingernails
- Graphic tee with a timely meme
- A lopsided smile
- Something else *provocative*
- Something else *unserious*

What's your sound?

- Grunge
- Meme music
- Early 2010s Top 50
- Just, like, whatever man, someone take the AUX

Why do this to yourself?

- It's the only way you'll be taken seriously
- It's not like you'll live another two years anyway
- Who wouldn't want a crowd screaming their name?
- For the bit, obviously

Ask the Table: Where did I go wrong?

The Antic

The Antic can always...

- Crack wise at an inopportune moment
- Declare, “it was just a joke!”
- Get into deep shit
- Decide something is their hobby of the week
- Plaster on a too-wide smile
- Scrounge up a ciggy or comparable vice
- Cede control to their **Divinity**

Once per session, The Antic can...

- Admit how scary the world really is
- Lighten the mood at the perfect time
- Offer an empathetic hand
- Know a guy who knows a guy
- Find a way to be relatable
- Force their **Divinity** to come to their aid

The Antic can never...

- Get the whole picture
- Take a load off
- Admit fault
- Answer the question, “what’s really going on with you?”
- Let someone else have the last word
- Be **Divine**

*If The Antic ever violates their playbook, they are no longer The Antic. They are now **Divine.***

The Washup

*The Broken Athlete * The Gifted Burnout * The Fuckup*

The Washup is a character of *lost potential* and *near misses*. They seek *victory* and *recognition of their greatness*.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- A stained hoodie
- An empty vape cart
- Circles under the eyes
- Day-old gym wear
- Conspicuous amounts of jewelry
- Wayyyy too much hair product
- A slouch
- An energy drink
- Something else *slovenly*
- Something else *overwrought*

What's your sound?

- Pop Rap
- Progressive Rock
- Neotraditional Country
- Whatever's On the Radio

Why do this to yourself?

- It's the only way to get out of your home town
- So you can finally amount to something
- Because there's only so much disappointment your family can take
- You can't deny the appeal of an expiration date

Ask the Table: Where did I go wrong?

The Washup

The Washup can always...

- Come in second
- Dredge up a half-remembered skill
- Show up unfashionably late
- Say “I don’t know if I can.”
- Long for who they used to be
- Half-ass it
- Cede control to their **Divinity**

Once per session, The Washup can...

- Come in first, despite the odds
- Embrace their former glory
- Inspire someone to be better
- Give a piece of painfully wise advice
- Turn out alright
- Force their **Divinity** to come to their aid

The Washup can never...

- Believe in themselves
- Forget who they could have been
- Act with conviction
- Give in to despair
- Fully hold on to joy
- Be **Divine**

*If The Washup ever violates their playbook, they are no longer The Washup. They are now **Divine**.*

The Bombast

*The Talent * The Sensationalist * The Center of Attention*

The Bombast is a character of *spectacle* and *drama*. They seek a *captive audience* and *adoration*.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- Douchebag glasses
- Silhouette-altering jacket
- Uncomfortable shoes, mirror-sheen shiny
- Personal skincare routine
- Affected accent
- Dab pen
- One (1) dangly earring
- A hand-me-down MP3 player
- Something else *dramatic*
- Something else *curated*

What's your sound?

- Musicals
- Glam Pop
- Y2K Dance
- Classic Rock & Roll

Why do this to yourself?

- To take the world by storm
- Because you deserve it
- To give the performance of a lifetime
- So you'll be too bright to ignore

Ask the Table: Where did I go wrong?

The Bombast

The Bombast can always...

- Say, “take it from the top”
- Put on another show
- Make a scene in an inappropriate place
- Take point without consent
- Give a gift that doesn't fit
- Deliver their line wrong
- Cede control to their **Divinity**

Once per session, The Bombast can...

- Cede leadership graciously
- Put someone else in the spotlight
- Speak with raw emotion
- Meddle in a truly catastrophic fashion
- Face the music
- Force their **Divinity** to come to their aid

The Bombast can never...

- Shut the hell up
- Play it straight
- Sit one out
- Live and let live
- Wear their heart on their sleeve
- Be **Divine**

*If The Bombast ever violates their playbook, they are no longer The Bombast. They are now **Divine**.*

The Maven

*The Influencer * The Tastemaker * The Spokesperson*

The Maven is a character of *parasocial influence* and *trends*. They seek to *game the system* and *be seen*.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- Picture-perfect makeup
- Blue raspberry vape cloud
- Unsubtle lip filler
- Prominent ring light
- Intoxicatingly mussed-up hair
- White, white, white, WHITE teeth
- Brand-new smartphone
- Tastemaking clothes
- Something else *artificial*
- Something else *enviable*

What's your sound?

- Current Top 50
- Kpop
- Mainstream Folk
- Commercial Punk

Why do this to yourself?

- To secure your following
- To take your game to the next level
- To look your best
- Everyone you know wants to

Ask the Table: Where did I go wrong?

The Maven

The Maven can always...

- Pose for the fans
- Comment on the lighting
- Identify a microtrend
- Ask, “who’s the hottest person here?”
- Hit “post”
- Fake a laugh, and everyone knows it
- Cede control to their **Divinity**

Once per session, The Maven can...

- Go viral
- Set a trend
- Fake a laugh, and no one can tell
- Rant about a niche interest
- Be real, like really real
- Force their **Divinity** to come to their aid

The Maven can never...

- Go out looking bad
- Live privately
- Figure out who they “really” are
- Stay offline
- Show their true flaws to their fans
- Be **Divine**

*If The Maven ever violates their playbook, they are no longer The Maven. They are now **Divine**.*

The Grifter

*The Crypto Bro * The Con Artist * The Trickster*

The Grifter is a character of *deception* and *hustle*. They seek *excessive wealth* and a *quick in*.

Before the Descent

When you take this character playbook, answer the following questions.

Choose 1-3 that describe your Look...

- Slicked-back hair
- Graphic tee under a blazer
- Flashy watch
- Nicotine gum
- Crypto app of the week
- Rapid speech
- Garish tie
- Bluetooth earpiece
- Something else *meretricious*
- Something else *insincere*

What's your sound?

- Bossa Nova
- Opera
- Ragtime
- Baroque

Why do this to yourself?

- It's the easiest way to get people to do what you want
- Two years as a king are better than a lifetime as a duke
- To prove once and for all that **Divinity** is a total scam
- Because you'll make so. Much. Money.

Ask the Table: Where did I go wrong?

The Grifter

The Grifter can always...

- Double down on a lie
- Declare something “the next big thing”
- Order the perfect cocktail for the occasion
- Lose an un-fucking-believable amount of money
- Get caught up in a flight of fancy
- Offer an easy but ineffective out
- Cede control to their **Divinity**

Once per session, The Grifter can...

- Provide an exclusive invitation for someone
- Sound like they know exactly what they’re talking about
- Make an extraordinary amount of money
- Ask, “who here can I get on my side?”
- Reap the rewards from an elaborate scheme
- Force their **Divinity** to come to their aid

The Grifter can never...

- Actually know what they’re talking about
- Run out of new plans
- Think things all the way through
- Take “no” for an answer
- Ignore the allure of a more elaborate lie
- Be **Divine**

*If The Grifter ever violates their playbook, they are no longer The Grifter. They are now **Divine.***

Divinity Playbooks

00 The Fool

The Fool is a **divine** force of *beginnings* and *innocence*. It draws its power from *the unmoulded clay of spontaneity*, and it causes harm by asking “*why not?*”

During the Descent

You have drawn The Fool, **Divinity** of beginnings and innocence.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Fool add to your Look, and what quality is notably absent?

- A cap, always askew
- Wide, unblinking eyes
- A mostly empty bindle
- A lapdog
- Sparkling lights
- A blinding smile
- Shaggy, windswept hair
- Oh-so-many freckles
- A bouncy step

What does the transformation feel like?

- Being born
- Giving birth
- Waking up with a hangover
- Falling asleep

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Malakbel, Messenger of Baal; God of the Sun, Vegetation, and Welfare
- Hermes the Messenger; God of Communication, Travel, and Commerce
- Yam, Judge of the River; God of Rivers, the Sea, and Travel
- Nefertem, Water-Lily of the Sun; God of Beginnings, Sunlight, and Primality
- Something else *transient*

Give The Fool to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Fool's presence...

- The scent of ambrosia
- Doors set ajar
- Butterflies
- Faint and untraceable laughter
- Forgetting
- Wanderlust
- something else *nascent*
- something else *whimsical*

As a table, choose *a direction* The Fool embodies, and one it rejects...

- Forwards
 - Backwards
 - Around
 - Over
 - Under
 - Through
 - Away
-

The Fool

The Fool is always...

- Astonished
- Curious
- Loud
- Incipient
- Garish
- Learning

Once per session, The Fool can manifest as...

- A sign pointing in a new direction
- Somewhere no one has seen before
- A traveler from a far-away land
- Sudden and unexpected motion
- All-consuming wanderlust

The Fool is never...

- Decisive
- Sympathetic
- Shrewd
- Still
- Human

01 The Magician

The Magician is a **divine** force of *willpower* and *potential*. It draws its power from *the elements* and *drive*, and it causes harm by asking “*can’t you do better?*”

During the Descent

You have drawn The Magician, **Divinity** of *willpower* and *potential*.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Magician add to your Look, and what quality is notably absent?

- An aura of infinite energy
- A fearsome gaze
- Mechanical servants
- An ever-present sneer
- A slight but noticeable limp
- Perfectly gelled hair
- Glimmering spectacles
- A weighty walking cane
- Visible fatigue

What does the transformation feel like?

- Everything in its right place
- Losing the last puzzle piece
- Forgetting your mother’s name
- Reprioritization

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Enki, King of the Deep; God of Water, Wisdom, and Magic
- Athena of the City-State; Goddess of Wisdom, Warfare, and Handicraft
- Svarog the Flaming; God of Fire, Metalworking, and the Forge
- Ptah the Creator; God of Craftsmen and Architects
- Something else *crafty*

Give The Magician to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Magician's presence...

- A pounding headache
- Elements, once discrete, combining
- Sudden sparks
- Echoing footsteps
- Thermal equilibrium
- Nosebleeds
- something else *measured*
- something else *forceful*

As a table, choose *an element* The Magician embodies, and one it rejects...

- Fire
 - Earth
 - Water
 - Air
 - Wood
 - Glass
 - Bone
-

The Magician

The Magician is always...

- Dynamic
- Forceful
- Powerful
- Masterful
- Controlling
- Egoistic

Once per session, The Magician can manifest as...

- The exact tool you think you need
- A dedicated space for a material craft
- An uncompromising expert
- Refined elemental power
- Unearned and unwavering confidence

The Magician is never...

- Ending
- Curious
- Imprecise
- Liable
- Human

02 The High Priestess

The High Priestess is a **divine** force of hidden knowledge and mystery. It draws its power from esoterica and duality, and it causes harm by asking “who’s to say?”

During the Descent

*You have drawn The High Priestess, **Divinity** of hidden knowledge and mystery.*

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What new quality does The High Priestess add to your Look, and what quality is notably absent?

- Flowing robes
- An impassive and patronizing gaze
- A knowing smile
- A celestial halo
- Stone skin
- A suggestive figure
- Unhurried movement
- Perfectly loose, flowing hair
- Effortless beauty

What does the transformation feel like?

- Floating in milk and honey
- Bones pushed out of place
- Blood hammering in your ears
- Realignment

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Persephone, Queen of the Underworld; Goddess of the Dead, Grain, and Spring
- Hathor the Mother; Goddess of Beauty, Kingship, and Vengeance
- Tezcatlipoca the Smoking Mirror; God of Sorcery, Fate, and the Night Sky
- Nanna, the Moon; God of Wisdom, Navigation, and Light
- Something else *enigmatic*

Give The High Priestess to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that often signal The High Priestess's presence...

- A dark and starless sky
- Knots in your stomach
- The scent of barley
- Locked doors
- Whispers
- An unplaceable glimmer
- something else mysterious
- something else faint

As a table, choose a mystery The High Priestess embodies, and one it rejects...

- The mystery of happiness
 - The mystery of the mind
 - The mystery of the stars
 - The mystery of immortality
 - The mystery of faith
 - The mystery of destiny
 - Mystery itself
-

The High Priestess

The High Priestess is always...

- Grounded
- Subtle
- Secretive
- Celestial
- Duplicitous
- Forewarned

Once per session, The High Priestess can manifest as...

- An illusion, dispelled
- A sanctum of esoteric practice
- A gatekeeper of the unseen
- A devastating secret, opportunely revealed
- Keen and overpowering interest

The High Priestess is never...

- Certain
- Overt
- Unbalanced
- Discerning
- Human

05 The Hierophant

The Hierophant is a **divine** force of *order* and *community*. It draws its power from *enforced structure* and *unquestioned authority*, and it causes harm by asking “*why are you rocking the boat?*”

During the Descent

You have drawn The Hierophant, **Divinity** of order and community.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Hierophant add to your Look, and what quality is notably absent?

- Wreath of lightly scented smoke
- Sensible blue jeans
- Eye-catching pendants and rings
- Understated cashmere turtleneck
- Fierce and magnetic eye contact
- Bold and echoing voice
- Iconographic outfits
- Inoffensive stance
- Stage presence

What does the transformation feel like?

- The end of a therapy appointment
- A night spent lost in a foreign city
- Tear gas and rubber bullets
- Rapture

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Nabu the Wise; God of Literacy, Rational Arts, and Scribes
- Haukim the Arbiter; God of Law, Justice, and Order
- Athena the Helmed; Goddess of Wisdom, Warfare, and Handicraft
- Bastet the Cat; Goddess of Protection, Fertility, and the Sun
- Something else *standard*

Give The Hierophant to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Hierophant's presence...

- Crushing crowds
- Incremental increases in air pressure
- A seat of power
- Flattened surfaces
- Scopaeesthesia
- Reordered objects
- something else *structural*
- something else *social*

As a table, choose *a right* The Hierophant embodies, and one it rejects...

- The right to peace of mind
 - The right to freedom of speech
 - The right to social equality
 - The right to bodily autonomy
 - The right to entertainment
 - The right to cause harm
 - The right to agency
-

The Hierophant

The Hierophant is always...

- Hegemonical
- Popular
- Organized
- Resourced
- Social
- Conventional

Once per session, The Hierophant can manifest as...

- A symbol of order
- A venue for a rapt audience
- A persuasive leader
- A new law
- Complacent obedience

The Hierophant is never...

- Ignorant
- Rebellious
- Efficient
- Independent
- Human

09 The Hermit

The Hermit is a **divine** force of *solitude* and *introspection*. It draws its power from *reflection* and *isolation*, and it causes harm by asking “*what are you missing?*”

During the Descent

You have drawn The Hermit, **Divinity** of *solitude* and *introspection*.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Hermit add to your Look, and what quality is notably absent?

- A voluminous hood
- A brilliant lamp, held high
- A third eye
- Shaky hands
- Socks tucked into sandals
- Howling wind
- A wooden staff, notched at each centimeter
- A shimmering cloak
- Age

What does the transformation feel like?

- Falling from a great height
- Intensifying altitude sickness
- The bends
- Looking through a foggy window

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Gestu the Life-Giver; God of Wisdom, Intelligence, and Humanity
- Thoth the Tutor; God of Knowledge, Writing, and Science
- Piltzintecuhtli, Lord of the Third Hour of the Night; God of Healing, Visions, and the Rising Sun
- Quzah of the Hailstone Arrows; God of Rainbows, Weather, and Mountains
- Something else *solitary*

Give The Hermit to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Hermit's presence...

- The scent of ambergris
- Mist and clinging fog
- Pine needles underfoot
- Dizzying vistas
- Hawks crying in the distance
- Unusually early sunsets
- something else *lonely*
- something else *thoughtful*

As a table, choose *a voice* The Hermit embodies, and one it rejects...

- The voice of reason
 - The voice of doubt
 - The voice of compassion
 - The voice of enmity
 - The voice of truth
 - The voice of expertise
 - The voice of the voiceless
-

The Hermit

The Hermit is always...

- Lonely
- Searching
- Frail
- Considerate
- Patient
- Methodical

Once per session, The Hermit can manifest as...

- A light in the darkness
- A mountaintop or other summit
- A shrewd teacher
- A moment of revelation, unshared
- Unbearable loneliness

The Hermit is never...

- Broken
- Content
- Restful
- Understanding
- Human

10 The Wheel of Fortune

The Wheel of Fortune is a **divine** force of *cycles* and *fortune*. It draws its power from *rotation* and *change*, and it causes harm by asking “*can this last?*”

During the Descent

You have drawn The Wheel of Fortune, **Divinity** of cycles and fortune.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Wheel of Fortune add to your Look, and what quality is notably absent?

- A spinning halo
- Clothing covered in symbols
- Quicksilver eyes
- A sensible yet ostentatious belt buckle
- Callouses
- A smoking pipe
- Bones made of wood
- Flaming tattoos
- Something a little different each time you look

What does the transformation feel like?

- Turning over a new leaf
- Finishing a book and hating the end
- A childhood home gone up in flames
- The same as it ever was

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- The Moroi of Tripartite Fate; Gods of Birth, Prophecy, and Death
- Shai, Fate Themselves; God of Fate, Fortune Telling, and Luck
- Bau Who Decides Destiny; Goddess of Futures, Motherhood, and Leadership
- Dola of Good Fortune; God of Prosperity, Outcomes, and Good Influence
- Something else *foretelling*

Give The Wheel of Fortune to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Wheel of Fortune's presence...

- Clocks speeding up
- Hinges come loose
- A strong wind
- Writing in triplicate
- Notches scored into stone
- Statements repeated back-to-back
- something else *repetitive*
- something else *directional*

As a table, choose a *prophecy* The Wheel of Fortune embodies, and one it rejects...

- A prophecy of apocalypse
 - A prophecy of chaos
 - A prophecy of violence
 - A prophecy of deviance
 - A prophecy of ignorance
 - A prophecy of waste
 - A prophecy without destiny
-

The Wheel of Fortune

The Wheel of Fortune is always...

- Dynamic
- Appropriate
- Metronomic
- Iterative
- Redundant
- Vast

Once per session, The Wheel of Fortune can manifest as...

- A pattern, repeated
- A starting point, revisited
- Loved ones, reunited
- A corner, turned
- Deja vu, all over again

The Wheel of Fortune is never...

- Consistent
- Still
- Ostensible
- Underhanded
- Human

13 Death

Death is a **divine** force of *release* and *transformation*. It draws its power from *transition* and *liberation*, and it causes harm by asking “*why not let go?*”

During the Descent

You have drawn Death, **Divinity** of release and transformation.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does Death add to your Look, and what quality is notably absent?

- Translucent skin
- All-black outfits
- Silver jewelry
- Bare feet
- Silent footsteps
- A handful of wheat
- Sickle imagery
- A veil of shadow
- Cold

What does the transformation feel like?

- A familiar embrace
- Frostbite
- Drowning
- Metamorphosis

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Somnus Who Has A Thousand Sons; God of Sleep, Dreams, and the Underworld
- Anubis the Jackal; God of Funerals, Embalming, and the Dead
- Xolotl, Lord of Monsters; God of Lightning, Fire, and Twilight
- Ereshkigal, Queen of the Great Earth; Goddess of the Underworld, the Dead, and Serpents
- Something else *transitory*

Give Death to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal Death's presence...

- A great number of moths
- Gasps for breath
- Tendrils of grasping mist
- Crop circles
- Precipitation hanging in the air
- Goosebumps
- something else *ominous*
- something else *metamorphic*

As a table, choose *an ending* Death embodies, and one it rejects...

- The end of man
 - The end of memory
 - The end of adoration
 - The end of the familiar
 - The end of excess
 - The end of stories
 - The end of endings
-

Death

Death is always...

- Mutative
- Transgressive
- Unexpected
- Familiar
- Conclusive
- Requisite

Once per session, Death can manifest as...

- An egg, chrysalis, or cocoon
- A place of repose
- Someone familiar, changed irrevocably
- Power, stopped and redirected
- Sudden relief

Death is never...

- Terminal
- Welcome
- Decadent
- Avoidable
- Human

16 The Tower

The Tower is a **divine** force of *destruction* and *sudden change*. It draws its power from *violence* and *totality*, and it causes harm by asking “are you ready?”

During the Descent

You have drawn The Tower, **Divinity** of *destruction* and *sudden change*.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Tower add to your Look, and what quality is notably absent?

- A rumbling voice
- Broad shoulders
- A wheelchair
- Skin cracked like porcelain
- A clipboard
- A burning gaze
- A comforting smile
- Patchwork outfits
- Blood

What does the transformation feel like?

- Quitting your job
- Crashing your car
- Conflagration
- The end of the world as we know it

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Tlaloc the Fanged; God of Fertility, Lightning, and Thunder
- Nergal the Messenger; God of Plague, War, and Death
- Ba'al Hadad, King of the Gods; God of Storms, Air, and Lightning
- Khnum the Ram; God of Floods, Life, and Human Bodies
- Something else *destructive*

Give The Tower to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Tower's presence...

- Echoing voices
- Spiderwebbing cracks
- Black mold
- The burn of stomach acid in the throat
- Heights
- Skies clouded with birds
- something else *blanketing*
- something else *unpleasant*

As a table, choose a *disaster* The Tower embodies, and one it rejects...

- Earthquakes
 - Wildfires
 - Tornadoes
 - Pandemics
 - Famine
 - Nuclear winter
 - Man
-

The Tower

The Tower is always...

- Brutal
- Uncompromising
- Direct
- Conspicuous
- Dizzying
- Honest

Once per session, The Tower can manifest as...

- A coveted object, falling apart
- A building, demolished
- A harbinger of doom
- Complete obliteration
- A feeling of absolute failure

The Tower is never...

- Malicious
- Surgical
- Predictable
- Loved
- Human

17 The Star

The Star is a **divine** force of *healing* and *inspiration*. It draws its power from *brilliance* and *hope*, and it causes harm by asking “*what more could you need?*”

During the Descent

You have drawn The Star, **Divinity** of healing and inspiration.

*This is the only time that you will hold this **Divinity** in your hands. Cherish it. Savor it. In a moment, it will no longer be yours.*

What 2 new qualities does The Star add to your Look, and what quality is notably absent?

- Sparkling sequins
- Dramatic eyeliner
- A nimbus of fine mist
- Glowing fingertips
- Constellation-bedazzled outfits
- An inoffensive figure
- A chalice
- Songbirds
- Simplicity

What does the transformation feel like?

- A seagull taking flight
- The familiar ache of an old wound
- Bleeding that won't stop
- The embrace of the night sky

How will you seek to wield your **Divine power?**

- For the good of *everyone*
- For the good of *my followers*
- For the good of *myself*
- For worse

What name do you give to your *Divinity*, knowing you are wrong?

- Nyx, Night-Mother; Goddess of Night, Stars, and Creation
- Isis of the Ennead; Goddess of Funerary Rites, Protection, and Magic
- Pinikir, Mistress of Heaven; Goddess of the Astral, Love, and Sex
- Manzat, Bow of Heaven; Goddess of Rainbows, Stars, and the Heavens
- Something else *luminous*

Give The Star to the player to your left. It was never yours to keep.

As a table, choose 1-3 details that usually signal The Star's presence...

- A meteor shower overhead
- Vertigo
- Swarms of fireflies
- A waterfall
- Glitter
- White teeth
- something else *hopeful*
- something else *blinding*

As a table, choose *a hope* The Star embodies, and one it rejects...

- Hope for the future
 - Hope for dying
 - Hope for change
 - Hope for one another
 - Hope for meaning
 - Hope for adoration
 - Hope for hope's sake
-

The Star

The Star is always...

- Bright
- Distant
- Abundant
- Bare
- Fluid
- Optimistic

Once per session, The Star can manifest as...

- A glimmering point in the night sky
- A place of mending
- A well-meaning philanthropist
- Rifts and rends stitched shut
- Incongruous (but necessary) hope

The Star is never...

- Pretentious
- Gloomy
- Complex
- Wise
- Human