

Burn List • check off when used on a failed roll
 • @ 1 rolled is a new die for your **Midnight** pool

REACTIONS

PEOPLE

PLACES

THE SEA

(reduce any reaction by 1 die to interface with THE SEA.
HOW DID YOU GET HERE?)

Priestess | Helldiver | Dimensional Trader |
 Ancestor | Descendant | Captain |
 Wayfinder | Old Salt | Someone lost |
 Someone mad | Wandering avatar | Deity

Temple | Market | Divining Pool |
 Inlet of Souls | Well of Records |
 Protected Bay | The Whirlpool |
 Obsidian Shoals | Eden

Prayer Helm | Divine Favor | Infernal Debt |
 Credit | Skiff | Ice Blade | Exotic Avatar |
 Backup | Submersible Environment |
 Island | Orca | Seahorse

Midnight

(reduce any action by 1 die to enter **Midnight**)

Gang Leader | Duelist | Technician |
 Priest | Cultist | Waif | Suit | Urchin |
 Metronome | Trader | Traitor | Whore |
 Addict | Mutant

The Ruins | The Cemetery | Downtown |
 Uptown | Dueling Grounds |
 Megahighway | The Wall |
 Red Light Zone | Clocktower

C.space Interface | Gun | Blade | Car |
 Armor | Medicine | Dosage | Access Key |
 Fuel | Food | Bandwidth | Cargo | Watch |
 Transit Docs | Dog

Burn List • check off when used on a failed roll
 • @ 6 rolled is a new die for your SEA pool

ACTIONS

Die Pool
 (12 to start)

When an item is burned off this list, a new item, related, may be added to the Reaction list as long as there are available dice. Move dice from the die pool to the new Action.

When all your Actions are burned, you have had your last scene.

Die Pool
 (12 to start)

When an item is burned off this list, a new item, related, may be added to the Action list as long as there are available dice. Move dice from the die pool to the new Action.

When all Reactions are burned, (s)he has had the final scene.

THINGS

people

places

things

Optional Rule: Helping

Helping: The Voyager may spend a die to bring any other character currently in the same setting into the situation; spend 2 dice if they're in the other setting. Audience members who want to introduce their character into a situation may also spend 1 or 2 of their own dice to do so. Characters who are helping the active player's character are treated as either Assets or Liabilities, with a value equal to their own choice in dealing with the situation.
 Players whose characters act as Assets split the kitty dice won by the active player. Players whose characters act as Liabilities split the value of the Asset the Navigator receives.

Optional Rule: Audience

Audience participation: Players not involved with the current situation are the Audience. After a situation comes to an end (resolved or no), each Audience member may award either/both the Navigator and the Voyager with a die from the kitty. Give this die to the Navigator for cool descriptions and tough choices; give this die to the Voyager for experiencing a strong reaction to their situation and how it resolved.

Who is (s)he? _____

(S)he needs _____

(S)he is avoiding _____

—» when (s)he is scared

—» when (s)he is angry

—» when (s)he is hungry

—» when (s)he is sad

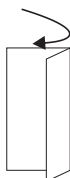
—» when (s)he is desperate

—» when (s)he has lost hope

Midnight Assets

Midnight Liabilities

fold so the character's choices
point at reactions
when (s)he is active in **Midnight**



Needs: _____

Avoids: _____

Wants: _____

Does not want: _____

When your character resolves a situation:

Grant the Navigator's
character an asset, die value
equal to the # of dice whose
rolls exceeded the kitty dice.

or

Unburn any burned (re)action
of the Navigator's character,
reducing its value by 1 die.

Midnight and SEA Rules

Setup: For each player, put 8 six-sided dice into a central kitty.

Each player receives one sheet, printed on both sides. Fold the sheet lengthwise into thirds, along the dotted lines, folding the choice panels away from the rules. When you are at SEA, fold the leftmost panel over the People/Places/Things lists so that "I" choices are pointed at the list of actions on the right. When the character is in **Midnight**, fold the rightmost panel over the lists so that "(S)he" choices are pointed at the list of reactions on the left.

Write a list of actions and reactions in the appropriate columns. The (re)action that points to a choice must always be that choice's *first* (re)action when resolving a situation. Divide up to 12 dice between them; there is no maximum, not every choice requires a (re)action, and you are required to commit 6 or more dice before play. Note remaining dice in the box. As you earn more dice, you may add more (re)actions but you may never repeat an action or reaction that's been burned (checked off due to failing to resolve a situation). When all your actions or reactions have been burned and you have no more dice to allocate, you may no longer be the Voyager (see below).

Under SEA, indicate something you want and something you do not want. These can be something from the person/place/thing list (of either SEA or **Midnight**), or more abstract: a condition or emotion, maybe.

Under **Midnight**, indicate something the character needs and something (s)he does not need: something the character is trying to avoid. This can either be a person/place/thing, or more abstract.

Characters begin in **Midnight**. The player with the best description of a recent dream becomes the Voyager. The player to the Voyager's left becomes the Navigator.

When you are the Voyager: face a situation presented by the Navigator, dealing with either getting what the character needs or wants, or avoiding what the character does not need or want.

Locate the set of choices that match the character's setting (SEA or **Midnight**), make a choice, and explain how that choice's (re)action will resolve the situation.

When at SEA, you **must describe all actions and choices in the first person**. Referring to the character in third person immediately moves you to **Midnight** and ends the current situation, unresolved. You may never return to that situation; it's gone forever.

When in **Midnight**, the player **must describe all reactions and choices in the third person**. Switching to first person automatically costs 1 die, either allocated or unallocated, from either SEA or **Midnight** pool. Shift the character to SEA. The **Midnight** situation remains unresolved, and next time the character returns to **Midnight** that situation will restart *in media res*.

Navigator creates the situation: looking at the Voyager's needs and wants (depending on whether they're at SEA or **Midnight**), describe a situation featuring at least one item from the setting's People (who else is involved?), Places (where is it taking place?) and Things (what props or items are present?) lists. Circle those items on your sheet. If you create a situation using at least one circled item, add 1 die to your own SEA pool.

Resolving a situation: Once the Navigator has described the situation and the Voyager has decided on a (re)action, the Navigator picks 1-5 dice from the kitty. The Voyager rolls a number of dice equal to their chosen (re)action's value. Do not roll if there is no (re)action associated with that choice – the character automatically fails to resolve the situation.

If the highest die rolled exceeds the # of dice the Navigator set out from the kitty, the situation is resolved to the Voyager's satisfaction and the player receives those dice from the kitty. Allocate them between SEA and **Midnight** as desired. Additional dice rolled whose value exceeds the # of kitty dice become an Asset of that value for the Navigator.

If none of the rolled die values exceed the # of kitty dice, the Voyager must burn (check off) the (re)action used. The Voyager may attempt a different (re)action (from anywhere on the list). The Navigator may impose a Liability on the Voyager's character equal to the value of the new (re)action. If the Voyager does not attempt to resolve the situation again, the Navigator may describe how the character got what (s)he does not need or that you do not want. The kitty dice are returned to the pool.

The player to the right is now the Voyager. You become the Navigator.

Assets and Liabilities: These are items from either setting's People, Places, Things lists. If the Voyager can rationalize an Asset, add the Asset's value the number of dice rolled. If the (re)action fails to resolve the situation, the Voyager loses the Asset as well. If the Navigator can rationalize a Liability, add the Liability's value to the number of kitty dice pulled out (still maximum of 5). If the Voyager resolves the situation, remove the Liability.

Ending the game: When all the kitty dice are gone, the game is over at the end of the situation to which the dice were allocated. Any player who still has unburned actions may describe how he ended up with what you did not want; any character who still has unburned reactions may describe how he ended up with what (s)he did not need.

Who am I? _____

I want _____

I do not want _____

I convince others by —»

I defend myself by —»

I impose my will by —»

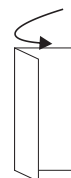
I improve myself by —»

I impress others by —»

I overcome the Sea by —»

SEA Assets

SEA Liabilities



fold so your choices point at your
actions when you are interfacing
with the SEA



Needs: _____

Avoids: _____

Wants: _____

Does not want: _____

When the Voyager re-attempts a situation:

Grant their character a liability,
die value equal to the new
(re)action used in the situation

or

Convert any of their
character's reactions into
an action,
if they have an open slot

when (s)he is active in **Midnight**

when I am interfacing with the SEA