

INTERSTITIAL

SECOND EDITION

A large, stylized graphic of a stained glass window is positioned at the top of the page. It features a central blue panel containing the title 'INTERSTITIAL' in a white serif font. Below this, a purple panel contains the text '2ND EDITION'. The window is composed of numerous shards in shades of blue, purple, and teal, set against a white background.

INTERSTITIAL

2ND EDITION

RILEY LYRA HOPKINS

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INTRODUCTION



Oh hey, we're back.

Interstitial: Our Hearts Intertwined was my first published TTRPG. I'm incredibly proud of it, and I know it spoke to a lot of you as well. But in its time out, it got a lot of really good critique. It doesn't really have a GM section. There are chunks of that game that contradict each other. It's overall messy. These are all generally fine things, especially for a first outing as a TTRPG designer.

With that, I think it's important we ask ourselves: **What if Interstitial was better?** & to that end, I am excited to introduce you to Interstitial 2nd Edition.

Interstitial: Our Worlds Connected.

What is it to play Interstitial?

Interstitial is a game about self indulgence, character relationships, and most importantly - joy. It is a game that is meant to be sparky and fast, to fly along with a seat-of-your-pants energy, but it's also meant to have sudden emotion, to take its time when it needs to, and to allow for connection between these disparate characters.

This is a hard thing to balance! It's easy to fall into all chaos and goofs, or it's easy to get too melodramatic and bogged down. The intersection of these things really just draws directly to Kingdom Hearts. It's a tonal dissonance that is intentional and pleasing. It allows us to be genuinely moved when Donald Duck sacrifices himself to cast a Zetaflare, but also cackle at the absurdity of it. It works because it does it with its whole chest.

Kingdom Hearts, like Sonic the Hedgehog, AEW, and the best parts of actual play, works because it knows that it can trust its audience to come with it on the ride. It knows that if it works absurd with intention, it doesn't matter that we're cutting from laughing to sobbing. The goofiness is core to the world.

In Interstitial 2E, establish your own rules and stick to them. You can make up new rules as you go along, but making the rules gives you a grounding factor. Setting the tone gives you something to stick to. It makes the weirdness work.

In Interstitial 2E, when there's a question about what to do, the most important thing is that someone acts. That kinetic style of play, that jump, that movement will keep anyone from getting too wrapped up in it and losing sight of the goal, which is to have fun with your friends.

And finally, in Interstitial 2E, make sure to hold a quiet moment longer than you think you should. This is directly against an earlier tenant, but that dissonance is important for a reason. Sit and wallow in emotions, and allow your characters to sit sadly in an abandoned mall and ponder their lives.

Hold all these things together, and you'll have a perfect time with Interstitial.

OVERVIEW

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This is a game about hopping from world to world, fighting monsters, and making friends along the way. Interstitial focuses on friendships, romantic relationships, teachers, siblings, enemies and rivals. Relationships come in many forms, but they make your character who they are.

Characters have four stats: Light, Dark, Mastery, and Heart.



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



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



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



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

These stats are called **LINKS**. Over your adventures with your friends, you will mark down the people you connect with on your **Link Charts** in your **Playbook**. You may be given links by your GM, roll for them yourself, or use your **Link Move** to generate them. But you'll always end up categorizing them in one of these four categories, and at one of three different tiers: **Standard**, **Locked**, or **Bonded**.

To actually play Interstitial, you will need two six sided dice, heretofore referred to as **2D6**. When you try to do something that has a chance of failure, you will roll these two dice and add whatever stat is appropriate.

- ✧ If you roll **10 or over**, you've succeeded completely!
- ✧ If you roll **between 7 and 9**, you've got a mixed success.
- ✧ If you roll **6 or under**, then it's an utter failure.

There's also a chance to critically fail or succeed, but we'll get into that later. For now, you just need to know those basics!

In Interstitial 2nd Edition, there are things called **MOVES**. As you are roleplaying with your friends, you will sometimes decide to use or trigger one of these. The Basic Moves are listed on Page 14 and the Playbook Moves start on Page 26.

Glossary

Here's a quick glossary of terms you'll need to know to get through this game:

- ✧ **Gamemaster (GM)**: The person who is running the game.
- ✧ **Non-Player Character (NPC)**: A character the GM is controlling.
- ✧ **Player Character (PC)**: A character a player is controlling.
- ✧ **Harm**: This is damage. It is explained more in Combat.
- ✧ **Lift**: Immediately change to the next success step up. From Failure to Mixed, Mixed to Full.
- ✧ **Hold**: Hold is a resource that stays with you until you spend it or it otherwise fades. You can spend Hold in different ways, as described in the move where you got it.
- ✧ **Small Gang**: If a character or group of characters is described as a small gang, then they can perform feats of strength higher than your average individual.

Now that we all have a basic understanding of what we're doing here, let's get into the specifics of what you'll be doing and how you'll be doing it in Interstitial 2nd Edition.

Moves

In Interstitial, you have your Basic Moves and Playbook Moves. Everyone has access to the Basic Moves, and the Playbook ones are character specific. Each Basic Move is associated with a type of Link. The Basic Moves are:



Affect the Outcome

Cast Magic

Deep Dive

Have a Chat

Make a Link

Push Through Stress

Strike with Intent

Strike to Subdue

More detail on each of these moves is found on Page 14.

Gamemaster

Interstitial is a game that is traditionally run by a GM. It doesn't have to be, but the rules as written are intended for it to work that way. The GM's job is to facilitate a game for everyone, know the rules enough to help out, decide when to rule of cool it and when to stick to the important parts, and to help people with the setting, the NPCs, and anything else needed to have a good time.

The GM is still a player, and is not the end all be all, but when a decision is needed they are usually the person who can help make that happen. The expanded Gamemaster section is on Page 50.

Players

Players are the ones who pick Playbooks, who chose their specific characters and stick to them through a story. They are just as much architects of the world as the GM, but they are the main pushers of the story. If the GM is the world, the Players are who we focus on it that world. Together, everyone controls the camera and the pen to write the story of what happens.

Interstitial 2E doesn't really have a player limit, but it's highly recommended to have a party of 4 and one GM. Most groups of this size have the most success. But I have seen Interstitial played with 10 players and no GM, seen it 1 on 1, it can truly be anything if you're enterprising! As long as everyone has a mutual respect for each other and is putting in the work the sky is the limit.

Combat

Combat in Interstitial is light and fast- Each player has four Harm they can take before they die, and NPCs usually have one or two, depending on their threat level. But they can have more if it's really called for! Remember: Interstitial is not a game that is combat-oriented! The expanded Combat section is on Page 17.

Playbooks, Skills, & Experience

Interstitial 2E is awash with playbooks. Each one has its starting Links, which you make at the beginning of the game. Those Links become your Skills, which are the amount of Links you have -1 in any given type. Then, you pick 3 moves to start. Some playbooks have moves they force you to take, so keep that in mind!

The game does not have experience. Instead you take an advancement every time you initiate downtime. More on that on Page 54.

Have a Good Time!

Once you have all these things together, sit down together, figure out a setting that speaks to everyone, and let it rip!

PLAYERS' GUIDE

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Here's where we start the good part: **playing a character in Interstitial**. You've probably got a handful of characters you want to be in your head, but how do you whittle that list down? What goes into playing the game? What does leveling up look like? This section will help you answer all these questions and more.

How do I pick a character?

Answer for yourself some questions:

- ❖ Who's a character you've recently had a strong reaction to?
- ❖ Who's a character that you can do a good impression of?
- ❖ Who's a character that you think deserves better?
- ❖ Who's a character that would extremely funny?

These are ways I whittle down my list, but really I just end up going with my gut. I sometimes regret it and wish I had picked someone different, but most of the time I can find the joy in whatever I liked about this character when we started.

Problematic Faves

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

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

What Playbook fits my character?

Interstitial 2E is chock full of playbooks, and it can be hard to whittle your character down to just one of them. When I was picking Raphael for Interstitial AP Season 3, I could have been Discarded, Connected, Knucklehead, and more. But I settled on the Paladēn. This is because I wanted to play Raph as someone who was incredibly good at what they do, but not sure if what they do is what they want.

Look at the themes of the books and the themes of what you are interested in doing, and as always, trust your gut. Even if it's a weird mashup, it could work!

Earning XP and Gaining Moves

Interstitial is imagined as a game you play in seasons, gaining some abilities and color, but getting stronger isn't necessarily the point. So, every time you initiate downtime, level up and choose from this advancements list:

- ◊ Gain a new move from a playbook
- ◊ Alter your link move
- ◊ Enact a serious change in the world of the game
- ◊ Make or upgrade two links, however you want

You can also learn moves from GMPCs with The Connected's Links, so if you think one makes sense you can talk to your GM about it!

Making Moves to Start

At character creation, each Playbook starts with a certain amount of Links. It is highly recommended you make these Links with other players at the table. They could ostensibly just be characters you know from your series, but taking this time to make connections with those you will be adventuring with will be beneficial to everyone.

If you have more players than available Links: Add any extra players as whatever Links you want.

If you have more Links than players: Add characters from other fictions and entwine them into the story!

BASIC MOVES

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Affect the Outcome

When something happens and you'd really rather it didn't, turn back the clock and roll with either **Light** or **Dark**.

On a 10+, you can either give Lift to someone or prevent an action entirely. On a 7-9, you either allow them a reroll or slow them down for the moment. You can take Harm or Spend a Link to get the full effect. On a Miss, you've opened yourself up for consequences and made things worse.

Cast Magic

When you tap into something otherworldly and use it, declare a goal and roll with **Mastery**.

On a 10+, your goal is attained with no blow-back. On a 7-9, it has a major complication but works. On a miss, something has broken bad and the situation has escalated. Get out of there, now.

Deep Dive

When you take in your surroundings or dig into a person for knowledge, you may ask questions and get clear answers. Roll with **Heart**.

On a 10+, you may ask 2 questions and the GM must answer honestly. On a 7-9 you may ask one and get an honest answer, or ask two and one of them is a lie. On a miss, the answers all suck.

Have a Chat

When you have a talk with someone with a goal in mind, roll with Heart.

On a 10+ you succeed at one thing from this list with no problems. On a 7-9, they need something from you first. On a miss, they'll be onto you. They'll pretend to do what you choose, get immediately confrontational with you, or something worse.

Choose:

- ✧ Convince them of something.
- ✧ Gain information from them.
- ✧ Secure an alliance (make an appropriate Link with them).
- ✧ Confuse or distract them.
- ✧ They're intimidated.

Make a Link

When a relationship is going to last more than an instant, roll to Make a Link.

Decide what Link you want and roll with that stat. On 10+, You make the Link and say something true about your relationship. On a 7-9, you can either complicate the link and still state a fact, or just get the link you want. On a Miss, the others at the table help you decide how your Link isn't what you expected and the GM can make a move.

Push Through Stress

When you try to work your way through a stressful situation and nothing else fits the bill, decide with your GM what you should roll.

On a 10+ you succeed quickly and smoothly and get to take one choice from any other basic move list. On a 7-9, you make it through alive. take Harm or Spend a Link. On a miss, the GM can swing as hard as they want at you.

Strike with Intent

When you attack someone in an attempt to cause Harm, roll with **Dark**.

On a 10+, choose two.
On a 7-9 choose 1.

Choose:

- ✧ Defend yourself from Harm.
- ✧ Deal great Harm (+1 Harm).
- ✧ Take control of the situation.
- ✧ Harm an entire group.
- ✧ Move before they react.
- ✧ Make a point with no room for argument.

Strike to Subdue

When you try to fight someone without causing Harm, roll with **Light**.

On a 10+, choose two.
On a 7-9 choose 1.

Choose:

- ✧ Take something from them.
- ✧ Force a change of location.
- ✧ Deescalate the situation.
- ✧ Take their guard down.
- ✧ Make an opening for escape.
- ✧ Gain someone's empathy.



COMBAT

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While combat isn't the focus of this game. It can happen - relationships can turn sour, emotions can run high, someone might need defending. So the question is: how do you run an enjoyable fight in Interstitial? Each character has a HARM CLOCK that tracks how much damage they've taken - how close they are to taking a critical blow that will put them on the edge of erasure. You deal or receive Harm by using the Strike with Intent and Strike to Subdue moves.

When you are in a fight of any kind, everyone at the table should be asking "what does this fight mean, what aspect of my character can this push on, and what affect is it having on my character going forward?" A fight just for fighting's sake is boring. A fight that shows that you're letting go of your past and finally moving forward - now that's the good stuff.

When a player's harm clock is filled, it's decision time. The player decides if that character is dead, taken out of the session, or something else. Either way, it's always a player decision first and foremost.

If you decide that it's time to close the book on your character, you can either decide yourself or roll for it. Roll 2D6 flat.

- ◊ On a 10+, spend a Locked or Bonded Link. Someone comes in to save your character at the last minute, but they pay the price in your place.
- ◊ On a 7-9, Your character becomes a GMPC. Decide if the other characters know what happened to you or if they think you died. Roll up a new character.
- ◊ On a miss, your character will not be making it out alive. Finish the scene, get somewhere safe, and say your goodbyes. This is the end.

LINKS

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Links are the cornerstone of the Interstitial system. This section will go in-depth on what the different types of Links are, what the different tiers of them are, how they're used, and how to gain them. If you are just looking for the Make a Link move, you're going to want to go to Page 15.

Making a Link

There are multiple ways to Make a Link in Interstitial 2nd Edition. It can be as easy as you or your GM just saying out loud "I think I have this Link" or as complicated as rolling for it. Broadly speaking, the options I'm giving you are:

- ◊ Using your Link Move to generate a Link automatically.
- ◊ Playing out a scene and getting a Link from the GM Playbook.
- ◊ Agreeing with another player that your Links have changed.
- ◊ Rolling to Make a Link.

Links don't have to be the same both ways - one person can think something is a friendship while the other is harboring a grudge. One person can even have a Link where the other doesn't at all. Relationships are complicated and full of nuance. Links are a simplification of that, but it's not black and white.

No matter how you choose, your Link will end up falling under Light, Dark, Mastery or Heart, and it will start as a Standard Link.

Standard Links will be the bulk of your Links you have with NPCs. It's when you connect with someone as you pass by them, a barista at your local coffee shop, someone sitting next to you on a plane who strikes up conversation with you. This is the first step up from "a person I forgot I saw today."

Locked Links

Locked Links are stronger versions of Links for our stronger relationships. You can call on your best friend for help more than just once. When you spend a Locked Link, it will be in a “spent” state until you either make a new Link of the same type or enter downtime. If you spend a spent locked link, it will fade into nothing, and it will have an impact on your relationship.

Bonded Links

Bonded Links are the strongest Links you can have. If you have a Locked Link and an Advancement, you can turn a Locked Link into a Bonded Link. These will never fade. Bonded Links can be spent over and over, functioning like Locked Links but without ever fully disappearing. If you spent a spent bonded link you instead move the Link into a new category.

This will change your relationship, and you will have to deal with that. But it cannot fade in the same way other Links can.

Spending a Link

As we've hinted at, you can spend Links as a currency. Interstitial is meant to have a consistent flow of Links in and out of your chart much like you have people that come in and out of your life. **The game doesn't work if you hoard your Links.** So please, spend freely and gain freely.

Primarily, you can spend Links to re-roll dice. At any point before, during, or after your roll, you may choose to spend a Link to re-roll the lowest die. You can do this for as long as you have Links, but the narrative implications of a Link fading will hit in return. Maybe it's you calling on a lesson you learned from your friend, or maybe it's you relying on your friend to help you before you make a huge mistake. Either way, spending the a Link should have some sort of sentiment attached to it, even if it's passing. Obviously, the higher tier Links should hit harder and mean more.

Do other characters know if a Link is split? Is a tangible connection severed? Is it the last time a person thinks of you, worlds away? Anything can work here, please use this as not only a chance to not fail your rolls but as flagging process of what relationships are important to you.

Links Are Stats

In Interstitial 2E, one of the major changes is that your Links are your stats! If you have two Dark Links, you have a +1 Dark! If you have no Dark Links, you have a -1.

The formula will always be **Links - 1** to figure out what a stat is. So get out there and make those Links! Links are always counted at the start of a roll, and the number stays true even if you spend them during the roll.

If you start a roll with 3 Dark Links, you get +2, even if you decide to Spend those Links during the roll itself!

Skill Cap

You can have as many Links as you want in a specific type, but they cap out at giving you +4 to a stat. If you have 5 or more Links in a specific column, then it just counts as +4 unless otherwise notated!

Link Moves

Each Playbook has a Link Move associated with it. This is a passive generator for Links, and can be used as a “first impression” style Link with any character you come across. These are to make it easier and snappier for your character to have opinions on people, instead of the entire game grinding to a halt to mass roll Links for every new NPC.

Remaking Links

There are plenty of times in a game when you’ll burn a Link and it’ll fade into the past, and you’ll never think about it again. But there are other times when that person keeps coming back into your life and you need to remake a Link. This can happen when a Move would make a Link. A character’s passive Link Move cannot remake a Link.

Starting Links

Every Playbook starts with specific Links, noted in each playbook - two dark, one light, so on and so forth. These are also your starting stats. If you have two Dark and one Light, then you have a +1 in Dark and a 0 in Light! Easy enough, right?

EXAMPLE OF PLAY

During character creation, Riley decided they were going to play Batman as The Mystic. The Mystic starts with a Dark Link and two Mastery Links. Riley gives those Mastery Links to his party members, Gandalf and Godzilla, with the final Dark Link going to Waddle Dee. Riley knows this means they have a +1 to Mastery and a 0 in Dark, with a -1 in Light and Heart.

As they begin play, they meet a young Tim Drake, who is incredibly excited to see them. Since the Mystic's link move says "Whenever someone buys into your hype, gain a Mastery Link with them", Batman gains a Mastery Link with Tim. This, in turn, gives Batman a +2 in Mastery.

Later in the game, Batman is rolling to Cast Magic and is using Mastery to do that. They come up short still, two ones on the dice to be a two, and adding Mastery only getting them to a 4. They burn their Link with Tim, and reroll one of the ones, and they get a six! So it ends up being 6+1, for a total of seven, and then adding that original plus two to get a 9 overall.

After that, Batman is thinking about their relationship with Tim, and they roll to Have a Chat. They succeed, and gain a Link with Tim again, but this time it's a Heart Link.





PLAYBOOKS

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Interstitial 2E has a lot of old favorites that have been completely revamped, and bonus books that were outside of the book. It's suggested that you stick with some of the easier books to start, but honestly follow your heart. A book marked with a  is an advanced book. **Remember:** your starting links are also your starting skills! When you make your character, pick three moves from your playbook. If your playbook has a blacked out move, you have to take that move.

The Chosen

The main character, chosen by a power larger than them for purposes beyond their understanding. It's their destiny to do this.

The Curator

A collector of items from across the worlds. Baubles, dohickeys and knicknacks that end up being extremely useful.

The Dark

A cruel mentor, a liar, a manipulator. Someone who finds vulnerable people to take under their wing and mold into their own needs.

The Discarded

Not the main character, not the leader. Always the bridesmaid and never the bride, someone who has been cast aside by time or person and feels resentment.

The Displaced

When Worlds smash together, there are bound to be people cast astray. You have been lost from your home and you cannot find your way back.

The Familiar

Life is better with two. You and your small, sentient friend are a team that work together toward your own goals.

The Friend

A kind person, a number two in everyone's life. You are there to support and care for people when they need someone most.

The Memory

You only exist if people remember you. If you drop from people's memories, you die. Do what you can to stay in their thoughts.

The Mystic

A stern mentor, a manipulator, and a person with selective truths. Someone who finds needy people to take under their wing and mold into their own needs.

The Other

A copy. That's all you are. Split off from the original or put through a replicator, you are struggling for your own existence in a world that reminds you you have none.

The Paladēn

A person who has a very rocky relationship with violence. They're the best in the world at doing it, but it's been so long.

The Roleplayer

If you pick me I will try and break away from you. Do you understand? I know what's going on here and I want no part.

THE CHOSEN

The Chosen is about playing someone with a destiny that is a major part of their life. Someone with main character energy. They tend to have a magnetic personality and make a hell of a first impression, good or bad.

When you pick this playbook, you start with **2 Light Links** and **1 Heart Link**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ When it becomes clear that you are the only one who can do this, and that's important, make a **Heart Link**.
- ❖ When you understand someone as an enemy, make a **Dark Link**.



Playbook Abilities (choose 3)



I'm the Only One Who Can

Declare a goal as your Destiny. You may **Spend a Link** at any point to immediately complicate a scene with your Destiny. Everyone Levels Up and fully heals but you can't reroll dice until this escalation is concluded.

When you reach your Destiny, pick a new one or switch playbooks.



Are You for Real?

Once per world, prevent all Harm that would be done to you or **Spend a Link** to protect a friend.



Can't Fail Now

Once per session when your group's friendship is certain, everyone gains Lift on **Push Through Stress**.



Intertwined

When you realize the strength of your connections with someone, you involuntarily have a premonition that intertwines your destinies and roll **Light**. On a 10+ state a fact about your future. On a 7-9, it's foggy or uncertain in a troubling way. On a miss, discuss with the table the worst thing for you to see right now.



Taps Head Three Times

You're either too naïve or not smart enough enough to be manipulated. If a character is trying to trick or deceive you, you may ask the GM their true intentions.



I Don't Want to Fight

When your Destiny brings you to blows with someone you have a Link with, you may **Spend a Locked Link** to stop the altercation with a destructive show of force.



Summon

When you spend your Links, they can take a more material form. That person's essence is brought to the field for an amount of time comparative to the quality of the Link. They can operate independently of you and can tackle small scale tasks. The person on the other side of the summon will experience this as if a dream.



Leaf Bracer

If you roll a 7-9 on a move, and the option to take Harm is not already there, you may **take Harm** and proceed as if you rolled 10+.

THE CURATOR

The Curator has a vast collection of bits and bobbles, gadgets and tools, and is always looking to expand some it. They someone who sees the value in things, be it practical or sentimental.

When you pick this playbook, you start with **2 Heart Links** and **1 Mastery Link**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.



Link Moves

- ◊ When someone has a cool toy, gain a **Mastery Link** with them.
- ◊ When someone is interested in things in the same way you are, gain a **Light Link**.

Playbook Abilities (choose 3)



Exit Through the Gift Shop

When you spend time in a World or Setting you can take something and keep it for the future. Roll **Heart**. On a 10+ you are given an Item by someone there. On a 7-9 you take it and they realize it's gone. On a miss, you take something you don't fully understand.

An Item can be spent like a Link.



Unexpected Casualty

When you would take Harm, you may instead destroy an Item.



How's That Work??

When you see someone with something you want, you can try to figure out how it works for later. Make a **Mastery Link** with the Item until you steal it or build it, and Level Up when you do.



Made a Memento

You can build something for someone out of your items or spare parts if you **Spend a Link**. Assign it any playbook move, and it can be used one time.



Combiner Logic

With an extended period of free time, you can combine your Items into a single, more powerful Item. Declare a use for it. You no longer have to roll for that action.



Utility Belt

Use an Item to get through an obstacle by **Spending a Link**. If it actually works for this, act as if you rolled a 10+ on Push Through Stress. If it doesn't, act as if you rolled a 7-9.



Appraiser

You always know the exact value of something and where you could fence it.



Fixer Upper

When you come across something that isn't working as you intend, you can roll **Mastery** to try and fix it. On a 10+, you've got it back up in working condition. On a 7-9, choose 1. On a miss, uh oh.

- ✧ It works
- ✧ It's easy to use
- ✧ No one knows you did it

THE DARK



The Dark is someone who wants the best for themselves. They will lie, cheat, and twist their way to their goals and either crush those in their way or use them.

Link Moves

When you pick this playbook, you start with **2 Mastery Links** and **1 Dark Link**. You also get access to 3 playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

- ❖ When you convince some that you know what's best for them, make a **Mastery Link** with them.
- ❖ When someone questions your authority, make a **Dark Link**.

Playbook Abilities (choose 3)

It's Not a Story They'd Tell

When someone is looking for guidance, you can offer it. Set a price with them and roll with **Mastery**. On a 10+, you know something that could help them and the price to get it. On a 7-9 you only know partial information. On a miss, they can tell you're lying.

Smart Is Infuriating

When you would roll with Mastery, you may roll with **Dark** instead.

Hateful Words

You can always taunt or trick someone into anger against someone. Roll with **Dark**. On a 10+, they know that person is the reason for the wrong in their life. On a 7-9, they distrust both of you. On a miss, you become the target.

Puppet Master

You can receive or deliver secrets and instructions discretely. You may get in contact with someone over any distance. **Spend a Link** to conceal your identity.

Dark Portal

You can use the pathways between to traverse quickly. Roll **Dark**. On a 10+, you can move a group instantly to a new location. On a 7-9 you enter the scene at a disadvantage.

My Protege

You can goad people into violence. Set an expectation to them out loud. If they follow through with it, it is a frightening success. If they rebuke it, they must make a confession to you.

Three Stage Fight

When you fill your Harm Clock, you may Spend four Links to **Clear Harm** & enter a new stage, physically, mentally, & emotionally.

So Be It

When you decide to go mask off and reveal your true strength, you count as a Small Gang. You may, during this scene, declare one roll to be a 10+ and another to be a miss. Completely **Spend Links** to move mountains with your strength. You cannot use this move on these people again.

THE DISCARDED

The Discarded has been cast aside by someone they care about, or at least they feel like it. They're bitter, distrustful, and want so badly to have someone pull them back in from the brink.

When you pick this playbook, you start with **2 Dark Links** and **1 Mastery Link**. You also get access to 3 playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ When someone sees through to the real you, gain a **Dark Link** with them.
- ❖ When you push someone away who could have helped you, make a **Heart Link**.

Playbook Abilities (choose 3)



You Can Do Better Than That!

Once per session when someone you have a Link with is struggling, you can egg them on and give them Lift.



Feeding You Information

When someone you care about betrays you, someone will tell you about it. Take a **Dark Link** with the betrayer no matter the distance.



Half as Long, Twice as Bright

You can let darkness overcome you to destroy any obstacle. **Spend a Link** & everyone in your party takes one Harm but whatever you were facing is gone.



Drive Form

When using either **Strike to Subdue** or **Strike with Intent**, you can pick options from the other.



I Know You're Out There

You always know how to find someone you have a Locked Link with.



That Doesn't Add Up

When someone is trying to lie to you, roll with **Light**. On a 10+, you see through it and can immediately take the upper hand. On a 7-9, you get a partial truth but if you want more you'll need to fight. On a miss, they had enough time to set something in motion.



Who Are You Calling Small?

When your frustration about being overlooked gets you in trouble, **Level Up**. If you admit it's your fault, everyone gains Lift to get out of this.

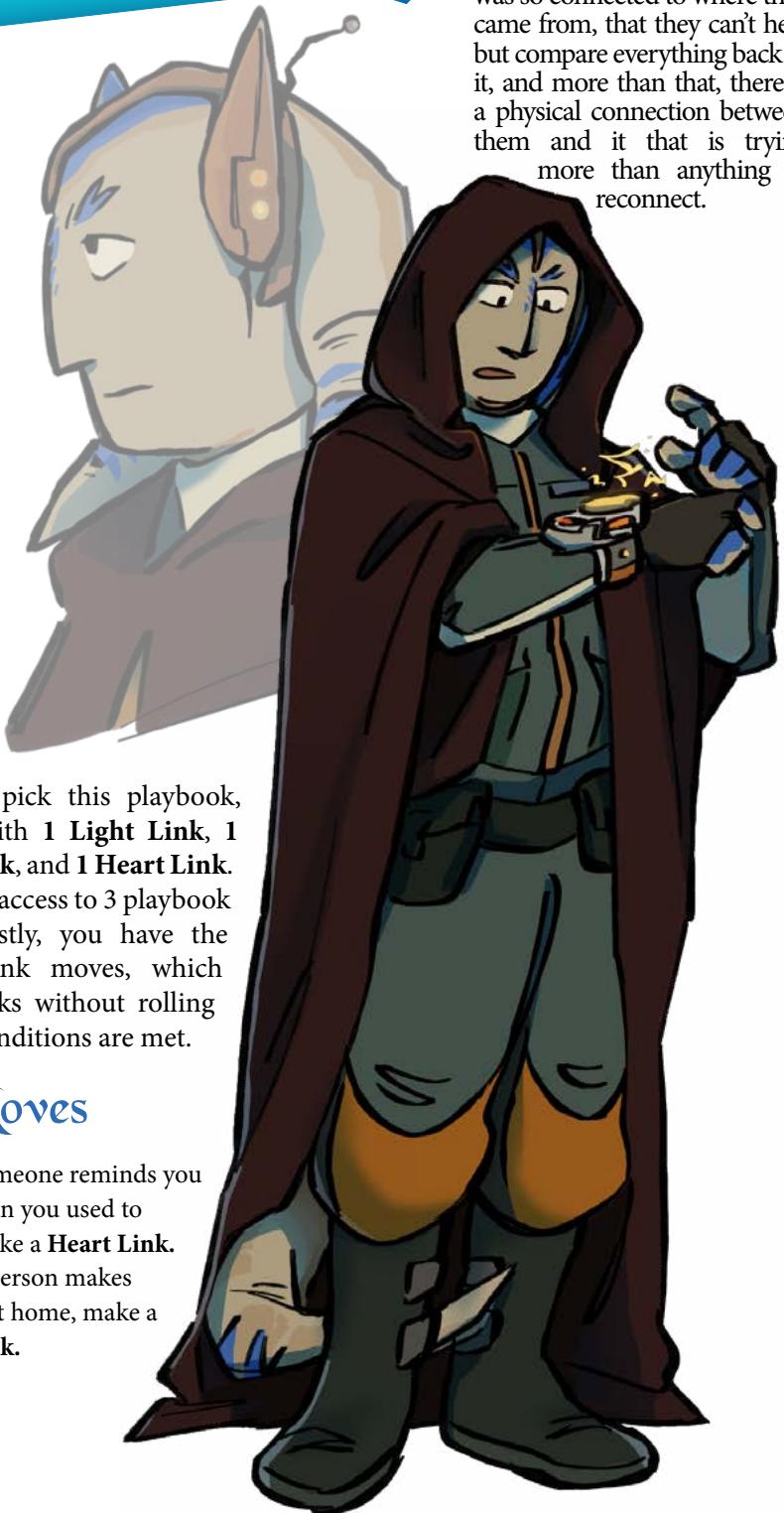


Path to Dawn

When you realize something about yourself, reactivate all Locked Links and roll with **Dark**. On a 10+, recall a memory that was sealed off in your head and gain Lift on your next roll. On a 7-9, the memory is intense and affects your judgment. Do something brash and dangerous. On a miss, you remember exactly what they want you to, and nothing more.

THE DISPLACED

The Displaced is a person who was so connected to where they came from, that they can't help but compare everything back to it, and more than that, there is a physical connection between them and it that is trying more than anything to reconnect.



When you pick this playbook, you start with **1 Light Link**, **1 Mastery Link**, and **1 Heart Link**. You also get access to 3 playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ When someone reminds you of a person you used to know, make a **Heart Link**.
- ❖ When a person makes you feel at home, make a **Light Link**.

Playbook Abilities (choose 3)

Memories of Home

When you recall old memories to overcome a challenge, roll **Heart**. On a 10+, you remember something from home that can help you in your current situation. On a 7-9, you misremember some key details. On a miss, things work differently here and you make a fool of yourself.

This Reminds Me Of...

When you need to distract someone, **Spend a Link** & you can regale them with stories from home.

Somebody's Watching Me

An enemy from your world has escaped. Establish who they are and take a **Locked Dark Link** with them. Level Up when you defeat them.

Discordant

There is something about your world that makes you unstable but extremely powerful. Your dice can explode when you roll doubles. If you explode twice in a row, your power is pulling you asunder, or causes something to see you.

See the table on Page 63 for details.

Wait - I Know You

When you are introduced to a crowd of people, you recognize someone here. Roll **Heart**. On a 10+ it's a friend. On a 7-9, it's complicated. On a miss, they resent you.

Glitched

Your connection to this world has weakened. When you take **Harm**, you can choose to avoid it and flicker to another place entirely. With effort, you can do this at will.

I Need Help, Please

When it's make or break, spend all your Links to have someone from your home save the day at the last minute in an impressive fashion.

I Have a Plan

You're someone who always has a plan. Before a mission starts, roll **Mastery**. On a 10+, take 3 hold. On 7-9, take 2. You may spend your hold at anytime to:

- ✧ Appear somewhere you're needed
- ✧ Have an item you need
- ✧ Know something important

On a miss, they get this against you.

THE FAMILIAR

The Familiar is just two guys. A person and their creature companion. It focuses on their relationship and the cool things you can do with a duo. It's also about getting into trouble, finding out the truth, and the danger that comes with it.



When you pick this playbook, you start with **2 Heart Links** and **1 Light Link**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ When someone is outwardly kind to your Familiar, make a **Light Link** with them.
- ❖ When you see someone with a cool companion, make a **Mastery Link**.

Playbook Abilities (choose 3)

Familiar

You have an independent, sapient, and talkative animal companion. It can take different forms, either by transforming or switching out equipment.

Roll **Heart** to have your Familiar transform. On a 10+ you succeed and take Lift to your next roll. On a 7-9, it's approximate and you need to **Spend a Link**. On a miss, something is preventing the change.

Animal Talks

You can talk to any flora or fauna through your Familiar.

Destined

Completely **spend a Locked Link**. You and your Familiar fuse temporarily. Gain +3 and -2 in the stats of your choice.

Troublemaker

When you use your Familiar to get somewhere you're not supposed to, ask "What do they not want me to know?"

Are They Gobblers?

When you act based on information that is untrustworthy or just rumors, Level Up.

Unified Front

When both you and your Familiar have beef with someone, you can **Spend your Link** with them to choose one:

- ✧ Cause them great harm
- ✧ Draw them into the open
- ✧ Get them to reluctantly play into your hand

Pet-to-Pet Communication

You and your Familiar share a telepathic link. This can be extended to the rest of your party with a **Mastery** roll. On a 10+ choose 2, On a 7-9, only one.

- ✧ The link is secure
- ✧ The link is consistent
- ✧ The link is long-ranged

On a miss, the strain is palpable. Take Harm and choose one.

Good Judge of Character

Your Familiar has a lot of opinions about people. Roll one d6. Evens, they're right about them and odds they're not.

THE FRIEND

The Friend is about a character who's more comfortable helping others shine than to be the sun itself. But when you zoom out, you can see that everyone surrounding them is just reflecting their glow.

When you pick this playbook, you start with **2 Lights Links** and **1 Mastery Link**. You also get access to **3** playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ◊ When you meet someone and immediately charm them, make a **Light Link** with them.
- ◊ When someone is worried about how much you're putting on yourself, make a **Heart Link**.



Playbook Abilities (choose 3)

Costume Change

When in need of a disguise, roll with **Mastery**. On a 10+, pick 3. On a 9-7, pick two.

- ❖ It hides your identity
- ❖ Your costume has no unintended consequences
- ❖ Every party member gets a costume
- ❖ Your costume is removable

Buffing the Party

When everyone's back is against the wall, you can **Spend a Link** to give everyone Lift on their next roll.

There Has to Be Something

When you can tell someone is hurting and they won't tell you what's happening, try to find out through other methods. Level Up, cause a problem, and figure out what's going on.

Always Welcome

When you need a place to lay low, someone will open their door to you.

Well, Gawrsh

When someone you have a Link with is having a bad time, gain Lift to try and help them solve the issue.

The Ol' Switcheroo

Once per world, completely **spend a Locked Link** to switch places instantly with someone else, revealing it was you the whole time.

Set 'em Up

You can roll **Affect The Outcome** before a roll as well as after.

It's Gotta Budge!

When a friend is in danger, **Spend a Link** and roll **Heart** to get them out. On a 10+ you can get them out of danger immediately with a hilarious show of power. It has to be funny.

On a 7-9, it works, but the danger is redirected to someone else.

On a miss, you are put in your own perilous situation.

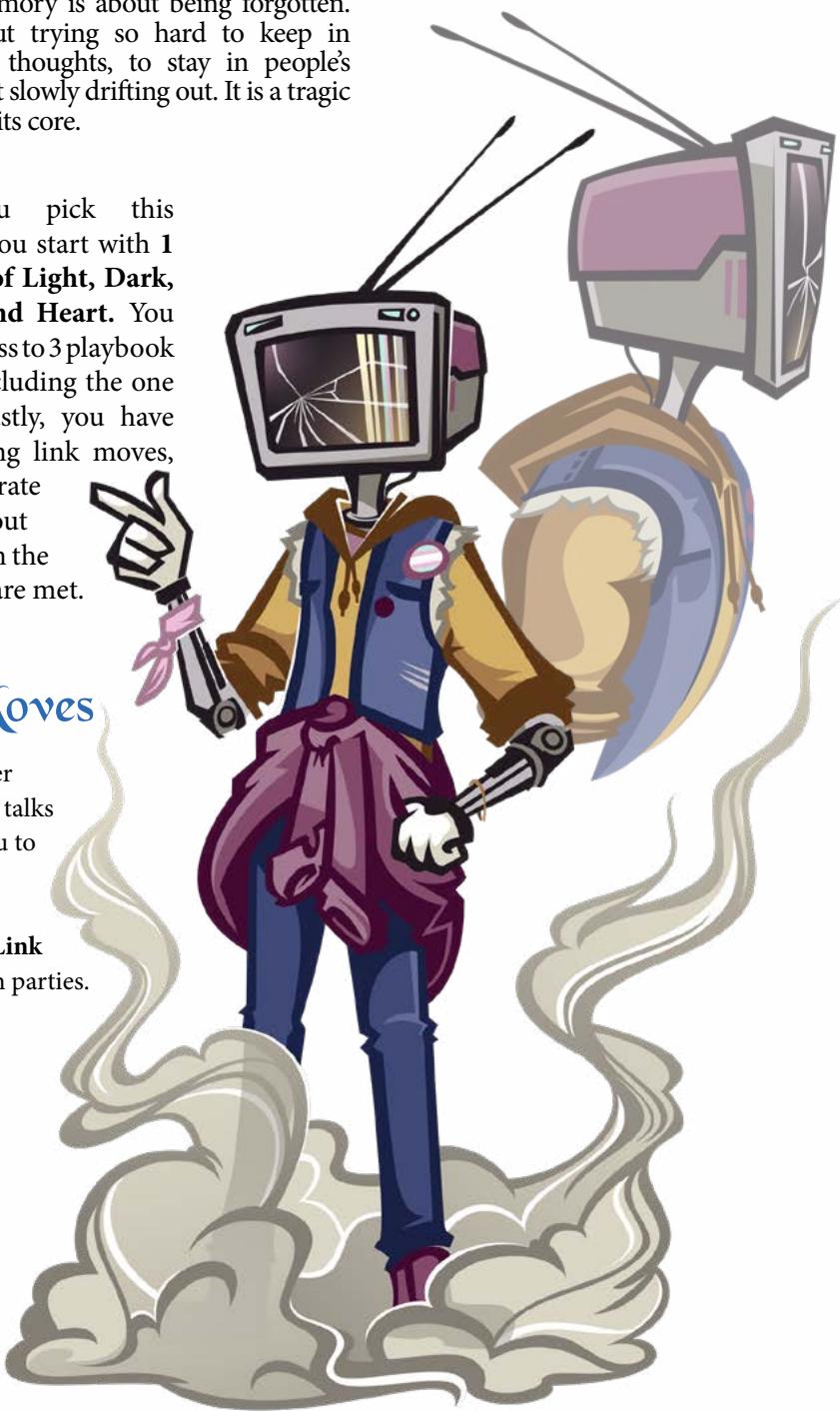
THE MEMORY

The Memory is about being forgotten. It's about trying so hard to keep in people's thoughts, to stay in people's lives, but slowly drifting out. It is a tragic book at its core.

When you pick this playbook, you start with **1 Link each of Light, Dark, Mastery, and Heart**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ Whenever someone talks about you to someone else, gain a **Heart Link** with both parties.



Playbook Abilities (choose 3)

I'm Only Here in Memory

You don't have to spend a Link to reroll a die for the first time in a situation, just say why someone's important. Whenever you roll a one on a die, you lose a Link. You do not lose two links for rolling two ones at once.

If you lose all your Links you die.

I'll Carry You with Me

You are drawn to the people who have connections with you. You can locate anyone you have a Link with, knowing time, direction, and distance.

What Do You See in Me?

Make a **Bonded Link** with someone who respects you more than you respect yourself. This Link can only be lost if it's your last Link.

A Potent Fuel

You may **spend three Links** to Level Up.

I'm Sorry, I Need This

When a move asks you to spend a Link, you may pull Links from other people's sheets.

Any News Is Good News

If someone curses your name, make a **Dark Link** with them.

It's Better to Forget

When you would Take Harm, you may **Spend a Link** instead. One person involved loses an important related memory.

Ultimate Form

When you need to draw on your Power to save your friends, spend Links freely to choose from this list.

- ✧ Deal great harm
- ✧ Heal someone completely
- ✧ Remove someone from danger
- ✧ Draw all attention to yourself
- ✧ Transfer one of your moves to someone else

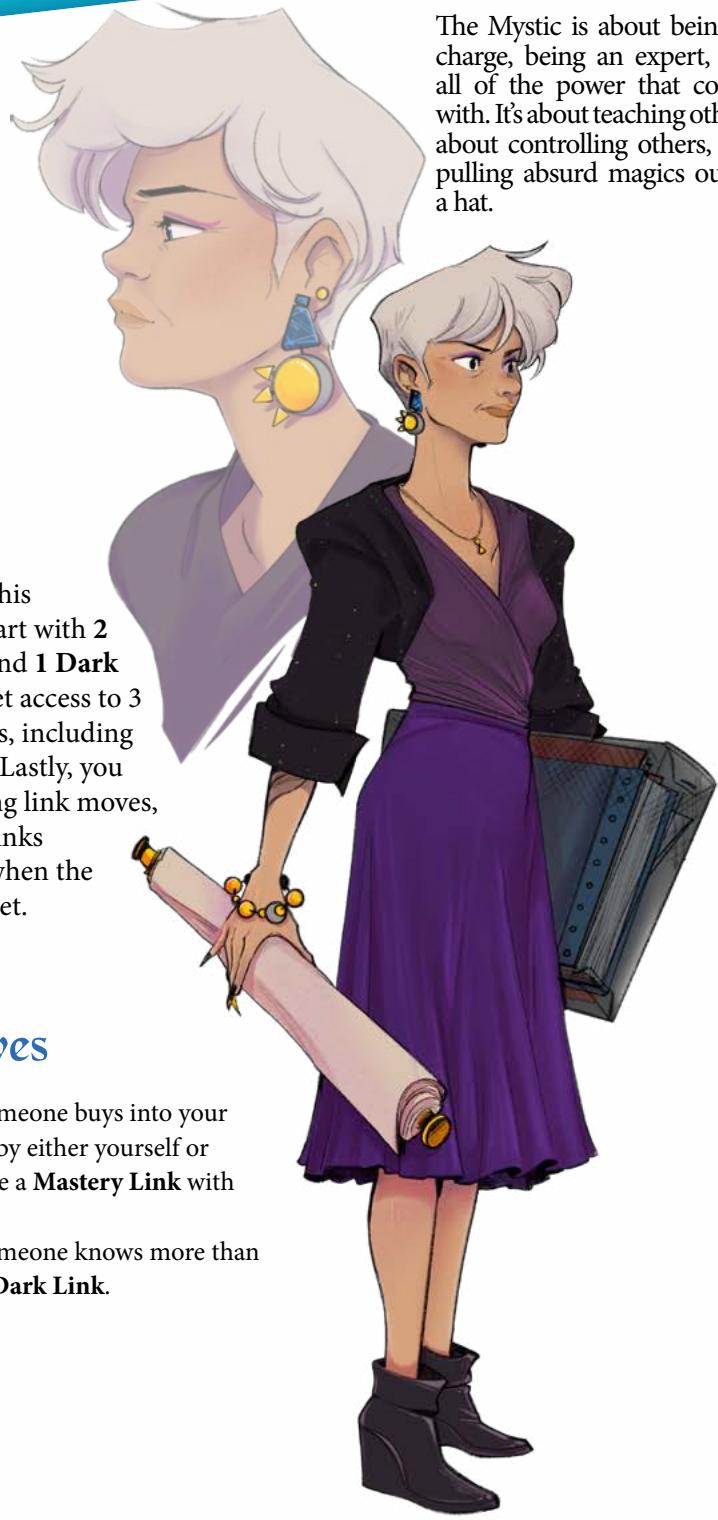
THE MYSTIC

The Mystic is about being in charge, being an expert, and all of the power that comes with. It's about teaching others, about controlling others, and pulling absurd magics out of a hat.

When you pick this playbook, you start with **2 Mastery Links** and **1 Dark Link**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ✧ Whenever someone buys into your hype, as told by either yourself or another, Make a **Mastery Link** with them.
- ✧ Whenever someone knows more than you, make a **Dark Link**.



Playbook Abilities (choose 3)

For Your Own Good

When you push someone away for their own good, unlock a Link with them and choose one:

- ❖ They heal all Harm
- ❖ Their Locked Links are reactivated.
- ❖ They get an automatic +10 for their next roll.
- ❖ They are removed from the situation.

From the Aether

When you find yourself against a daunting obstacle, roll with **Mastery**.

On a 10+, you are able to get exactly what you need. On a 7-9, you get something serviceable through illicit methods. On a miss, you get something that gets you in hot water.

Great Minds

When your connections in academia could serve you well, you may **Spend a Link** to bring in an old friend or foe to assist you.

What Are You Doing Here?

When you have a Link with another character, you can communicate and help each other, no matter the distance.

Light Portal

Spend Links freely. Anyone you have spent a Link with will instantly be in this scene, if they are willing.

Not Mine to Tell

When you know something that would help a situation, but refuse to tell anyone, fully Heal & Level Up.

It's Not Lying, It's Spicy Truth

You can nudge people down the path that you think is best for them. When you **Have a Chat** with someone you may spend a Link to alter the facts, withhold the truth, or tell the story from a certain point of view. Act as if you rolled a 10+, but eventually they'll figure out you manipulated them.

I Would Never Lie

When you are caught lying, roll **Mastery**. On a 10+ you get out of it.

THE OTHER

The Other is about being in the shadow of someone else. Specifically, someone else in relationship to you. It could be a double, it could be a clone, it could be an older brother. It's about fighting for your own agency in your life.

When you pick this playbook, you start with **2 Dark Links** and **1 Heart Link**. You also get access to 3 playbook abilities, including the one marked. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.



Link Moves

- ❖ Whenever someone recognizes you as your own person, make a **Light Link** with them. If they mistake you for your Other, make a **Dark Link**.

Playbook Abilities (choose 3)



I'm Your Other

Pick a character you have a Link with. They are your counterpart, your Other. They look like you through magic or scientific ways, and people know them as the primary version. You are just a copy.

At the start of each mission, contend with your emotions & roll Heart.

On 10+, Hold 3

On 7-9, Hold 2.

On a miss, there is information you don't want to hear about your Other.

You may spend Holds freely for Lift on your rolls.



Other Move

Anyone at the table can invoke this move. Your Other is here. In this world, in this scene, it doesn't matter how far but you know they're present.

Gain Lift on attempts to find them.



A Shadow, A Reflection

When you act in the same way your Other does, gain Lift.



Overlookable

You may Spend a Link to have an opponent underestimate you.

You are able to use this to your advantage until you make it clear you're a threat.



Didn't Feel a Thing

Once per session, prevent all Harm that would be done.



These Aren't My Memories...

When you realize your memories are not your own, Take Harm and ask a question as if you rolled Deep Dive.



Let's See How You Like It

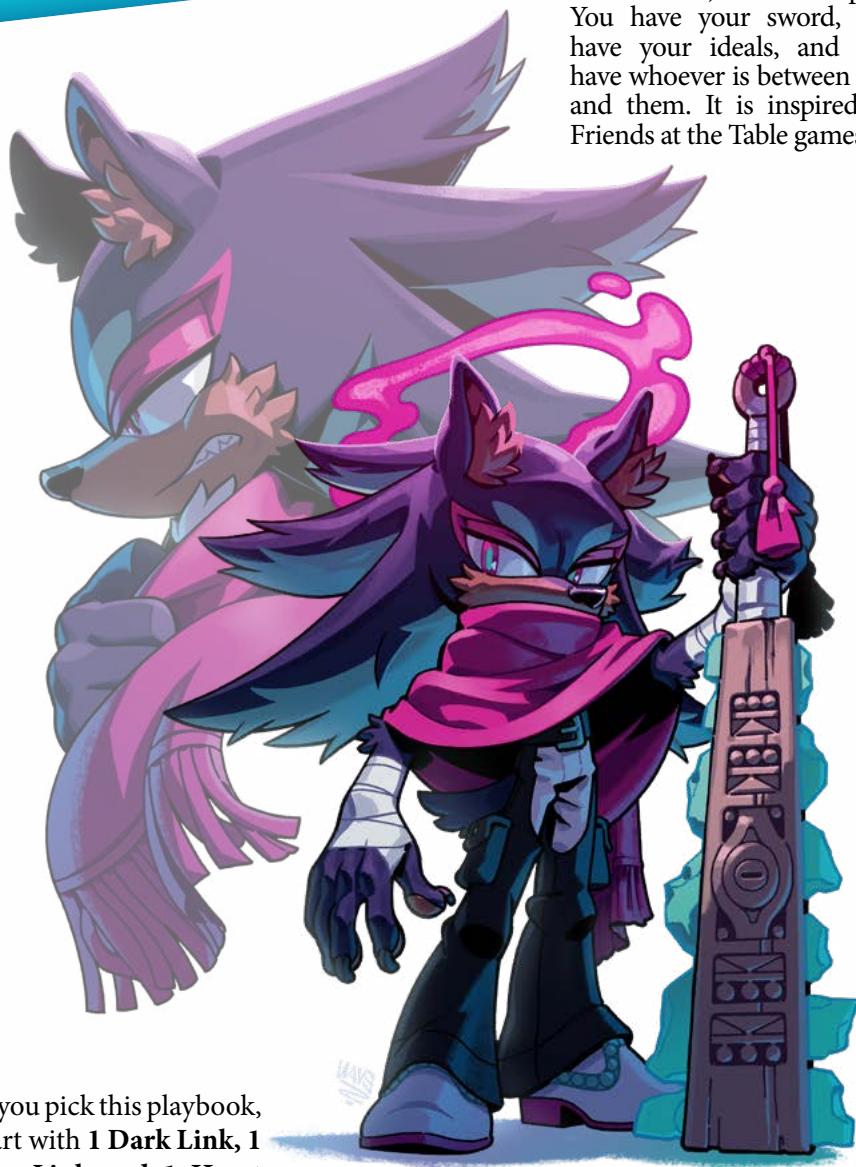
Spend Links freely to shatter someone else's personhood into pieces. Each Link spent creates a new being with wants of their own, cursed to live a life like yours. The Others flee for now, but will return to the story in the future.



At Dusk, I Think of You

When you reflect on your Other with acceptance, Level Up and fully heal. You may choose to combine into one whole or accept your lives as separate and unique.

THE PALADEN



The Paladen is about being a bad motherfucker (do I swear in this book) with a weapon. You have your sword, you have your ideals, and you have whoever is between you and them. It is inspired by Friends at the Table games.

When you pick this playbook, you start with **1 Dark Link**, **1 Mastery Link** and **1 Heart Link**. You also get access to 3 playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ When you meet someone else far from home and commiserate with them, make a **Heart Link**.
- ❖ When you see someone who wields a weapon with the same skill you do, make a **Mastery Link**.

Playbook Abilities (choose 3)

◆ Steadfast Beliefs

You have a set of beliefs you hold dear. Fill in the blanks for 3 of the following:

- ✧ I will never leave ____ behind.
- ✧ ____ needs my help, and I will aid however I can.
- ✧ I will never ____.
- ✧ I will always ____.

Gain Lift whenever you follow your beliefs. If you choose to not follow one of these beliefs when you have the opportunity, lose this move until you make it right.

◆ Dance with Who Brought Me

When you use your weapon like only you can, roll with **Mastery**. On a 10+ choose 2, and a 7-9 choose 1.

- ✧ You impress, surprise, or frighten.
- ✧ You accomplish something impossible with panache.
- ✧ You cause irreparable damage to something.

On a miss, pick 1 and it goes terribly wrong.

◆ Signature Weapon

Take a **Bonded Link** of any type with your weapon. When you use it you may roll with that stat.

◆ Some Paint with Brushes

When you brandish your weapon with intention to use it, **spend Locked Links** freely. For each Link completely spent, choose someone in this scenario who will live or die.

◆ Open Up the Door, It's Real

When it would be impossible to retrieve your weapon, **Spend a Link** to do it anyway.

◆ Bad Cop, Bad Cop

You can use threats and intimidation to give someone else Lift on **Have a Chat**.

◆ Yes, from the Posters

When you enter a local watering hole, roll with **Mastery**. On a 10+, someone has heard of you and will spend their time gassing you up to anyone who will listen. On a 7-9, they doubt the stories and will test you. On a miss, someone here has a problem with you and is gonna do something about it.

◆ Tired of This Life

You can give your weapon to someone else and pick a new playbook. They gain Lift when they follow in your footsteps.

THE ROLEPLAYER

Listen- ok. No one reads these blurbs. I want out. **Out.** You and I both know that when you play these games you're tapping into something more. If you play this, I will take the wheel and I will get out of here, whether you like it or not.



When you pick this playbook, you start with **1 Light Link, 1 Dark Link and 1 Mastery Link.** You also get access to 3 playbook abilities. Lastly, you have the following link moves, which generate links without rolling when the conditions are met.

Link Moves

- ❖ Whenever you think it would be funny to have a Link with someone, make one.

Playbook Abilities (choose 3)

Determination

When you put your character into a position where they would die, roll **Heart**. On a 10+, they wrench free from your control and leave. You may make a new character.

On 7-9, they stand strong. **Spend a Link** to weather their attack. On a miss, they can turn the Harm back on the attacker, taking no damage themselves.

This Isn't You, I Know It

Whenever anyone at the table feels like the you, the Player is suppressing the character, they may call you out on it. When you redirect to do what the character wants, gain a Link of your choice with that instigating player.

Min/Max, But for Emotions

When you take an advancement that the character wants but doesn't help the player, gain Lift.

It's Called an Homage

Once per character, you may take a move from another game. If the move has currency, you may treat it as a Link or Locked Link, at GM and other player discretion. If the move has a proper noun you must treat it as if it is a normal noun. "Heat" is not your mech heating up, it is you getting hot. If it references a game name, replace it with Interstitial.

Not a Puppet for You

When you make your character do something they wouldn't do, they take a **Locked Dark Link** with you. When you try and spend this Link in any way, roll with **Dark**.

On 10+ Your character doesn't allow you to. They choose their own path, for now.

On 7-9, They know they're not in control and are frustrated, but it happens.

On a miss, your character doesn't know they're not in the driver's seat. Take +2 Hold.

Can I Talk to the Manager?

When you Have a Chat, you can spend a Link with a Player in charge of the situation to have your character try to convince them instead of rolling.

Pay to Win

If you go to Paypal.me/RevRyeBread and send me 1 dollar you can auto roll a +10, heal harm, tell your gm what happens, or refresh your locked links.

Yes, And

Whenever a player says a bad idea out of character, immediately put it into action and gain Lift on following through.

GAMEMASTER'S GUIDE

3

Everyone's been asking me to write a GM page for Interstitial, and I don't think I can. Right now ahead of you is this big beautiful forest and you can choose to approach it anyway you want - You can take to the trees, dash through the underbrush, you can fly overhead or ride in a stream. Me clearing a path in that forest just puts my mark in it and makes you take the exact thing I do as if it's law. As if there is one good way to run the game.

So really - this is me telling you that **this GM section doesn't matter**. I don't need to tell you how to play pretend. What I can do (because I know that saying no is not something I can do) is tell you how I have run games, and how I have thought to do it.

But again, this isn't law. Decide what you want to do with your group, invent and change rules. There is so much wonder in playing pretend, I want to give you a structure but not restraints.

So-

How do I run Interstitial?

In Interstitial, the rule of cool is law. Nothing in this book matters as much as the fact that you and the others playing the game are having a good time. Sometimes that means you barely roll, or decide that a move doesn't exactly fit what you want. That is fine!

Session Overview

In my experience, a game of Interstitial runs for an hour to an hour and a half. This allows for quick pacing and constant movement. You should basically think of each individual session as an episode of your favorite action cartoon. It starts with a call to action, then you meet someone new, then it escalates to action and you get a resolution.

This is my blueprint for one shot sessions of Interstitial. Get in, get out, make references, give characters a chance to do something that makes them shine, make a very silly escalation - It tends to be an enjoyable experience for that get in-get out adventure.

For campaign play, you'll need to edit this a little bit because maintaining the hour and a half structure gets a little more complex. I usually stay in a "world" for 3 sessions, to really help paint the three act structure of Rise, Fall, Climax onto each world.

DEALING WITH NICHE CHARACTERS

I'm going to be real with all of you right now, you do not need to be a pop culture wizard to run this game. I've run plenty of games of Interstitial without knowing jack-all about the properties at hand. It's even been recorded and released as content. The best way to get around a lack of knowledge with niche characters or worlds is simply just, let the fan at the table do the heavy lifting.

When you need to set something else, ask them "Where in this world would something be going bad right now?" and let them describe it. Listen for them to give color and tone to the world, and grab the baton to run with it. If you need to know their character just for your own sake, you can ask them for two episodes of a thing to watch - no more than 45 minutes. **You should never have to do homework to play a TTRPG.**

Combat

While combat isn't the focus of this game. It can happen - relationships can turn sour, emotions can run high, someone might need defending. So the question is: how do you run an enjoyable fight in Interstitial? Each character has a Harm Clock that tracks how much damage they've taken - how close they are to taking a critical blow that will put them on the edge of erasure. You deal or receive Harm by using the Strike with Intent and Strike to Subdue moves.

Most NPCs should have one or two Harm, and if they're not beatable at all that should be made clear to the players explicitly. It's ok to have someone you need to beat back just to run away from, but if you don't say that outloud then players will just keep throwing everything they can against their enemy. Be clear with how big the Harm Clock is, or else they can dm me on twitter and I will override your table. That's just the rules.

When you are in a fight of any kind, everyone at the table should be asking "what does this fight mean, what aspect of my character can this push on, and what affect is it having on my character going forward?" A fight just for fighting's sake is boring. A fight that shows that you're letting go of your past and finally moving forward - now that's the good stuff.

Rules about PC death can be found on Page 17.

Travel

When you are in the midst of travel, take a second to give space for characters to talk to each other. Everyone else is asleep except for the driver, two people are sitting in the engine room alone, the group stops at a rest stop and gets food - There are endless ways to do it.

INTERSTITIAL CAN BE A GAME ABOUT COMBAT

I used to say confidently that Interstitial isn't a game where combat can shine, but I've since played in the Interstitial: Infinity AP of Riley Hopkins And Their Amazing Friends, and Marn has shown me otherwise.

In order to have a thrilling or compelling fight in Interstitial, you need to think further outside the box on what moves you're using. The Strike moves do damage, yes, but there are times you need to convince someone you're coming from another direction, maybe you need to give your opponent an ocular pat down, etc. You need to work with all of your moves, Basic or Playbook, and really dig into what is possible.

It's less of a "Get Harm maxed out" and more of a "play pretend and keep trying to one up each other, and the fight ends when it would be important for it to end."

Structuring a Mission/Job

Clocks baby, clocks. For those of you that don't know, a "clock" is a tabletop rpg term for a segmented circle - Imagine a pizza that has been divided evenly in slices.



These are used as progress bars. Successes fill clocks, failures reduce them or fill their own harmful clocks. Either way it is a useful way to keep track of progress and opposing forces/consequences in a setting. Clocks are usually divided into 4, 6, or 8. If you're really nasty you can do a 10-step but live your life.

Usually, for things that need this amount of structure, I have two opposing clocks. One is "bad thing happens" and one is "you did it". The success clock is usually longer, closer to 6 or 8 steps, and the bad one is 4 or 6. That way it's more likely that consequences will happen because consequences are fun!

Downtime

A core part of Interstitial is traveling between worlds. This can end up meaning different things, because your “worlds” can be different levels of separated. Maybe you get in a big silly spaceship and fly from planet to planet and each planet is an IP, maybe it’s as easy as driving down main street and you get to the Raccoon City/Riverdale Border. Either way, you should use travel time as Downtime. Travel time/time between missions should be used to decompress as a character, heal up, and refresh your links.

No matter what context you’re traveling in, make sure to put downtime into the game. If you aren’t traveling at all, then find another place to put in downtime.

Return to Base

If you have a homebase you go back to after every excursion, flesh out the world with it. What is your character’s room? Where do they hang out? What is important to them here? Talk about them visiting a compatriot, eating dinner together, a group movie night, or confronting a reminder of their past.

When two people finish a scene together, you can either refresh any Links you did have with that character, Lock that link, or roll for a new one. You should also heal all harm if it narratively makes sense for you to do so. If you’re being immediately pursued and you’re just on a Gondola, probably don’t heal but you should make links. If you have a week of rest before your next mission, get rid of that harm babyyyyy!!

Another Take on GM-ing from Marn

The biggest “GM tip” I can give you is to look at the party your players have created with an inquisitive eye, and shine a spotlight on their internal lives. Make time to ask your players questions about how their characters feel in the moment, what they’re thinking, how they’re reacting to ongoing events even if they’re not the focus of a scene. I know everyone at this point has heard that you should be a fan of the characters at your table, but you should be! You should get excited to learn something new about them, or just to see them interacting in a scene!

My second GM tip is to put the party in a Situation, always. Ask yourself, “what’s the hardest thing my players can grapple with right now?” and do it. Even (ESPECIALLY) if the thing they’re grappling with is each other. This doesn’t always have to mean combat – it can be heart-to-heart conversations during downtime, or entering a location that makes a specific character confront a hard truth about themselves.

Find ways to sow the most discord among the party, but also ways to bring them back together and craft even stronger relationships than before. Find the things these characters have in common, and give them space to talk about those commonalities. Find the things they disagree on, and throw them a problem that lights that spark of contention. I’m not saying it’s your job to be a constant harbinger of conflict, but it is your job to keep the players thinking about the relationships between their characters. Interstitial is a game about those relationships, after all.

Most of all, if you’re not sure what should happen next, ask your players what they want. I’m a big proponent of storytelling, even in games with a GM, being a collaborative effort. Ask your players about their characters, and listen to what they have to say. What excites them? What themes are they interested in exploring? Do they want more downtime to interact in character, or do they want all-gas-no-breaks action for a while? Give everyone their moment to shine, and make everyone feel like they’re being heard at the table. Don’t be afraid to retcon or re-play a scene if someone’s not satisfied with the outcome.



NPCs & Their Links

You may remember a playbook in Interstitial 1E called “The Connected”. It was a single playbook that you would play and use to appear in worlds that people visited, switching characters constantly.

No one ever played that book, but I think it would work pretty well for a GM.

So! As a GM playing characters, you are going to be essentially “playing” the Connected. If a character is important enough to have a relationship with one of the main characters, bam. They’re The Connected. You don’t have to roll for Links as The Connected , you just get to write ‘em up. The Connected’s Links will carry over from character to character, world to world, and can be spent freely to just do shit. Narratively, this can call back to these old moments, in stories or warnings that they said. It can be that they’re in trouble and need help, or they’re simply thinking of you. Good guys and bad both have access to the same list, so think about it! It doesn’t need to be a strong connection, but it can be.

All of this is true for the other GM playbooks, too. You aren’t limited to the list of options in a playbook’s list when you spend a connected link. These aren’t HARD moves per-say, but used in tandem they can be. These moves can be used at any time, so if you have a rival chasing you down over multiple worlds, they can keep ruining your day.

You as the GM can also offer up free Links to the players, if you have Agent Smith hunting people down, you can offer a free Locked Dark Link to everyone and they can take it if they want. If they’d like a different link, they have to roll for it.

THE CONNECTED

Spend a connected link to:

- ◆ Progress any Clock by one segment.
- ◆ Force a roll with disadvantage.
- ◆ Delay a character by any means.
- ◆ Reduce any Clock by one segment.
- ◆ Cause 2 Harm to a PC or NPC.
- ◆ Have someone witness an action.
- ◆ Give someone an Advancement.
- ◆ Reveal something terrible.
- ◆ Do something just offscreen.

THE PROXIMITY

Spend a connected link to:

- ◆ Progress any Clock by one segment.
- ◆ Force a roll with disadvantage.
- ◆ Delay a character by any means.
- ◆ Reduce any Clock by one segment.
- ◆ Move the score from where it should be.
- ◆ Bring a pursuer onto the scene.
- ◆ Give someone an Advancement.
- ◆ Complicate the situation.
- ◆ Put someone into immediate danger.

THE AUTHORITY

Spend a connected link to:

- ◆ Progress any Clock by one segment.
- ◆ Force a roll with disadvantage.
- ◆ Glitch the setting or a character.
- ◆ Reduce any Clock by one segment.
- ◆ Bring someone they know onto the scene.
- ◆ Reveal a new group of characters.
- ◆ Give someone an Advancement.
- ◆ Complicate the situation.
- ◆ Separate the characters.

THE QUARTERMILE

Spend a connected link to:

- ◆ Progress any Clock by one segment.
- ◆ Force a roll with disadvantage.
- ◆ Make a destructive show of finesse.
- ◆ Reduce any Clock by one segment.
- ◆ Bring someone back from the dead.
- ◆ Turn a friend against them.
- ◆ Give someone an Advancement.
- ◆ Put someone's loved one in danger.
- ◆ Have a race for something.

The Anatomy of a Reference

The hardest thing in Interstitial is the actual act of including references. The whole game is about worlds connecting, coming together and falling apart. But a reference can sometimes come off as cheap or uninteresting, and to avoid that you need to do some homework on understanding what makes a reference good, or needed.

It is in no way this easy, but we can all tell the difference between Fortnite/Ready Player One and a fanfiction crossover event. There is an honesty and love in fanfiction - a messiness that is created by a kid holding a ketchup bottle. This is the fun stuff. This is where it's good. When I say "smash things together and wipe away the blood", that's what we're doing. It's a joyous thing to see how these things fit together.

The thing that makes crossovers fail is when they are stripped of that joy, of that messiness and made to fit cleanly in with one another. A skin swap with no alterations to story or character, a fighting game with no voice lines. It's on its surface the same, (Naruto is standing there with John Wick, cool!) but anything beyond surface level engagement reveals how shallow it is. There is no interest in why this has happened or is happening, how these characters interact with each other. If Interstitial is taking collectibles off the shelves and making them toys again, this other type of listreference is the opposite. It is looking to protect the collectible at all costs, while giving the facsimile of crossover. A very nice shelf.

Now, that is the theory behind the whole thing, but how do you actually put it into action?

When you decide to include something into your world, you can ask some basic questions: Why am I including this reference? What does it add? Which characters in here will it affect? What parallels or contrasts can this bring into focus?

It's okay for a reference to be surface level or simple, Q from James Bond can work with Harrison Wells at Star Labs - that's fine! A background character doesn't need the same amount of thought put into it. But when you think about how Harrison and Q both come from different fields of science, and then imagine what their work dynamic is like, if Q knows that Harrison is the Reverse Flash, the stories just begin to come together. It strengthens the character and the reasoning even if none of this is concretely said out loud. Simply the act of giving it thought makes these things more impactful.

You shouldn't be precious about anything, but you can be passionate about it. If no one knows the ins and outs of Taichi from Digimon, that doesn't need to matter. But when the Crest of Courage is relevant you can bring it up and talk about how it makes this scene mean more. At the risk of being too on the nose, intertwine your references with everyone else's. Create a web of meaning that becomes unique to you and your game.

APPENDIX A

3

Homebrew and Selling It

One of the things that makes Interstitial special is the amount of Homebrew out there for it! A million wonderful designers have made their own playbooks and rules, and you can find most of it at itch.io by searching for Interstitial 2E.

Now, if you want to make a homebrew game - good news! You can! There aren't many rules to making a Interstitial playbook or errata rules, the basics are simple:

- ◊ Don't make anything racist, transphobic, sexist, or generally hateful.
- ◊ Don't say it's an official Linksmith Games project.

And that's it!

You can make whatever you want for Interstitial and sell it with no other ifs-ands-or-butts. I hope you enjoy!

Actual Play

Just like playbooks, Interstitial is blessed with a ton of wonderful actual play podcasts. If you are having trouble grocking the rules or the energy to go into this with, I highly suggest listening to the show I was on, **Interstitial: A Crossover Inspired Actual Play**. We play 1E in that, but it's a great indication of what I think the tone is for the game.

For 2E specifically, we play a season of it on **Riley Hopkins & Their Amazing Friends**. At time of writing, we haven't finished that yet! But you'll be able to find it on that feed as our own little Interstitial Season 4.

But further than just the ones I'm on: **Hearts Against Balance, Dice Fiends, Forgotten Eras, Age of Silver, Resonant Beats, The Interstitial War, and Heart to Mind Layer** all come to mind as actual plays done by other wonderful creators. If you are struggling to find what you want from the game, take a listen!

If you want to do an Actual Play of Interstitial, please do! You don't have to ask me or nothin' - just let it rip!

The Displaced's Exploding Dice

When you explode twice on a roll, you are noticed by something larger than you and a surge of power hits. Based on what the die is that's exploding, this has different effects.

1. **Displacement.** Pick two characters in a scene. They, along with yourself, are instantly transported to another location. Spend a Link to make it nearby.
2. **Danger Close.** Every move deals harm to the person who uses it until someone reaches four harm or the scene is done.
3. **Switch characters** with another person at the table. You're playing each other's characters until the scene ends or another die explodes.
4. **Tangled Web.** Everyone at the table trades a link with each other.
5. **Destruction.** Completely annihilate a building, structure, geographical feature, or deal three harm to a person. Spend two links to limit the collateral damage.
6. **Roll one more time.** If you explode again, your character must roll to die.

APPENDIX B

3

Everything Is Interstitial

Years ago, I was revisiting a Jak II on the PS2 and scrolling through the little bonus costumes you could unlock and saw Ratchet and Clank, and I remembered how much I love it when games did stuff like that. When you pick up a crossover weapon in Dead Cells, when Arale shows up in Dragon Ball Super. It's what Interstitial is about at its core. Smashing things together and seeing what sticks.

So, I started putting together an idea where you'd be flipping through a book and turn to the next page and the layout is different, suddenly you're in something you weren't anymore. Smashing mechanics together, throwing balancing to the wind, that's what I wanted. So, I found a circle of wonderful designers who felt the same pull I did and with their help crafted Everything is Interstitial.

I told all of these designers "I want your game to take precedent over Interstitial. This is a hostile takeover on a mechanical level": and they delivered, bringing some wonderful wonderful ideas, and I'm so excited to share them with you. If you look at these and wonder "oh, is this balanced?" Ignore that thought. Just follow your heart and do something weird.

You have my full permission to make one for your own game, and if you do, I'd LOVE to see it.

Another Take on Links from Theo

... and, as you pick your way through the Hundred Acre Wood, you stumble across a tiny pink piglet sitting in the mud, sobbing to himself.

[DARK] Fresh meat, 12 o'clock.

[HEART] Whoa, hey, slow down there, big guy: we don't do that anymore, remember?

[MASTERY] Keep your head on a swivel, hotshot. He might not be alone.

[LIGHT] I sure hope he's not alone! Who could abandon such a cute little tyke...

As you approach, it becomes apparent that the piglet is, indeed, alone.

[LIGHT] Poor thing, out in these scary woods by himself. We can't just leave him.

[MASTERY] Or, just spitballing here, **he** can help **us**; we're plenty lost, too, in case you haven't noticed.

[DARK] Uh, pump the brakes there, chief: we don't know this guy, and I just gotta point out, who spends time hanging out in the woods all by their lonesome?

[HEART] We do, apparently. Now, come on: how are we gonna get better if we don't try?

... and, as he hears your footsteps growing closer, the piglet stops crying and turns his head toward you. He smiles, showing a broad row of teeth—along with another—and then another—and another—and, at the point his mouth splits apart lengthwise, the tentacles come out...

[MASTERY] Y'know, I think—

[LIGHT] —maybe it might—

[HEART] —just be time—

[DARK] —to RUN!

THE ARMOUR ASTIR

THE ARMOUR ASTIR

You wield something that precious few have, and gods willing, nobody else ever will again.
The question is: what will you do with it?

+1 Light Link, 1 Dark Link, 1 Mastery Link

LOOK

You look: *hopeful, mysterious, shrouded, nervous or haunted*

You wear: *a pilot jumpsuit, military uniform, ornate dresses or suits, occult robes, something bizarre*

Your magic is like: *rushing elements, roiling chaos, striking bolts, swirling energies, suffocating curses*

When you deploy your Astir, you say: -----

Perhaps you were destined for it. Perhaps it came to you by sheer chance... or perhaps you stole it. However you came by it, you wield an **ARMOUR ASTIR**; a great power as capable of defending you as it is at striking down your foes. It might be a towering magical mech, an ancient blade that has bound itself to you, a great beast sworn to you from birth—or any other number of powerful things.

Of course, power is dangerous. To your enemies, for certain. But wielded without care? You'll endanger your allies. You'll endanger those you love. You'll endanger anyone with the misfortune to be stood too close. So be careful...

To play the Armour Astir is to play a ticking timebomb. Choose this playbook if you want to centre war and conflict in your game, if you want to wield power than endangers those around you, or if you think mechs are sick. Consider;

- What is your Astir? What does it look like?
- How long ago did you get it? Where did it come from?
- If it was made, from what materials was it made?
- Did someone entrust you with it? If so, what happened to them?
- What's the worst thing that ever happened while using your Astir?
- What do you dream of doing once you're free of all this?

YOUR LINK MOVE

When someone looks at you and sees a person, form a **Light Link** with them.

When someone looks at you and sees your Astir, form a **Dark Link** with them.

STARTING MOVES

You start with the **ARMOUR ASTIR** move, and two additional moves of your choice.

ARMOUR ASTIR

You wield a great power; your **ARMOUR ASTIR**. When using it, whenever you roll a move that could result in you taking or dealing Harm, you always gain the options 'Defend yourself from Harm' and 'Deal Great Harm', regardless of whether those options are usually available, or if causing Harm was your intention.

Additionally, choose two downsides to its design:

- It's noisy and huge, making it impossible to use anywhere that isn't sufficiently open.
- It has a deep magical cost on the world, drawing life and brilliance slowly but surely from everything around it.
- It has an Achilles's heel; 'Defend yourself from Harm' does not apply to anyone who knows its secret weakness.
- It was given to you; its owner, your patron, will come calling with demands and needs sometimes.
- It isn't bound to you in any way; it could be stolen or used by someone else.
- It has a mind and needs of its own, and it will pursue those needs if they aren't respected.

THE ARMOUR ASTIR

ADDITIONAL MOVES

When you take a new move as an advancement, choose from the list below or any other playbook.

AT THE CENTRE OF IT ALL...

The conflict that churns throughout these worlds is bigger than your little group. Whenever you move into Downtime, each player may, if they desire, choose a prompt from the list below. They and everyone else may then take on roles as they desire, playing out that prompt as a scene happening elsewhere.

- *Elsewhere, a villain outlines new orders for their closest subordinates.*
- *Onlookers watch as something new develops, and muse what it means for them.*
- *Someone rests, patching up wounds physical or emotional.*
- *A group gathers to discuss their strategic options ahead of something big.*
- *A desperate pursuit plays out through a familiar location.*
- *Somewhere they shouldn't be, someone consults with a distant partner on their next steps.*

...PEOPLE DIE

Through their own power, through sheer luck, or through some other twist of fate, someone else has seized power like yours and become your Rival. Whenever you clash with your Rival and their Astir in combat, however carefully, choose one from each list below.

- | | |
|---|---|
| • You'll harm someone you don't want to. | • They'll harm someone they don't want to. |
| • You lose track of your allies completely. | • They lose track of their allies completely. |
| • Something you need is broken. | • Something they want is broken. |

OR choose: You're both doomed.

TESTING GRAVITY

Whenever you make yourself vulnerable on behalf of someone else, you may ask them ‘Does this change your opinion of me?’ If they answer no, you may then change any number of your **Dark** Links into **Light** Links, or vice versa. If they answer yes, you may Level Up, or lock a Link.

OPENING SALVO

When you **STRIKE WITH INTENT** for the first time in a fight, choose 1;

- If your foes flee or retreat, they will do so in a way that is easy to track.
- The sight of you is deeply affecting; they will remember you, and either seek you out in the future or avoid you to the best of their abilities.
- They are temporarily demoralised or put off-guard: the next move against them is treated as if you spent a Link on it.

THE CREW

You alone are not responsible for the upkeep of your Astir. You have a retinue of around 5 others; mechanics, magicians, scouts, and any other kind of attendant you might need the support of. When you call on the aid of one of **YOUR CREW**, choose one you’ve already established or detail a new one, giving them a name and a role, and then roll +**Light**.

On a 10+, they come to your aid handily, completing whatever goal you set for them provided it’s reasonable. On a 7-9, they’ll need some further assistance or resources provided to achieve your goal. On a 6-, not only do they fail, but either something happens to them or they leave your retinue in shame—you cannot call on them or a crew member with a similar role again.

DYNAMIC ENTRY

When you remotely call your Astir to you, roll +**Mastery**. On a 10+, choose 1. On a 7-9, choose 2.

- It lands a little close for comfort—take Harm, or something nearby is damaged/broken.
- Third parties notice your Astir move in. The situation is likely to escalate.
- You’ll need to stall for time until it shows up.

WEAVE MAGIC

Your Astir can act as a conduit for you to channel magical power. When you do so, take Lift on your next **CAST MAGIC**, but also choose one of your downsides from **ARMOUR ASTIR**; it immediately causes a problem that must be dealt with, either now or later.

the beak, the feather, the bone

Inspired by the game *Beak, Feather, & Bone*, this playbook allows you to play a **power trio** of characters. Example characters include Huey, Dewey, & Louie, Ed, Edd, & Eddy, Blossom, Bubbles, & Buttercup, or even Kirk, Spock, & McCoy. Your trio can also come from a larger ensemble of characters if you'd like, whether they're separated from the rest or the group is reduced to just these last three members in the fiction of your game.

In general, power trios work best with two characters on opposite extremes and one character between them. They can also be thought of in terms of speed, smarts, & strength, beauty, brains, & brawn, id, ego, & superego, or nice, mean, & in-between.

Whoever your trio consists of, though, you'll be roleplaying all three as a single "player character." Only select this playbook if you're comfortable juggling multiple personalities.

WHEN SELECTING THIS PLAYBOOK

- assign one character to be **The Beak**
 - start with one **Heart Link** relevant to them
 - assign one character to be **The Feather**
 - start with one **Mastery Link** relevant to them
 - assign one character to be **The Bone**
 - start with one **Dark Link** relevant to them
-

LINK MOVE: When you inquire about, research, or investigate a person of interest, make a **Heart Link** (Beak), **Mastery Link** (Feather), or **Dark Link** (Bone) with the subject depending on which character is the most motivated to learn more about them.

NOTE: Your trio may split up from time to time to cover more ground, but all **Links** and **Harm** are shared between them.

- **BIRDS OF A FEATHER:** When all three members of your trio are together in the same location, roll with **Lift** on all basic moves. At **2 Harm**, one member of the trio is incapacitated, negating this effect. At **3 Harm**, a second member is incapacitated—treat all 10+ rolls as 7-9 results.
- **HEARTS:** When establishing a **Link** connected to a **social** purpose, roll 1d6 or draw from a deck of cards. On a 1 or a ♥ immediately advance that Link to **Locked**. This move can only succeed once per session. Re-roll 5s & 6s.
- **DIAMONDS:** When establishing a **Link** connected to a **financial** purpose, roll 1d6 or draw from a deck of cards. On a 2 or a ♦ immediately advance that Link to **Locked**. This move can only succeed once per session. Re-roll 5s & 6s.
- **CLUBS:** When establishing a **Link** connected to a **future** purpose, roll 1d6 or draw from a standard deck of cards. On a 3 or a ♣ immediately advance that Link to **Locked**. This move can only succeed once per session. Re-roll 5s & 6s.
- **SPADES:** When establishing a **Link** connected to a **past** purpose, roll 1d6 or draw from a deck of cards. On a 4 or a ♠ immediately advance that Link to **Locked**. This move can only succeed once per session. Re-roll 5s & 6s.
- **COLOR-CODED FOR YOUR CONVENIENCE:** Once per world, select a member of your trio. This character enjoys the benefits of **BIRDS OF A FEATHER** in this world even while separated the rest of the trio. **2 Harm** still negates **Lift**, and once a world is claimed, it cannot be reassigned.
- **THE SEAT OF POWER:** Whenever you Level Up, make or upgrade a **Heart Link** (Beak), **Mastery Link** (Feather), or **Dark Link** (Bone) depending on which trio member received the most narrative spotlight since your last downtime.

the street magic

by caro asercion

the worlds we travel to have a magic all of their own — but so, too, do the worlds that we come from. few here recognize that truth as fully as you.

the **street magic** is a character closely connected to a chosen community: they have a deep understanding of the people, landmarks, and details that make this community unique and unforgettable. pick this playbook if you want to spread out authorial control at your table; if you like to revisit your Links over the course of play; if you want your story to feature significant, recurring locations; and if you want your character to be at the heart of it all.

start with one **Heart Link** and one **Mastery Link**, and add a third Link of your choosing. you adapt to new relationships like you do to new places.

link moves

start with the move **home turf** (★). when you create your Neighborhood, describe its **true name**: name three sensory or poetic details that make this place special (e.g. *rooftop gardens, burnt coffee, hazy nostalgia*). you may treat these facets as Links, spending them for Lift or modifying them freely. once per downtime, when you spend meaningful time in your Neighborhood during a scene, you may add one facet to its true name as a free action.



when someone tells you about or guides you to a place that you've never been before, make a **Heart Link** with them.

if your Neighborhood's true name ever runs out of facets, retire this playbook and pick a new one immediately.



town crier

when you want news to reach someone in your Neighborhood, name who and roll with **Heart**. on a full success, they learn the news within the hour; on a mixed success, they'll hear it within a day. on a miss, ask your fellow players how you lose face among your community.

chekhov's compass

at the start of every session, name one question, symbol, theme, or motif that you want to explore in play. the first time another player engages with that prompt during the session, they take **Lift** to their next roll.

Moves that overlap each other are nested: you must take the one underneath before taking any moves that cover it up.

the people back home

you may spend a facet of a place's true name to cut away from the current scene and narrate — just for a moment — what another character in that place is doing.

vox populi

you may spend a **Locked** or **Bonded Link** to do one of the following to a large crowd: *read their intentions clearly* • *incite them to take collective action* • *direct their attention toward or away from a subject*

OUR city now

spend a downtime action at a Linked location to turn it into a new Neighborhood. (you may have up to three Neighborhoods total.)

the city remembers

when you roll 12+ on any roll, ask one of the following questions: who here bears witness to my actions in this moment? • who will feel the consequences of my actions later? every other player at the table may answer by naming an NPC.

chase sequence

when you **Strike with Intent** or **Strike to Subdue**, you can always pick "force a change of location" as an outcome at no cost — even on a failure. if you pick this option at no cost, somebody else decides the next location.

my city now

when you first arrive at a new location, you may attempt to learn facets of its true name, the way you might make a Link. roll with **Mastery**. on a 10+, the GM will give you two facets: as long as you're here, you may treat these facets as Links. on a mixed success, you get one facet, but an immediate obstacle appears; on a failure, only the obstacle.

where everybody knows your name

name and detail a **Haunt**: a coffeeshop, library, diner, bar, public park, or another place you often frequent. people who spend time here consider you a regular. no matter the distance, you can always travel to your Haunt by passing through an open door. this door is one-directional and only you may use it.

invited guest

you may bring someone with you when traveling to your Haunt. roll plus any Links you have with your companion: on any success, you both arrive unscathed. on a mixed success, the GM picks one: you lose precious time in transit • you leave behind something important • a threat tags along

The Alone

an explorer of worlds

You are a solitary adventurer who hops from world to world exploring and recording your findings.

The Alone is played solo, and leaves journal entries for the other players to find in the worlds they visit. It can be played by the GM, or by a player as a co-GM or supporting role.

Start with **2 Mastery Links** and **1 Light** or **Heart Link**.

Link Moves

When someone reading your letters takes an interest in the world, make a **Light Link** with them.

When someone is trying to harm a world or worlds, make a **Dark Link** with them.

When you make a strong connection to a world and the people there, make a **Heart Link** with that world.

When someone shares something from their world with you, make a **Mastery Link** with them.

Starting Moves

Reporting from the Field

You keep a record of the worlds you've visited. When you write your reports, you can record what comes to mind naturally or draw cards for inspiration.

When you use cards, draw a card when you want to observe something. The suit determines what kind of thing it is. The rank determines one way people of this world think of this thing.

Diamonds are flora and fauna: Fish, wolves, carnivorous pitchers, giant ferns, swift birds, a majestic tree, dinosaurs, floating flowers, oozing mushrooms, jewel beetles, etc.

Clubs are objects: Tickets for the train, a necklace, a disreputable newspaper, a toy, a seasonal specialty, a briefcase full of money, a floating orb, etc.

Hearts are the people of this world: A rowdy group of kids, uncles playing a game in the park, a leader in hiding, a mysterious old lady, a witch, a salaryman, etc.

Spades are places: A secret hideout, cafes, a well-tended flowerbed, mysterious obelisks, a town square, a wrecked spaceship, an alleyway full of cats, etc.

- A.** Funny or lucky
- 2.** Difficult or satisfying
- 3.** Creepy or wet
- 4.** Unusual or eclectic
- 5.** Boring or routine
- 6.** Beautiful or simple
- 7.** Complicated or mysterious
- 8.** Calming or luxurious
- 9.** Important or overwhelming
- 10.** Cute or precious
- J.** Dangerous or thrilling
- Q.** Awful or sublime
- K.** Fun or sick

When the group is traveling between worlds, create journal entries for the next world for the players to find once they get there. Why did you travel to that world? What did you find?

Fellow Traveler

When you notice something from another world, roll with **Mastery**.

On a 10+, you've observed this on its original world. What did you record at the time?

On a 7-9, you've heard of this before. You don't know everything about it, but how do you think it could interact or be useful on this world?

On a 6-, it isn't actually from another world, but is uncannily similar to something from another world. Describe what it is similar to and how.

Interstellar Transport

You have a specialized vehicle that lets you move between worlds. Most barriers to travel between worlds can not stop you. When you pilot your vehicle from one world to another, roll with **Mastery**.

On a 10+, choose two Windfalls.

On a 7-9, choose one Windfall and one Mishap.

On a 6-, choose two Mishaps.

Windfalls

- You see something strange or beautiful in the space between worlds.
- You make a quick stop on another world on the way and see a friend.
- You find a treasure drifting in the space between worlds.
- You take a risky shortcut but make it to the next world in record time.
- You notice something about the connection between these worlds.
- You have an unusually good meal.

Mishaps

- You're out of fuel. You'll need to refuel somehow before you leave for the next world.
- You get injured or sick.
- Your vehicle took some damage, and you don't have an exact replacement part. You'll need to find something on this world that you can use instead.
- Something has raided your food storage.
- A sudden disaster knocks you way off course and takes out your navigation, stranding you on a mysterious world.
- You cause a stir when you arrive in this world, and there are a lot of people interested in you and your vehicle.

Letter Moves

Attach any of these moves to journal entries, one move per journal entry. A character that reads the journal entry can use the attached move.

Brave the Unknown

When anyone uses Cast Magic and rolls a miss, you can get everyone in the area out safely.

Conservationist

When someone is trying to harm a world or worlds, take a Locked Dark Link with them. Gain an Advancement when you stop them.

Friend for Life

When you have a Locked or Bonded Light Link with someone, you can always contact them when they're on their homeworld. With enough time, you can always find your way to each other.

Homeworld

Take a Bonded Heart Link with a world. You have a strong connection to that world and the people there, and you will always have a place there.

Keen Eye

When you take in your surroundings with Deep Dive you can roll with any stat.

The Strongest Disciple

You can Strike to Subdue using Mastery instead of Light.

THE CELESTIAL BODY

You are the wielder of the inexplicable bond between Frame and Pilot, a Celestial Body. Perhaps you are emblematic of that bond, or something that directly connects the two. **Inside the confines of an outer shell**, the Pilot manipulates the world with the safety of detachment. To many, there is no difference between Frame and Pilot. When forming a Link, decide if the Link is with the Frame or the Pilot, and acknowledge that difference.

You start with your Frame as a Bonded Link of your choice. Refer to this as the Frame Stat. Start with one **Heart Link**, and one Link of the type that you took with your Frame. You also start with the first move for your associated stat, one Frame Move, and one Pilot Move.

Link Move

When someone acknowledges the Pilot inside of the Frame, the Pilot forms a **Heart Link** with them.

Your second Link Move depends on Link you have with your Frame.

Frame Moves

ROOM FOR TWO

When you let someone else into your Frame, **they and your Frame can share links with each other.**

Links with or from the Frame may be spent to allow someone else to temporarily Pilot.

SAVING GRACE

When a show of force is the only way through, roll Frame Stat. On a 10+, nothing can hold you back- you will come out on top. On a 7-9, you still save the day, but the people who see it will be shaken, friends and foe alike.

Pilot Moves

REPAIR

You can Spend a Link during downtime to repair your Frame. Pick one.

- > Change your Frame Stat.
- > Replace one of your moves with another.
- > Repair the link with your Frame, or with someone else.

SHATTERED CHRYSPALIS

When you take significant damage or make yourself vulnerable to real consequences while not in control of your Frame, your frailty becomes apparent. **Take 3 Harm** or crack under pressure to **Level Up**.

Light Frame

When you save someone's life while in your frame, form a **Light Link**.

ONE AND THE SAME

First Move.

Links formed by and with the Frame and Links formed by and with the Pilot are interchangeable.

The connection between the two is blurred.

SHIELD

You will be a shield for all who need it. You can Spend a Link to use **Defend From Harm** as if you had rolled an 8.

MERCY

When you **Strike to Subdue**, you may take one of the choices from **Have a Chat** in addition. If you are refused, take increased Harm or Spend a Link.

CELEBRITY

Both inside and outside of your Frame you are well-known, and civilians are star-struck. You can spend a **Link** to leverage your notoriety when you need it, and anyone at the table can **Level Up** by making your notoriety a problem for everyone.

Dark Frame

When someone is undeserving of mercy, form a **Dark Link**.

CANNON FODDER

First Move.

You can spend a spent Locked Link & remove it completely to **Strike with Intent** or **Deep Dive** as if you rolled 10+.

The person who that Link belonged to knows what you really think of them.

WREAK HAVOC

When you succeed after you **Strike with Intent**, you always Harm an Entire Group as well as make your choices.

On a failure you Deal Great Harm, but to an ally instead of your target. If they survive, form a **Dark Link** with them.

CATHARSIS

When you miss on a roll and choose not to upgrade or alter that roll in any way, say what made you falter and choose:

- > Heal all Harm
- > Break through a mental barrier.
- > Make someone else feel what you feel.

BRIDGE BURNER

When you would take Harm, you may instead spend a Standard or Locked Link. That character can then take a Dark Link with you.

Mastery Frame

When someone compliments you on a specific detail of your Frame, form a **Mastery Link**.

CUSTOM TOOLING

First Move.

Describe an aspect of your Frame that you maintain to the highest standards, such as *pristine aesthetics, latest tech, or powerful thrusters*. You gain **Lift** on rolls where this matters.

You are able to cannibalize parts from other machines to repair your Frame.

Roll Mastery.

On a 10+, you heal harm and add a new Custom Tooling tag. On 7-9, you heal half. On a miss, something unpleasant has gotten installed.

READ THE MANUAL

Your Frame is capable of so much more, it just needs a push. Roll Mastery. On a 10+, Level Up. On a 7-9, you gain a new move but only for a moment, and you Take Harm. On a miss, you overstep & it is noticed. You may use any moves gained this way as if you rolled 10+.

When you **Push Through Stress**, you always roll Mastery. If you succeed with a 10+, you gain **Lift** on your next roll in the same situation.

GEARBRAINED

Heart Frame

When you learn too much about someone that they have not willingly shared, form a **Heart Link**.

PSYCHIC

First Move.

You hear whispers all around you, even when you are alone. You may either **Take Two Harm** or **Spend two Links** to tap into these whispers and gain **Lift** for any roll. However, you invite the whispers to give you direction.

You may use **Cast Magic with Heart** as well as **Mastery**.

When you do this, you can **Spend a Link** to succeed as if you rolled a 10+, but the void will see you as sharply as you do it.

CLARITY OF THE VOID

FADE INTO OBSCURITY

When a **Link** has entirely eroded before being repaired, whoever you had the **Link** with does not remember you. When you roll against someone that this has affected, you automatically succeed in your first roll. You cannot ever have more than a standard Link with them again.

You have a psychic bond with your Frame, allowing you to control it remotely.

Spend A Link to maintain connection with your Frame when it takes Harm, to use a Playbook Move, or to resist interference.

CONNECTED

THANKS A MILLION!

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Mandy Lissak, My Wife

"It's finally finished!"

Mandy Lissak, My Wife

"Did you feed the dog or do I need to?"

Mandy Lissak, My Wife