

The Mad



Playing a Mad:

You can't be the person your friends and family want you to be, need you to be. You have your own situation to handle, can't they see how hard you have to work at everything? It doesn't matter what they say, you know the truth and you'll prove them all wrong.

Darkest Self:

As a last resort to being taken out, (when you're out of consequences) you can become your darkest self. Lose yourself in your monstrous urges and temporarily double your consequence caps.

Nobody loves you. Nobody ever will. It's all pain and loneliness and watching other people from the outside, and it will never change. There's nothing left for you here but revenge, so burn it all down. To escape your Darkest Self, you must be confronted by someone who has never hurt or betrayed you, or be shown an act of overwhelming kindness.

Moves for all Mad:

Choose three from this playbook and/or a subtype below:

- Dysphoria/Euphoria -x-

When you are your normal self, your fear of your repressed self causes you to be constantly nervous. Anytime your emotions overwhelm you, you must roll Will to keep control. You can also lean into it, refusing to roll, and get a +1 on your rolls until the end of the scene or you regain control again, whichever happens first. Should you fail this roll, you will instantly lose control without benefits.

- Feral Magnetism

When you are your other self, your bestial nature can cause some to fear you and others to fall for you. While not your normal self you gain a +2 on all Rapport rolls and Provoke rolls but an automatic total of 6 on Will rolls.

- Black List

You keep a list of the things that push you most. Once per scene, expressing it helps calm you, and whenever you do, you gain some insight into that thing. Take +2 on your first roll when facing that challenge.

- Amnesia

Your blackouts affect your memory, leaving you confused about what your body has been responsible for. If you "forget" something that leads to a new problem for you, take a Fate Point.

The Hydra



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Hydra:

You have one body, but you're two people, maybe a dozen. Maybe your alters let you connect with others, or maybe they constantly hide you behind them to protect you from this cruel world.

Moves only for Hydras:

By choosing this subtype, you are subject to the Alter mechanic:

You can have or develop a multitude of personalities. Each of these Alters can have their own name and personality, although they still share your body. While any Mad type and Advancement sheet moves you picked can be accessed by all of your Alters, the moves "Primary Alter", "My Strength", and "Liaison" can only be used by their associated Alters. Any single Alter may only be associated with one of those three moves.

- Primary Alter

You have one Alter who is more important than the rest. Choose two moves from the Advancements handout that only they can access.

- My Strength

One of your Alters has a dramatically different ability level, whenever they are in control you take +2 to a specific skill (choose one) but they always take an automatic total of 6 on any Rapport rolls they make.

- Liaison

One of your Alters can take on the mannerisms of anyone they meet, as if they are a Cuckoo. They automatically have the move "feathers" and have access to the rest of the Cuckoo playbook for advancements.

- Committee

When you take time to meditate on something specific you can communicate with all your alters at once, add 2 to your next roll. This move can be used by you and any of your Alters.

The Jekyll



Moves only for Jekylls:

- The “Other” -x-

When you give in to that inner voice and happily allow the change, you get to start the scene as the ‘other’ with 2 Fate points instead of 1 and add 1 to any Will rolls as your ‘other’.

- My Body -x-

Damage taken in one form is only done to that form. Injuries to one form can heal while in the other form though it still takes real time.

- Addiction

The ‘other’ is such a freeing experience that you’ve become addicted. Waking up the day after feels like all your problems are gone and you get +1 to all Will rolls for a day or two while in your main form. But ignore those feelings too long and you gain the aspect “the itch” and -1 to all your rolls until you give in.

- Compartmentalize

When dealing with a mental conflict of any kind roll Will: 10+, you maintain calm +1 to Will rolls for the rest of the conflict.

7 or less, your “other” takes over and gets +2 to provoke rolls in this scene.

This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Jekyll:

You have discovered a way to transform yourself into an ‘other’ self. Doing so gives you the ultimate freedom, but you won’t remember it. This alt version of you may look or act completely differently, and exists as the embodiment of your repressed desires.

The Fury



This is a subtype. Subtypes are mutually exclusive.

You can choose a subtype without picking a move.

When listing your playbook on your character sheet, list the subtype, if chosen.

Playing a Fury:

You never wanted this. You're not a bad person, but they exploited you, betrayed you, they pushed and pushed and PUSHED and PUSHED. They're all going to be sorry when you push back.

Moves only for Furies:

- Catastrophic

You've been gifted with an elemental power, it could be fire, ice, air, electricity etc. You can use this element to spectacular effect, balls, walls, waves. You gain a +3 to any rolls involving your element. When your emotions surge, you must roll Will to keep your power at bay.

10+ you maintain calm, but your element persists, crackling, cold air etc.

7-9 your element mildly surges around you, lights flicker, icy wind blows

-6 you lose control, it surges around, briefly engulfing you in the element.

- Snap

You hold your emotions deep inside, but sometimes you just can't hold it in. When you take your last consequence, your power explodes uncontrollably, dealing a consequence to everyone nearby.

- Elemental

You can lash out physically using a specific element instead of physical attacks. Without moving your body, you can control your element in basic ways.

- Too Cool

When you roll Will to defend against mental conflict:

10+ your mannerisms fall perfectly on cue, and you make no mistakes in your speech. Add +2 to any more of your Will rolls during that scene.

7-9 You slightly over-act, a little too much emphasis on motions or words.