

The Girl



You are a 12-year-old girl. You are not of this world, and you are trying to find your way back home. Home isn't perfect—in fact, there's a lot that's hard and unfair about it—but it's still home. There are people there who love you, who miss you right now, and are wondering why you haven't yet come in for supper.

— Collectively, decide the Girl's name. —

If your family has love but no...

- ...curiosity, your name is **Kat**. ...money, your name is **Penny**. ...time, your name is **Patience**.
 ...magic, your name is **Faye**. ...quiet, your name is **Serena**. ...trust, your name is **Faith**.

— Then take turns answering these questions. —

How do you wear your hair?

- Tight and curly like small coiled springs
 Long and wavy like a calm summer tide
 Straight and square like a ruler's edge
 Short and soft like downy feathers
 Tangled and knotted like fraying rope

How do you sound when you speak?

- Bubbly like a flowing brook
 Warm like a summer breeze
 Quick like a bolt of lightning
 Cool like a marble statue
 Dreamy like a cotton candy cloud

What is your prized possession?

- Something domestic Something given
 Something you made Something living
 Something natural Something stolen

Describe it: _____

What is your biggest fear?

- Absence (e.g., darkness, silence, isolation)
 Rage (e.g., fire, monsters, earthquakes)
 Humiliation (e.g., bullies, imperfection, failure)
 Inability (e.g., paralysis, illness, poverty)

What do you want to be when you grow up?

What is your home life like? *The GM may ask additional questions here as well.*

— Now look at the list of Manners and collectively decide the following. —

Which Manner are you refusing to mind when you discover your door to another world?

Flip it over and write a new Belief that reflects what you already know to be true about yourself.

The Girl's Moves



You have all these moves, and can use them anytime you are portraying the Girl.

Refuse to Mind Your Manners

When you face a challenge by refusing to mind your manners, name the Manner you're rebelling against and roll two dice. Add them together to get your result.

7+ How do you overcome the challenge?
On a 7-9, also: But how do you falter or go too far in the process?

6- What did you misunderstand about the challenge?

Flip over the Manner and write a new Belief based on what you learned about yourself or the world in the process.

Stand Strong In Your Convictions

When you face a challenge by standing strong in your convictions, take one die for each relevant Belief and roll. Add the two highest dice to get your result.

7+ How do you overcome the challenge?
On a 7-9, also: But what price does the challenge cost you?

6- What do you learn that will help you overcome the challenge next time?

Curiouser and Curiouser

When you try to get some answers about this world or its inhabitants, ask the GM your question.

If you are willing to participate in a peculiar activity, your answer will be—surprisingly—clear and helpful.

If you are unwilling, your answer will take the form of a riddle.

Merry-go-round

When you wish to introduce your Companion to the scene, or you wish for someone else to have the spotlight, pass the Girl playbook to another player of your choosing. They are now the Girl.



When you portray the Girl, try to do the following.

ASK PROBING QUESTIONS OF THE WORLD AND YOUR COMPANIONS

REQUEST HELP FROM YOUR COMPANIONS WHEN NEEDED

DESIRE WHAT YOUR HOME LACKS • BE BRAVE AND TAKE RISKS

ACT AGAINST YOUR MANNERS • ACT IN LINE WITH YOUR BELIEFS

SEEK OPPORTUNITIES TO LEARN AND GROW