

HEAVEN HAS NO TASTE



& OTHER TRUE STATEMENTS



ACKNOWLEDGMENTS & CREDITS

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Heaven Has No Taste was written on the unceded ancestral territory of the Ngunnawal people and the Ohlone tribe.

Heaven Has No Taste's design is based on the No Dice, No Masters system created by Avery Alder and Benjamin Rosenbaum.

This game is dedicated to:

The Four Horsepeople of the Apocalypse: Cassandra Connors (*Death*), Thyme Paradox (*War*), Pat Harkin (*Famine*), and Tracy O'Brien (*Pollution*).

Our Associate Horsepeople of the Apocalypse: Briannah Rosethorn (*Burning Out on Something you Once Loved*), Jon Robertson (*Social Anxiety*), Justin Koopmans (*Dark, Vast, but Ultimately Harmless Storm Clouds*), Laura "Laura47" Boylan (*Fake Cheese*), Lenna (*indifference*), Leslie & John Sellman-Sant (*Radioactive Vegetarians*), Rin (*Missing Socks*), Sawyer Rankin (*Acceptance*), Sean Hastings (*Things Not Working Properly Even After You've Given Them A Good Thumping*), Snow Dogs (*Reflection*), Steven Lumpkin (*Angelic Choirs*), Zeb Berryman (*Tangled Schemes*).

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WELCOME TO EARTH

Heaven Has No Taste gives us longing glances and comfortable silences; sheltering wings and holding hands; unfamiliar bodies and feeding ducks by the pond; supportive friends and found family; and always our history lingering between us, asking "who will you fall for now that you're free?"

In *Heaven Has No Taste* we play angels and demons who have abandoned our positions in the Ineffable Bureaucracy. Living on Earth among the freedom, passion, and bustle of our human neighbors, we have—for the first time in our immortal existences—space and permission to build a community together, process our pasts, and explore the intimacy now open to us.

Life here is full of overwhelming joys and emotional risks, but we don't have to face them alone. We don't need the Bureaucracy and its eternal, doctrinal war. We have each other now.

Queer slice-of-life and immortal romance.

Fall in love with Earth, and maybe each other.

Content warnings: romance, sexuality, queerness, gender and dysphoria, social rejection, and healing from trauma.

For 3–5 players across 3–4 hours.

PLAYING THE GAME

This is what a session of the game looks like:

The players gather together; maybe they're around a physical table, maybe online. They spend some time catching up with each other and getting settled. Before they start to play, they decide on some tools to help maintain trust and safety (**Playing Safely** and **Intimacy in Games**, p. 28–29).

Each player chooses a **character role** (p. 14–27)—a template that helps them create an interesting main character to play—dreaming up the broad strokes of a character based on their choice (**Making Characters**, p. 6).

The process of making characters creates excitement, curiosity, and interest (**Building Community** and **Idle Dreaming**, p. 7–8). Ideas for interesting moments and dynamic combinations of characters start to emerge. The players follow their interest, putting these characters together and playing out these moments in specific **scenes** (**Scenes & Narration**, p. 9)—individual moments between characters (or the whole community) where relationships unfold and change.

During scenes, players move between two different roles: that of their main characters, and that of an engaged, curious audience.

Each character role comes with **moves** for the player to call on—specific narrative beats that push play forward in interesting directions (**Making Moves**, p. 10). Characters fall in love, explore life on Earth, have disagreements, tend to old wounds, navigate their relationships, and grow as people.

All in all, a session of play takes 2–4 hours, after which everyone walks away—maybe contented, maybe teary, maybe laughing. They might like to meet up and continue the story another time or they might feel satisfied with where they left things.

THE FACILITATOR

One player takes on the additional task of facilitating the game. This doesn't mean they're in charge or responsible for making sure everyone has fun. But it does mean they're responsible for gathering supplies, teaching new players how the game works, and guiding the process of setting up and starting play. They make sure everything runs smoothly.

If you're the one reading this, you may very well end up as your group's facilitator.

One of the facilitator's jobs is to make sure that when you and your friends gather to play you have the necessary supplies:

- somewhere (ideally quiet and comfortable) to play and enough time to do so
- one copy of the **Welcome to Earth Worksheet** and each of the seven **Role Sheets**
- multiple copies of the **Scene Ideas Sheet**
- coins, beads, lentils, or something else to use as tokens—you probably need five or six per player
- scrap paper, index cards, and writing materials.

If you're the facilitator, you're probably also the one pitching the game to people. When suggesting *Heaven Has No Taste* to potential players, tell them a little bit about the premise, the setting, and why you think they'll like it. Make sure to mention that this is a game about relationships, intimacy, and romance so that they can make an informed decision if they're comfortable with and interested in that.

Try and be clear how long you think it'll take—people who are new to roleplaying games sometimes don't realize how much time they take to play.

ON SLICE-OF-LIFE

What does it mean to describe *Heaven Has No Taste* as a slice-of-life game?

It means a lot of things, but first and foremost it means that *Heaven Has No Taste* focuses on the quiet moments, casual intimacy, and daily rhythms that make up everyday life. It emphasizes atmosphere over action, conversation over conflict, and characterization over plot. Sessions don't need to have neat endings; they can just leave the characters in the same place we found them—getting on with their lives.

Any given session of *Heaven Has No Taste* is largely (if not exclusively) made up of moments and interactions that would be dismissed as “filler” in other genres. Think about all the fanfiction set after the events of *The Avengers* about the team living together. Think about the episode of *Dragonball Z* where Goku and Piccolo learn how to drive. Think about the episode of *Good Omens* that spent a third of its runtime on an opening montage of Aziraphale and Crowley's friendship throughout history.

You don't have to be in a hurry: give relationships, scenes, and characters space to breathe. Embrace the idea of a slow burn, and enjoy the journey as much as the destination. In fact, put aside the expectation of reaching a destination. “Slice-of-life” is all about the journey and the vignettes we see along the way.

The focus of this game is on the characters, their emotions, their relationships, and their community. These are not sources of bitter drama, but the spaces where play takes place. Invest in the small moments of your characters' lives: the tiny turning points in their relationships, the quiet Sundays they all spend together eating brunch on someone's couch. Let there be emotional and interpersonal stakes, and sometimes conflict as they negotiate their changing relationships, but build each session on a foundation of mutual fondness and shared intimacy.

ON QUEERNESS

When we call this game queer, here is what we mean: we're queer, and so is our work.

This is a game about people who chose to leave (or were cast out from) restrictive and unwelcoming homes, finding community with each other, and exploring new forms of intimacy, support, and relationships. It's a game about people with outside perspectives on bodies, desire, and romance, and how they explore these concepts and make them their own. It's a game about being different, learning to love that, and learning to love each other's difference.

It's a metaphor, y'all.

Each character role reflects a different perspective on what it means to be intentional and ethical in our real-life relationships. These perspectives are informed by our lived experiences, our queer politics, and our personal understandings of relationships, intimacy, consent, communication, and community.

Throughout, *Heaven Has No Taste* invites you to think about your character's relationships with their body, their presentation, and their identity, and how these things interrelate. It aims to muddy the lines between romantic and platonic relationships and asks you to play in the messy, shifting spaces between friendship and found family and lovers.

MAKING CHARACTERS

Start by reading the **Overview** (p. 1) out loud.

Next, pass around the seven **Role Sheets** (p. 14–27), ensuring each player has at least one. Going around in a circle, players take turns to introduce the character roles they're holding by reading the left-hand column out loud.

Once all the roles have been introduced, talk about which ones seem interesting and most likely to interact dynamically together. Make sure everyone ends up with one they're excited about then put away any roles that don't get chosen.

Creating a character is as easy as looking at the central column on a character role sheet and making decisions when called on to do so. If none of the options speak to you, you can always invent your own.

Making characters should be a communal process: announce your choices, ask for input, check other players' comfort levels, flesh out details, and tie things together (or deliberately keep them separate) as you go.

Some prompts are common to all the roles—looks and style, for example—while others are unique, pointing to the individual histories and traits that set the characters apart.

You'll be prompted to choose what you love most about Earth. Think broadly about the possibilities this represents. It could be about a place or a source of natural beauty. It could be about an activity or something about humans at large. It could also be about how your life has changed, down here on Earth.

At the bottom of the column are some questions to ask the players to your right and left. Think about which of these interest you, but hold onto them until you get to **Building Community** and **Idle Dreaming** (see p. 7–8)

Once everyone is done, take turns to introduce your new characters. Talk about the choices you circled, elaborating whenever it feels exciting to share. Answer any questions the other players have for you.

Each character role has a **Lure** listed in the right-hand column: make sure you read yours out loud so other players can actively engage with it. Lures prompt others to seek your character out for scenes and reward them for engaging with the core questions and themes of your role.

Give everyone an index card and fold them into tents. Have them write the title of the role they chose (Desire, Curiosity, Pleasure, etc.), as well as their character's pronouns and name so the other players can read them. If they like, they can write out their Lure on another card.

Finally, every player should take two tokens from the shared pool.

Now it's time to figure out what your community looks like and begin dreaming up the characters' daily lives.

BUILDING COMMUNITY

Together, your characters are a community. They share experiences and unique perspectives that set them apart from both the Ineffable Bureaucracy from which they once came and from the dominant human culture alongside which they now live. Their community is small, built on uncertainty and discovery, and bound closely by their relationships, but easily shaken by internal drama. What else is true of the community?

Work through the left-hand column of the **Welcome to Earth Sheet** as a group, making choices collaboratively, circling when prompted, and working to build a setting that has something interesting in it for everyone.

The choices you make here will determine the locations and tone of the game, and the kinds of scenes and action that will be in your story, so choose things you're excited about.

Now that you've finished making characters and building your community, you should have a web of interesting relationships, shifting character dynamics, and unanswered questions that have caught your attention.

As you follow your interest and discuss these things, you're entering a mode of play called **idle dreaming**.

IDLE DREAMING

Idle dreaming is all about curiosity: asking questions, following tangents, brainstorming together.

Talk about the community that you're building together and anything you find interesting, uncertain, moving, or just plain fun. Collaborate to make up details about activities, places, and past histories.

Part of this process is asking each other questions. To assist with this, each role sheet contains some questions for the players on your left and right. The answers can be short and sweet, or might lead the conversation and the idle dreaming in a whole new direction.

With everyone excitedly asking questions, answering them, and contributing their own ideas, ideas for scenes will begin to emerge. This is the basic rhythm of the game: idly dreaming up ideas together, leaping in to play out those ideas as **scenes** (see the next page), then pulling back to dream some more.

Some questions imply scenes, which are good places to start. You can also look to the **Scene Ideas Sheet** whenever you're unsure—individually or as a group—what kind of scene you might want to play out next. These prompts are exciting sources of inspiration and perfect for taking the story in unexpected directions.

When in doubt, remember to follow your curiosity. Maybe something seems especially exciting. Maybe the answer to a question is unclear. Maybe you all want to see a moment played out so you can watch it unfold in real time. Maybe you just want to see an interaction between two characters who haven't spent much time together. These are all great sources of inspiration for scenes.

As you're asking and answering questions, and whenever you come back to idle dreaming as you play the game, take the time to build a relationship map on the **Welcome to Earth Worksheet**. You don't need to have this completely filled out and perfectly accurate to start (or at any point)—it's a source of future inspiration, not a script to be slavishly followed. Let it sprawl and evolve as a living document; track the fight two characters had, the presence of a question that still hasn't been answered, the implied possibility that two characters might someday go on a date.

The details that you record will be there for you later, as inspiration for future scenes or as a record of images and ideas from earlier in the session to call back to and reinforce.

SCENES & NARRATION

Scenes emerge from idle dreaming when it's no longer enough to just discuss how something might happen, you want to describe it and play it out in full. You can start a scene however you'd like: a line of dialogue, action, a description of feeding ducks by a pond.

During scenes, you narrate your character's words, actions, and feelings and work with the other players to describe the world around them. It's fine to narrate in either the first or the third person (as discussed in **Intimacy in Games**, p. 29). Try to bring the other players into your character's emotional landscape by describing how they feel and what they're thinking. Play to find out how your characters experience the world and what kinds of relationships they have with each other.

At the top of the right-hand column, each **Role Sheet** gives three tips to guide you in portraying that role. These tips are just starting points to bring your character to life, not the only things you can do or explore with them.

As a scene plays out, draw out the details and texture. Where is it taking place? What time of day is it? How did the characters come to be here together, and whose idea was it? What food have they brought along to their graveyard picnic? What technical difficulties are they having right now as they try to record a podcast episode?

Scenes can be as short as five minutes or as long as thirty, and can feature any number of characters. Sometimes a scene will suggest a natural follow-up (which you might just plunge into now, or prefer to return to later), or it might stand alone. Scenes end whenever it feels right; if you aren't sure if a scene has run its course, just ask.

If you wrap up a scene and you don't know what to focus on next, remember that curiosity prompts new scenes. When in doubt, return to idle dreaming: update the relationship map, ask questions, brainstorm, and follow tangents until a compelling idea presents itself.

MAKING MOVES

Moves are key narrative beats—actions you describe your character taking to advance the story. Aside from a couple of important exceptions, moves are unique to each role.

Whenever your character engages with another character, that's probably you making a move. Most often, the move you will find yourself making will be "*Open up to someone, taking a chance,*" but you can always choose a more specific move to guide your narration.

To make a move, take the prompt that it offers as a guide for what you say next and what happens in the story. When you do this, it's best to call your move out by name so everyone's on the same page and your fellow players can lean into the narrative beat.

There are three types of moves: **Everyday Moves**, **Distant Moves**, and **Intimate Moves**.

Everyday Moves show us your character in their element and their most natural state. They highlight the actions and values that your character defaults to, and the behavior that makes up the bulk of your interactions with the others.

When you make a **Distant Move**, you gain a **token**. Distant Moves show us how your character is flawed, vulnerable, or suffering. They let you explore areas where your character has some personal work to do or how their actions (even unintentionally) hurt others.

To make an **Intimate Move**, you *spend* a token. Intimate Moves are the moments when your character grows for the better. They let your character employ their empathy, vulnerability, acceptance, or kindness to deepen a relationship. When another player makes an Intimate Move, play into what they describe and honor their intentions.

Our characters make mistakes, fall into bad habits, and fail to communicate sometimes, but they are always learning how to be better to one another and how to make each other feel loved.

You start the game with two tokens.

Each role includes some moves that are given as italicized questions. While these questions concern the characters and the story, they are asked by one player to another. When you're asked one of these questions, respond with a clear and honest answer about your character, then describe (or ask) how the other character realizes the answer.

Each role also includes one move for falling in love. Only you can decide when to make these moves, and it's entirely up to you when and if your character falls out of love later. When your character is in love, play into the italicized statement about how your character loves and let it shape their priorities and actions.

WELCOME TO EARTH WORKSHEET

what do we do together? (choose 1 each)

stargaze in the park, swimming, attend book club, get tattooed, hold potluck dinners, jam out, cuddling, play games, go to shows, complain about work, have chill hangouts, record a podcast, binge bad movies, read tarot cards, dog-spotting, try out new cafes, spoil our pets, swap memes, thrifting, enjoy spa days and massages, bake bread, have sleepovers, camping.

where do we do these things? (choose 2-3)

online chatrooms, a failing drive-in, a public library, someone's car, a storm drain, a deconsecrated church, a queer support group, a run-down graveyard, over the phone, a sunny coffee shop, a bustling bakery, the one cool place in town, our apartment complex, a beat-up couch, an empty theme park, a playground.

Tips

- Make your character fallible and relatable.
- Fall in love with Earth, and maybe each other.
- Play fast and loose with theology. Make it your own.
- Hold on to hope and play for a happy ending.
- You're not teens, but this is your coming-of-age.
- Pass the spotlight and enjoy the show

SCENE IDEAS

Our Courtship

Tips:

- The characters are old, but new to this. Revel in the awkwardness of letting someone new into your life.
- Courtship isn't just about romance. Cultivate all your relationships and explore different kinds of love.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

Scenes:

- The first time we ever met. *What happened? How long ago was it?*
- Grooming each other's wings. *Who offered? Have you ever done this before?*
- Conversation over dinner. *Where are you? Did either of you cook?*
- The day I fell for you. *What rules were broken? What did you report?*
- Discovering something beautiful. *What is it? How does it make us feel?*
- Quiet domesticity. *Where are we? What are we each doing?*

Our Trauma

Tips:

- Play can get intense. It's okay to slow down or just stop, and important to be mindful of everyone's comfort.
- Treat trauma with seriousness. Give the characters dignity, and respect your fellow players' experiences.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

Scenes:

- Nightmares of the apocalypse. *How were you hurt? Who do you go to?*
- Breaking down. *What comfort do you need? What comfort do you get?*
- Sharing your damage. *What can't you forget? Does it help?*
- Unlearning old lessons. *What are you afraid of? How were you taught?*
- How we've hurt each other. *What did we say or do? How did it change us?*
- Asking for help. *Why is it so scary? How does it feel to be cared for?*

SCENE IDEAS

Our Feelings

Tips:

- Be intentional about your character's relationships. Use your Distant Moves mindfully, and reach towards intimacy.
- Be open with your fellow players about your character's feelings. They're your audience, so let them in.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

Scenes:

- A request for intimacy. *What does this look like? Are you both interested?*
- Saying sorry. *What did you do? What will you do differently?*
- A casual compliment. *How is it received? What were you already doing?*
- Venting about your day. *What support do you want? What stressed you out?*
- Checking in with a partner. *What's working? What would you like to change?*
- Saying no to someone. *What were they asking? How do they take it?*

Our Community

Tips:

- It's good to bring the cast together. Take the individual dynamics you've set up, and explore them in a group.
- Instead of single scenes, these ideas suggest whole B-plots. Explore them for as long as you're all interested.
- Always embrace the things other players are excited about and advocate for your desires and boundaries.

Scenes:

- Go on a roadtrip. *Who's driving? Who gets carsick? Who picks the music?*
- Volunteer somewhere. *What cause do you support? Who organised it?*
- Put on a play. *What play? Who plays who? Who's mad about it?*
- Finals week. *Who's stressed? Who's goofing off? What do you do to unwind?*
- Renovate a house. *Who has opinions? Who has actual skills? Whose house is it?*
- Attend a convention. *Whose idea was it? What kind? Who finds a new hobby?*

DESIRE

An Angel of Lust or A Demon of Chastity

Desire is a passionate soul. They are affectionate, magnetic, and drawn to others.

tips

- Make your character fallible and relatable.
- Give your heart freely, wholly, and often. Remember, love doesn't have to be romantic.
- Fall in love with Earth, and maybe each other.

play to find out:

- What do people see when you love someone, and what do you feel?
- How will your love be reciprocated?
- Which do you love more: your old life, or your new one?

choose a name

Aim, Asmodeus, Baal, Cassiel, Constance, Leliel, Marax, Ronove, Sandalphon, or an ex-lover's name.

choose a look

plucked wings, pristine wings, flowering wings, rainbow wings, many-handed wings, silken wings.

hesitant smile, feral grin, crooked smile, genuine smile, warm smile, cruel smile, flirtatious smirk.

poodle skirt, leather, charm bracelets, clear jacket, winged eyeliner, riotous colors, wedding wear, floral prints, red nails, promise rings, ballet flats.

what physical feature marks you as a creature of Heaven or Hell?

who was your first love?

a famous historical figure, a pet from an undercover mission, a superior officer, a subordinate, God Herself, just another mortal, a Horseman of the Apocalypse.

how do you win people over?

bad jokes, tall tales, kind words, sex appeal, secrets, honesty, competence, naivete, giving a shit.

what do you love most about Earth?

ask one left and one right

- I loved you once; what happened?
- How did I catch your eye the other day?
- How did I overstep your boundaries recently?

lure

Whenever someone reveals their true feelings to you, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Bare your heart, expecting nothing in return.
- Make someone feel wanted or welcome.
- Offer someone physical closeness or comfort.
- Realize you're in love with someone.
- Ask: "*What would make you feel safe, loved, or worthy?*"

everyday moves

- Open up to someone, taking a chance.
- Go too fast in a relationship.
- Defuse a tense situation with charm or sincerity.
- Fall in love (*while in love: put the desires and dreams of your beloved before your own*).
- Ask: "*Who do you care about most?*"

distant moves (take a token)

- Push someone away for loving you the wrong way.
- Bare your heart, with expectations.
- Neglect someone important to help an old love.
- Ask: "*In what way is our relationship not what I thought?*"
- Ask: "*How could I make you cry?*"

HOPE

An Angel of Greed or A Demon of Charity

Hope is a questing soul. They are aspirational, supportive, and dream of better things.

tips

- Make your character fallible and relatable.
- Pay attention to the small dreams of others, and make them matter. But don't forget to dream big too.
- Fall in love with Earth, and maybe each other.

play to find out:

- Which of your dreams will you prioritize, and which will you let go?
- Do you still dream of your old life before Earth?
- What matters more: your dreams, or those of others?

choose a name

Faith, Joseph, Leonard, Mammon, Muriel, Nithael, Paimon, Sachiel, Surgat, or a name that is a promise.

choose a look

golden wings, wire-frame wings, threadbare wings, overstuffed wings, radiant wings, tawdry wings.

chiseled face, soft face, calm face, pierced face, sharp face, expressive face, stony face, sunny face, fierce face.

cargo pants, costume jewelry, fanny pack, well-loved coat, sensible shoes, patched beret, knee-high socks, worn cravat, taped-up glasses, hand-me-down watch.

what physical feature marks you as a creature of Heaven or Hell?

what did you first want for yourself?

individuality, freedom, certainty, God's attention, a body, unconditional love, a partner, privacy, intimacy, permission to help, power, sex, escape, vengeance.

what stands between you & your dreams?

Heavenly red tape, Susan from HR, Hellish schemes, making rent, unsupportive friends, self-care.

what do you love most about Earth?

ask one left and one right

- Which of my dreams did you make impossible?
- What dream am I helping you fulfill, and how?
- How did I encourage you to run away?

lure

Whenever someone shares a hope or dream with you, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Fall in love (*while in love: acknowledge, openly and wholeheartedly, the hopes and dreams of your beloved*).
- Make someone feel deserving or worthy.
- Offer someone a meaningful token of affection.
- Ask: "*How can I support you to achieve your dreams?*"

everyday moves

- Open up to someone, taking a chance.
- Comfort someone who's having a hard time.
- Encourage someone to pursue a dream, right now.
- Ask: "*What do you hope for?*"
- Ask: "*What here is precious to you?*"

distant moves (take a token)

- Lose something you were entrusted with.
- Sabotage a dream because you don't deserve it.
- Hurt someone important to get what you want.
- Demand someone's attention all to yourself.
- Ask: "*What dream do you feel like you can't share with me?*"
- Ask: "*How have you given up on your dreams?*"

RESPECT

An Angel of Envy or A Demon of Kindness

Respect is a humane soul. They are empathetic, wistful, and yearn for mortality.

tips

- Make your character fallible and relatable.
- Be inspired by others, but remember they're struggling too. Don't put people on pillars.
- Fall in love with Earth, and maybe each other.

play to find out:

- Is mortality a thing you can achieve, and does it matter?
- Who do you respect? Who will you emulate? Are they the same?
- How do you cope on the days when being mortal hurts?

choose a name

Barachiel, Crowley, Furfur, Leviathan, Malphas, Naberius, Olorin, Seaphael, Shax, or a name you aspire to.

choose a look

borrowed wings, makeshift wings, butterfly wings, no wings, stained wings, misbehaving wings, ill-fitting wings.

booming laugh, mischievous laugh, fake laugh, soft laugh, carefree laugh, genuine laugh, suppressed laugh.

hoop skirt, leather jacket, leg warmers, ringle curls, sequins, stiletto heels, backpack, sun hat, power suit, monochrome, furry boots, cellphone charms, umbrella.

what physical feature marks you as a creature of Heaven or Hell?

who first saw the real you?

a comrade, a sworn enemy, God Herself, a trembling shepherd, Marsha P. Johnson, a shy queer at your local cafe, Lilith, a doubting priest, a dying king, your pet.

what's your next step to feel comfortable?

lose your wings, get a job, have your first kiss, buy new clothes, tell someone, get a tattoo, change your name.

what do you love most about Earth?

ask one left and one right

- How did you fail me when I said I wanted to be mortal?
- How are you helping me feel comfortable on Earth?
- What hurtful assumptions do I make about you?

lure

Whenever someone tries to impress you or tell you they admire you, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Fall in love (*while in love: respect the independence, boundaries, and perspective of your beloved*).
- Make someone feel appreciated or seen.
- Celebrate and recognize someone's progress.
- Freely communicate your experiences and feelings.
- Ask: "*How do you show me the ways I inspire you?*"

everyday moves

- Open up to someone, taking a chance.
- Ask someone about their boundaries and feelings.
- Do something nice for someone.
- Awkwardly mimic someone you respect.
- Ask: "*What makes you feel valid?*"

distant moves (take a token)

- Disrespect someone's perspective or lived experience.
- Resent someone who gets to feel like they belong.
- Dismiss your own feelings, experiences, and progress.
- Ask: "*What do I do that makes you feel like I don't respect you?*"
- Ask: "*How do my unasked for kindnesses hurt you?*"
- Ask: "*What would you change about me?*"

CURIOSITY

An Angel of Pride or A Demon of Humility

Curiosity is a wondering soul. They are forthcoming, inquiring, and searching for answers.

tips

- Make your character fallible and relatable.
- Ask questions of both players and characters: about the setting, their feelings, their pasts. It's all interesting!
- Fall in love with Earth, and maybe each other.

play to find out:

- How will you live with the puzzles you can't solve?
- Will your curiosity get in the way of real trust?
- What still fascinates you about your old life?

choose a name

Bune, Curunir, Lucifer, Milton, Ophaniel, Penemue, Sitri, Vassago, Zadkiel, or a name with history.

choose a look

parchment wings, illuminated wings, drab wings, transparent wings, enveloping wings, decorated wings.

head held high, hunched gait, jerky gait, defiant gait, more of a strut, graceful gait, soft steps, meandering gait.

roller skates, neon hair, hoop earrings, earth tones, lolita dress, mask, fascinators, flannel shirt, suspenders, tuxedo t-shirt, unremarkable clothes, gold teeth.

what physical feature marks you as a creature of Heaven or Hell?

what was the first secret you stole?

God's true name, knowledge of good and evil, free will, why Lucifer fell, the reason for the Apocalypse, what came before Heaven, how to make life.

what about Earth still puzzles you?

gender, capitalism, cruelty, bodies, love, science, religion, family structures, beauty, pain, authority.

what do you love most about Earth?

ask one left and one right

- How did I keep you in the dark, and what did it cost you?
- What have I taught you since we came to Earth?
- What hurtful secret of yours did I once let slip?

lure

Whenever someone shows you their inner world or tells you a secret, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Fall in love (*while in love: sing the praises of your beloved to others, earnestly and often*).
- Share knowledge that really matters to you.
- Invite someone to open up about themselves.
- Ask: "*What have you always wanted to ask me?*"
- Ask: "*How are you proud of me?*"

everyday moves

- Open up to someone, taking a chance.
- Make someone feel special.
- Try something new that you initially dismissed.
- Ask a pointed or awkward question.
- Ask: "*Am I asking too many questions?*"
- Ask: "*What don't I understand here?*"

distant moves (take a token)

- Treat someone's feelings like a puzzle to be solved.
- Share information that isn't yours to reveal.
- Violate someone's privacy to satisfy your curiosity.
- Get caught up in thinking and neglect real life.
- Ask: "*What secret are you keeping from me?*"

JUSTICE

An Angel of Wrath or A Demon of Patience

Justice is a righteous soul. They are driven, reassuring, and demand better from themselves and from others.

tips

- Make your character fallible and relatable.
- Remember: you're not playing a fucking cop, and no one put you in charge of the community.
- Fall in love with Earth, and maybe each other.

play to find out:

- How do you live with your anger, and what will you do about it?
- Who will you stand up for, and who will stand up for you?
- What justice that you left undone still haunts you?

choose a name

Azrael, Barbatos, Michael, Rofocale, Sathanas, Temeluchus, Valefar, Wormwood, or a warrior's name.

choose a look

flaming wings, bladed wings, wrought-iron wings, damaged wings, untouched wings, sapling wings.

deft hands, gentle hands, quick hands, clean hands, callused hands, delicate hands, stained hands.

statement lipstick, combat boots, patterned pants, uniform, formalwear, punk vest, mom jeans, cotton dress, faux armour, latex, smoking jacket, dark glasses.

what physical feature marks you as a creature of Heaven or Hell?

how did you learn God was unjust?

the existence of suffering, the existence of evil, the existence of Hell, the Apocalypse, Her endless tests of obedience, punishment for predestined crimes.

what makes you burn with righteous anger?

deception, inequity, excuses, cowardice, selfishness, indecision, carelessness, self-loathing, manipulation.

what do you love most about Earth?

ask one left and one right

- I hurt you once; what happened?
- How did I try and protect you, and did it work?
- What did I demand of you in the name of justice?

lure

Whenever someone asks what they should do or tells you that you've hurt them, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Fall in love (*while in love: check in with your beloved about what support they want, and which fights they want help with*).
- Make someone feel safe or acknowledge their pain.
- Express your needs and feelings, without expectation.
- Apologize, admitting fault and committing to change.
- Ask: "*What would feel just to you, in this moment?*"

everyday moves

- Open up to someone, taking a chance.
- Stand up for someone hurt or isolated.
- Speak a hard truth, bluntly.
- Step in as a mediator.
- Ask: "*How are you vulnerable?*"

distant moves (take a token)

- Take something personally and overreact.
- Know something is hurtful and do it anyway.
- Express your needs and feelings, with an implicit demand.
- Fail to apologise, making excuses but no changes.
- Make an unreasonable demand, and hear no objections.
- Play Devil's Advocate for the sake of "fairness".
- Ask: "*How do my actions feel unjust to you?*"

PLEASURE

An Angel of Gluttony or A Demon of Temperance

Pleasure is a generous soul. They are grounded, contented, and fond of the finer things.

tips

- Make your character fallible and relatable.
- Embrace pleasure in many forms. But remember that indulgence is more than just sex, drugs, and rock & roll.
- Fall in love with Earth, and maybe each other.

play to find out:

- Will you live a life of quiet comfort, or dare for more?
- Who makes you want to participate in the world?
- What pleasure do you still miss from life before Earth?

choose a name

Aamon, Aziraphale, Beelzebub, Legion, Netzach, Vasiariah, Vine, or a name that feels luxurious to say.

choose a look

misty wings, cashmere wings, fruiting wings, downy wings, peacock feathers, frozen wings, molting wings.

tattooed skin, rough skin, stretch marks, smooth skin, scarred skin, body hair, clammy skin, freckles.

turtleneck, crop top, evening gloves, bow tie, silk shawl, religious garments, lots of layers, rain boots, bright leggings, long skirt, vintage clothes.

what physical feature marks you as a creature of Heaven or Hell?

what is your most beautiful memory?

your first sunrise, your first kiss, making your first friend, wandering the Garden, flying among the stars, your first Pride, harnessing the power of Creation.

what is your favourite indulgence?

food, wine, conversation, sex, music, books, baths, platonic touch, movies, people-watching, dance, sleep.

what do you love most about Earth?

ask one left and one right

- How did you get hurt that time I wasn't there for you?
- What earthly pleasure do we enjoy together?
- How did you rescue me when I lost myself in vice?

lure

Whenever someone lets you tempt or spoil them, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Fall in love (*while in love: share freely what you find most beautiful, and invite your beloved to do the same*).
- Make someone feel beautiful or precious.
- Share a moment of luxury or tenderness.
- Ask: "*What is overwhelming you in this moment?*"
- Ask: "*What do you find beautiful about me?*"

everyday moves

- Open up to someone, taking a chance.
- Have the resources needed to solve a problem.
- Encourage someone to indulge, maybe irresponsibly.
- Slow down a situation that is too fast, loud, or exciting.
- Ask: "*How could I make you feel good?*"

distant moves (take a token)

- Prioritize your comfort over the needs of others.
- Drown yourself in hedonism and luxury.
- Deny yourself something you badly want.
- Retreat from a situation that is too chaotic or emotional.
- Ask: "*What pleasure are you denying yourself for my sake?*"
- Ask: "*What about me do you find unpleasant?*"

FREEDOM

An Angel of Sloth or A Demon of Diligence

Freedom is an independent soul. They are defiant, uncompromising, and actively considerate.

tips

- Make your character fallible and relatable.
- Remember: you have a relationship with every person you know.
- Fall in love with Earth, and maybe each other.

play to find out:

- How will you bear the chains you cannot change?
- Who will respect your boundaries, and who will not?
- What do you miss sometimes about the rules of your old life?

choose a name

Belphegor, Bifrons, Gabriel, Gadreel, Invictus, Kerubiel, Metatron, Phenex, or a revolutionary name.

choose a look

unkempt wings, painted wings, achromatic wings, tattooed wings, pinstripe wings, pierced wings.

tired eyes, distant eyes, wild eyes, mismatched eyes, bright eyes, kindly eyes, dilated eyes, fierce gaze.

tie-dye, black & red, sleep clothes, bed hair, top hat, pencil behind the ear, absurd scarves, candy bracelets, mismatched shoes, tracksuit, avante-garde, cape.

what physical feature marks you as a creature of Heaven or Hell?

what was the first rule you broke?

don't fall in love, obey your superiors, have no gender, do not envy mortals, honor God, don't visit Earth, obey the Divine Plan, no contact with the other side.

what chains now hold you?

laws of nature, your lease, human laws, your body, mortal expectations, your job, the passage of time.

what do you love most about Earth?

ask one left and one right

- How have I overstepped your boundaries recently?
- What fun activity is part of our relationship?
- What help did you need lately that I would not give?

lure

Whenever someone asks for your advice or help, they gain a token.

intimate moves (spend a token)

- Show someone what you love most about Earth.
- Choose to fall in love (*while in love: consent to be ruled by your beloved, in some things*).
- Spend quality time with someone.
- Make someone feel like they matter.
- Encourage someone to assert clear boundaries.
- Ask: "*What would you like to change about our relationship?*"

everyday moves

- Open up to someone, taking a chance.
- Choose to give your help, but only when asked.
- Give advice without regard to nuance or practicality.
- Assert a boundary, and accept the possible cost.
- Ask: "*Would you like to do _____ with me?*"

distant moves (take a token)

- Commit to too much and burn yourself out.
- Give up on someone or cut them out of your life.
- Make a snap decision about something important.
- Condemn a thing that someone else cares about.
- Ask: "*What do you want from me that I won't give?*"
- Ask: "*How have I pushed your boundaries?*"

PLAYING SAFELY

We live in a time during which a diverse range of techniques for safe play exist, serving a variety of purposes from establishing boundaries to adjusting content, signaling discomfort or hurt, and debriefing after sessions. These techniques are collectively called safety tools.

These tools have largely arisen over the last decade or so based on the needs of people playing and facilitating games at conventions in the USA. In that context, most players are strangers, and the brief, singular format of games pushes participants to compress content, reach for maximum intensity, and feel pressured to avoid “spoiling” the enjoyment of others. In such an environment, these tools simulate sufficient trust and awareness that it becomes possible to play vulnerably with strangers.

But the truth is that no safety tool—no matter how well-designed or popular—is a replacement for actively cultivating and practicing a shared culture of trust, caring, and honoring each other's vulnerabilities. Without that culture, safety tools are a stop-gap measure at best.

The foundation of safe play is a commitment to watch out for each other, check in with each other, hold space for one another, give an honest damn about each other, be intentional and aware in our own play, and put one another before the game.

Having made that commitment, safety tools are just that: the practical tools you'll use to do that work of caring, and the reality of what giving an honest damn looks like in practice.

The combination of safety tools that are right for your table will depend on your history together, your venue, your preferences, and everyone's own particular needs. Work together to find the combination of tools that are best for you.

INTIMACY IN GAMES

This is a game about relationships and different kinds of intimacy. As players, you'll probably have different feelings about the kinds and intensities of intimacy you're comfortable including in the game, having your character participate in, and playing out yourself in-character.

This section presents some tricks for handling intimacy in your games in ways that are fun and comfortable for everyone. In addition to these specific suggestions, remember that you can always call on whatever safety tools you've settled on as a group.

Make Suggestions

One way to handle intimacy in a way that's comfortable for everyone is to frame your contributions as suggestions rather than statements. In part, this means checking in before you move into heavy, charged, or intense territory. But even in lighter scenes you can say what move you're thinking of making and see what the other players think or ask, “hey, would it feel okay to you if my character does this?” instead of plunging right in. This gives other players the opportunity to say, “no, let's not go there,” or to suggest alternatives.

Play with Distance

The way you narrate your character's actions can affect your comfort levels when describing certain kinds of intimacy, and how strongly your character's emotional state overlaps with and affects your own. For example, think about how it might feel different to narrate something in the first person as opposed to the third person (e.g., “I smile” vs. “Crowley smiles”). Similarly, the way you refer to other characters in narration (e.g., “I kiss Aziraphale” vs. “I kiss you”) can affect the comfort levels of your fellow players. Check in with other players about their preferences and pay attention to your own feelings to figure out which style of narration works best for you.

Collaborate

This is a game about relationships, so avoid describing things unilaterally. If you make a move like “Make someone feel safe”, ask the other player what they think that might look like rather than just leaping in with your vision of that moment. Invite others to collaborate with you on the details of your characters' relationships and interactions.

