

FIRST NAME

Pick one or make up your own. Christopher, Jason, Joseph, Bryan, Matthew, Shane, Zachary, Nathan, Juan, Michael, Jessica, Jennifer, Katie, Erica, Meghan, Crystal, Amber, Nicole, Ashley, Stephanie

SURNAME

Pick one or make up your own. Lattimore, McEwen, Twomey, Oakes, Fonteneau, Serrano, Torres, Manlangit, Schroeder, Petros, Mbaye, Thompson, Wright, Patel, Nakayama, Fabiani, Goldberg

CONDITIONS

STYLE

Pick one or make up your own. TJ Maxximalist, Cargo shorts and Triforce t-shirt, None More Goth, Williamsburg Warrior, Popped Collar Princeling, All the Scarves, I'm Too Emo for My Face, Livestrong, Bootcut & Boogie, Hoodie Under Blazer, Matching Sneakers

TAKES YOU BACK

Blank lines for text input.

Pick three or make up your own.

Girl Talk: A Game of Truth or Dare, The Konami Code, The Oregon Trail, BOOK IT!, Double Dare, prank phone calls, Garbage Pail Kids, M.U.S.C.L.E., Rogue, The Baby-Sitters Club, My Buddy/Kid Sister, Jean-Claude Van Damme, Duck Tales ("oo-oo!"), reading sleepovers, You Can't Do That On Television, Huffy 10-speed, heading home when the streetlights flickered on, Friday the 13th: The Series, proton packs, Artax in the Swamp of Sadness, Waco, "A very special episode," Fangoria, mixtapes, Starlog, Lisa Frank, Yo! MTV Raps, Tiger Beat, Easy Bake Oven, The Day After, "Who Killed Laura Palmer?", Choose Your Own Adventure, Fighting Fantasy, wood paneling, the Cabbage Patch riots, the L.A. riots, the Care Bear stare, the Walkman, TV show theme songs, mall concerts, horse girls, Dungeon!, Headbangers Ball, Baby Jessica, Space Shuttle Challenger, Memphis Group design, Brookstone, record stores, The Joy of Painting, passing notes in class

YOUR CORNER OF THE HOUSE

Grid of checkboxes for character customization.

PUBLIC ACCESS



At the beginning of the game, add 1 to a single ability.



VITALITY COMPOSURE REASON PRESENCE SENSITIVITY



XP TRACK

DAWN QUESTIONS

The first one is always marked. The second is always marked after it is unlocked. Mark two more.

- Did the Latchkeys resolve a mystery?
Did you receive a Signal from the Other Side? (Locked until you mark The Sandstone Arch)
Did you share a good memory from your childhood?
Were you vulnerable with someone?
Did you go out of your way to reconnect with Deep Lake?
Did you deliver a chilling monologue about something that happened to you in the past?
Did you cut loose for once?

LATCHKEY MOVES

At the beginning of the game, select one move from the Latchkey Moves sheet. No two Latchkeys can ever have the same move.

Blank lines for selecting Latchkey moves.

ADVANCEMENTS

- Increase an ability by 1 (max 3).
Increase an ability by 1 (max 3).
Choose an additional Latchkey move.
Choose an additional Latchkey move.
Write a custom Latchkey move for your character.
Unmark all the items in Your Corner of the House.

THE KEY OF THE CHILD

When you turn this Key, mark and narrate any you wish.

- A flashback showing your latchkey kid routine whenever you got home from school.
A flashback showing how you were an outsider among your school peers.
A flashback to the moment when you realized your parents were imperfect.
A flashback to when you felt genuine happiness as a child.
A flashback to when you experienced childhood trauma.
A flashback to the moment when you realized childhood wasn't forever.
A flashback to when you first discovered TV Odyssey.

THE KEY OF DESOLATION

When you turn this Key, mark the first empty box.

- The Sandstone Arch. Unlock the End of Session question: "Did you receive a Signal from the Other Side?"
The Fathomless Well. Your Reason modifier is reduced by 1 and your Sensitivity modifier is increased by 1.
The Wandering Monolith. You can now seek out the Big Man. How do you make contact with him? The Big Man can be consulted like any other Side Character. When you do so, roll with Sensitivity. On a 7-9, you gain 1 Clue; he will reveal it in a way that reflects his current disposition. On a 10+, as above, but you gain 2 Clues. On a miss, you must mark the next box on The Key of Desolation.
The Chromatic Desert. You can no longer be perceived by other characters and all memory of you is erased—it's like you never existed. You can continue to conduct investigations, but the Clues you find are only available if you narrate them into an Odyssey tape scene.
The Pure-White Signal. You lose contact with this world altogether. Tell the Keeper to play a white Odyssey tape and then retire this character.