

# WHERE THE WIND BLOWS NOT

## BACKGROUND

Long ago, the Seven Days of Fire burned the world to ash. Some say it was the Gods punishing humanity for sin and hubris. Some say that humanity brought it upon itself, waging war with horrible weapons of annihilation. Some say the Golden Age before the Days of Fire is a myth, that the world's always been like this. Any who lived through that time of destruction are long dead, and all you have to go on is scraps and legends.

A world burned to the ground was not the sole legacy of the Days of Fire. Whether the fire created them, or whether it freed them from some sort of containment, the poisonous spores soon spread. The monstrous insects. The forest of toxic fungus. The Sea of Corruption. It covered the land, burying the old cities, tainting the rivers and streams, engulfing farmland and pasture. No one could stop insects the size of houses with shells proof against bullets and steel. No one could stop fungus that could spread from the tiniest spore. No one could stop the miasma that poisons both lung and mind. And so they spread.

Those who by some miracle escaped the fire and the corruption tried to build what they could to survive. They hid in mountains, at sea, in deserts, wherever they could. Ambitious warlords gathered followers with promises of safety. They scavenged from the old cities, hoping that the tech would hold up a little longer, going deeper and deeper into the forest to find parts and fuel. They fought with their neighbors for what little there was. Many that survived flame and poison died to bullets or thirst.

There's never enough to go around. Everyone's desperate, and promises ain't worth much when the chips are down. Some people got lucky, found hidden places with strong winds to keep away the spores, land safe for farming, and clean water that doesn't dry up. You? You weren't so lucky.

There are no prophecies about you but the ones you make. No public adoration but what you earn. No comfort or safety but what you build. If you want to survive here, to create something here that lasts, you'll need to rip it from the wreckage around you with your own hands.

## THE SUPERNATURAL

A variety of deities are worshiped throughout the Broken Lands. Many of these are associated with powerful families, and in most kingdoms worship of the god of the royal line is mandated by law. These lineal gods are generally seen by the common folk as useless to pray to, either because they're unconcerned with those of low birth or because they're a fiction.

The common folk believe in a wide variety of folk gods and superstitions that vary wildly from place to place. Prophets demonstrating seemingly divine powers and promising a better life for followers come through periodically, but tend to either get executed by the ruling nobles or to get killed by their followers when miracles fail to materialize.

Belief in dark powers is nearly universal among the peasantry. The most common tradition holds that there are four powerful forces, sometimes collectively referred to as the male-

strom, that seek to destroy the world. (Most hold that these forces were either responsible for the days of fire or birthed from it.)

The four forces are:

- The Sea of Corruption, the toxic forest of fungus and giant insects
- The Burning Waters, the corrosive rains and acid lakes and seas
- The Nameless Winds, which bring spores and rains to kill and destroy and which strand and bewilder travellers
- The Molten Earth, which lies in wait to return fire and destruction to the creations of mankind

Witches and sorcerors are said to bargain with these forces, pledging to commit acts of chaos and destruction in exchange for power. The various Lineal Temples deny these traditions and generally claim that sorcery, at least that sanctioned by the nobility, comes from the gods. They hold that the forces, to the extent that they exist, are either natural phenomena or manifestations of divine will.

Among the powers commonly attributed to witches and sorcerors are:

- Telepathy / mind reading
- The "Evil Eye", the ability to cause pain or illness at a distance
- The ability to inflict curses, which cause bad luck and can only be removed by fulfilling conditions set by the witch
- Ability to aim the forces of the malestrom at particular targets
- Control over insects and other beasts
- Mind control
- Shapeshifting
- Invisibility / blending into shadows

## HERE

Damrold is a small barony in the Joyudegi Kingdom. Once, it was a relatively calm farming holding, far from any contested border, but about a decade ago, there was a great windstorm that blew spores south from the Sea of Corruption across the northern plains of Joyudegi. Now, Damrold is on the northern edge of the kingdom, against the Sea, and the Joshisrans to the east, who lost almost all their arable land to the Sea, are distinctly less happy with the current borders.

Life in Damrold is never peaceful. The Broken Lands are everywhere full of desperation, both quiet and loud, waiting to burst free, and it's worst here in the borderlands. Now, with the influx of landless farmers, enterprising mercenaries, charismatic charletans, and those few who would brave the Sea, things are more chaotic than ever. The baron keeps nominal order, but lacks the troops or the interest to keep gangs of thugs, smugglers, and other interests from having effective control of much of the city. The Fire Brigade, while normally answering to the baron and charged with incinerating anything contaminated by spores and fungal growth, in practice ends up functioning like you might expect for a group of poorly-paid grunts with the license to burn things and not much oversight.

Then there are the refugees. They come from the destroyed baronies, from Joshisri, and more recently from out of the Sea itself. Denied entry into Damrold proper, they mostly congregate in camps in the wasteland between the walls and the Sea. People whisper that they've been corrupted by the forest, that they've eaten each other, or even insects, to survive. They're universally despised, hired for cheap labor, used as mooks in gang conflicts, or just ignored.

Yesterday, the wind fell dead silent. The air is still and hot, and large flights of Ushiab and Yanma are faintly visible hovering over the Sea. Much as the mystics and priests claim otherwise, no one knows what this means. Is Damrold doomed to fall into the Sea, like its former neighbors? Will the growing unrest make some crime lord bold enough to unseat the baron, or will Joshisri seize the chance to invade? Or is something far stranger, more deadly, going on?

## EQUIPMENT

### RARE WEAPONS/ARMOR

- flame thrower (3-harm hand area loud)
- ceramic dagger (3-harm hand valuable)
- ceramic sword (4-harm hand valuable)
- Ohmu shell dagger (3-harm ap hand valuable)
- Ohmu shell sword (4-harm ap hand valuable)
- ceramic armor (3-armor bulky)

See also Survival Gear in the Windrider playbook, Witch Gear in the Witch playbook, and Some Interesting Crap in the Magpie playbook.

## NAMES

### COMMONER NAMES

- |         |         |         |         |          |
|---------|---------|---------|---------|----------|
| • Gepi  | • Japa  | • Kato  | • Yushi | • Pahl   |
| • Paka  | • Socha | • Niso  | • Chok  | • Choda  |
| • Tumi  | • Molm  | • Yeki  | • Nihl  | • Guhl   |
| • Dako  | • Rasho | • Prihl | • Yalm  | • Prishi |
| • Modo  | • Giti  | • Yani  | • Yacho | • Sheni  |
| • Desha | • Beda  | • Kuge  | • Sak   | • Pohl   |
| • Tuhl  | • Dato  | • Meki  | • Neshi | • Madi   |
| • Gesha | • Kusho | • Gichi | • Jalm  | • Nasha  |

### NOBLE NAMES

- |          |          |           |           |           |
|----------|----------|-----------|-----------|-----------|
| • Kelmas | • Rusmil | • Selgal  | • Dusdel  | • Tispus  |
| • Tisnel | • Geldos | • Nasyul  | • Chepkil | • Dulgun  |
| • Jaldos | • Gosbel | • Tolmap  | • Joljep  | • Kanprel |
| • Nilpel | • Jusyas | • Bissul  | • Dulbes  | • Kepros  |
| • Jeltos | • Jolmis | • Napshes | • Nonprun | • Suntis  |
| • Bustil | • Tusgal | • Sussan  | • Puntos  | • Dunnel  |
| • Kasyus | • Solpul | • Nipchis | • Risral  | • Nentop  |

## EXOTIC NAMES

Those from far away and children of well-traveled nobles, merchants, or wanderers often bear names from outside the Broken Lands.

- |            |            |            |           |            |
|------------|------------|------------|-----------|------------|
| • Temilto  | • Yushulde | • Nehlelso | • Nukassa | • Gobada   |
| • Jotilye  | • Yaganshi | • Tadilyo  | • Simude  | • Begasma  |
| • Bikalro  | • Sutesdi  | • Ruchulbe | • Gukolro | • Yisolyo  |
| • Pehlupi  | • Jochehi  | • Bushespi | • Yubuko  | • Dushismi |
| • Roshesno | • Kimoka   | • Repuko   | • Pekesbi | • Chedenye |

## BOOK NAMES

Well-read merchants and nobles sometimes choose literary names which supposedly pre-date the Days of Fire.

- |            |            |            |           |            |
|------------|------------|------------|-----------|------------|
| • Alcinous | • Scheria  | • Hellotia | • Aethra  | • Perieres |
| • Arete    | • Aegimius | • Temenus  | • Alcimus | • Phyleus  |
| • Korkyra  | • Dymas    | • Gelos    | • Alcon   | • Tiasa    |
| • Phaeax   | • Dorus    | • Canopus  | • Argalus | • Zarex    |

## CLAN NAMES

Commoners generally bear a single name, but nobles will bear one or more clan names in addition to a given name.

- |             |            |            |            |             |
|-------------|------------|------------|------------|-------------|
| • Kinakomo  | • Dutusesi | • Jinokuto | • Ninaroka | • Tekoniji  |
| • Diroboti  | • Tujusuyo | • Kudusagi | • Misubopa | • Nimabeno  |
| • Prinaregi | • Sobupupa | • Tokojapa | • Jepagamo | • Yonudaki  |
| • Niseraka  | • Yimususe | • Besusopa | • Monatiba | • Sesanashi |
| • Sapuyena  | • Ginobagi | • Genetoga | • Dupoyabi | • Prayukuyo |

## ASSUMED NAMES

- |         |         |          |         |            |
|---------|---------|----------|---------|------------|
| • Blade | • Slash | • Bug    | • Burn  | • Dice     |
| • Wing  | • Rock  | • Wasp   | • Venom | • Sea      |
| • Claw  | • Rain  | • Spider | • Hive  | • Nameless |
| • Talon | • Spore | • K      | • Queen | • Blast    |

NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

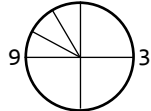
open your brain

highlight

HARM

countdown

12



6

stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

IMPROVEMENT

experience ○○○○>>>improve

- get +1weird (max weird+3)
- get +1sharp (max sharp+3)
- get +1sharp (max sharp+3)
- get +1cool (max cool+2)
- get +1hot (max hot+2)
- get a new Magpie move
- get a new Magpie move
- add an option to your hoard
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them
- advance the other 4 basic moves

HOLD

THE MAGPIE

There's a lot that's been lost to the Corruption. Tech from the past, treasures from crashed cargo ships, junk left behind from overrun villages. And you've kept every scrap you can get your hands on.

CREATING A MAGPIE

To create your Magpie, choose name, look, stats, moves, hoard, and Hx.

STATS

Choose one set:

- Cool-1 Hard-1 Hot=0 Sharp+2 Weird+2
- Cool=0 Hard+1 Hot=0 Sharp=0 Weird+2
- Cool-1 Hard=0 Hot+1 Sharp+1 Weird+2
- Cool+1 Hard-2 Hot+1 Sharp+1 Weird+2

MOVES

You get all the basic moves. You get 2 magpie moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Do you brag about your hoard or do you keep it secret? If the former, do so, and at the end tell everyone Hx+1. If the latter, deny that you're

keeping anything secret, and tell everyone Hx+1. (Yes, tell them Hx+1 either way.)

On the others' turns:

- For each character, judge them rich or poor in terms set by the qualities and substance of your hoard. If you judge them rich, whatever number they tell you, give it +1 and write it next to the character's name. If you judge them poor, whatever number they tell you, give it -1 and write it next to the character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

BARTER

You can get barter from your hoard, so no need to worry about earning it.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaker or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

OTHER GEAR:

## MAGPIE MOVES

- **Acquisitive eye:** when you see, hear about, or otherwise come to know of a thing you want, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 2:
  - How can I make this mine?
  - Who will stand in my way?
  - Will my hoard accept it?
  - Who will try to take it from me once it's mine?
  - What is this truly worth?On a miss, your face and body language betray your interest in the thing to anyone who's paying attention.
- **Sticky fingers:** when you give someone a gift, roll +Weird. On a 10+, it comes back to you within a week. On a 7-9, it comes back to you eventually, with strings attached. On a miss, you can never own it again.
- **Money is power:** when you help or interfere with someone, after you've rolled, you can:
  - Spend 1-barter to change your miss into a 7–9 hit, or your 7–9 hit into a 10+ hit;
  - Spend 1-barter to give +2 (helping) or -3 (interfering) instead of +1 or -2.The jingle doesn't go anywhere, or it goes into the world's psychic maelstrom. Either way this isn't commerce, it's power.
- **Greed:** when you're defending your hoard, your greed makes you unstoppable. Being in the presence of your hoard counts as 2-armor— if your hoard is under attack. (If someone's just trying to kill you and it happens to be around your hoard, not so much.)
- **Appraising eye:** when you read a situation, on a hit, in addition to your other questions, you may ask this:
  - What's the most beautiful, the rarest, or the most valuable thing here?When you read a person, on a hit, in addition to your other questions, you may ask this:
  - What's the best thing your character owns, or the best thing your character's carrying?

## OTHER MOVES:

## SOME INTERESTING CRAP

A hoarder's hoard might occasionally bring forth such crap as these:

- Braingoggles (worn hi-tech)** *Wearing these lets you peer into the world's psychic maelstrom without opening your brain to it.*
- Chilltox injector (tag s-harm) [medic]** *Inflicts s-harm, but in a pleasant, numbing and peaceful way.*
- Chitin-wax ear plugs (worn hi-tech) [witch]** *Protects the wearer from all witch moves and gear.*
- Eyeball (tag valuable fungal)** *Eat one and open your brain to the world's psychic maelstrom with +1 to the roll. May inflict Ψ-harm. Is probably a mushroom, not someone's literal dried eyeball, but who knows.*
- Eyeglasses (worn valuable) [skinner]** *You may use these for +1sharp when your eyesight matters, but if you do, without them you get -1sharp when your eyesight matters.*
- Pain-wave projector (1-harm ap area loud reload hi-tech) [witch]** *Goes off like a reusable grenade. Hits everyone but you.*
- Skin & hair kit (applied valuable) [skinner]** *Soaps, ochres, paints, creams, salves. Using it lets you take +1hot forward.*
- Sympathy (remote hi-tech)** *Attune it to someone by having them tell it their name. Through it, you can help or interfere with them at any distance. Doesn't work if they're somehow isolated from the world's psychic maelstrom.*
- Temporal bridge node (hi-tech)** *Roll+weird. Instead of opening your brain to a powerful force, you're opening your brain to the past.*

## HOARD

What kinds of things are in your hoard? Choose 1, 2 or 3:

- armor, armaments and ammunition
- others' castoffs & discards
- pretty things
- fetish objects, art & mementos
- intoxicants, delicacies & poisons
- technology, electronics, parts & wire
- relics & waste of the golden age past
- books, maps, drawings & photographs
- plant, animal & human specimens
- Other:

What else is true of your hoard? Choose 1 or 2:

- Conscious: it speaks to you in your mind.
- Meticulous: when you return something to it, it must be in perfect condition.
- Voracious: if you ignore its demands, whatever you do instead, you do under fire.
- Beautiful: if an NPC sees it, she envies and desires it.

Your hoard begins play with hunger=0.

As long as your hoard's hunger is 3 or less, you can *go into your hoard and look for something useful*. Describe your situation and roll+weird. The MC's job is to come up with something for you that she genuinely thinks you'll find useful in the situation you've described, and to have your hoard deliver it forth. (You might remind her the kinds of things you have in your hoard.) On a 10+, your hoard's hunger holds where it is. On a 7-9, your hoard gets +1hunger. On a miss, your hoard goes immediately to hunger+4.

If you take the thing, your hoard considers you to have borrowed it, and will expect it back.

As long as your hoard's hunger is 3 or less, you can *go into your hoard for jingle*. Pull oddments worth 2-barter out of it and give it +1hunger.

*At the beginning of the session*, roll+your hoard's hunger. On a 10+, the MC holds 3; on a 7-9, the MC holds 1. During the session, the MC can spend her hold 1 for 1 to:

- name a thing present. Your hoard must have it. When you give it to your hoard, mark experience and give your hoard -1hunger.
- name a thing you've borrowed from your hoard. Your hoard must have it back. When you return it to your hoard, mark experience and give your hoard -1hunger.

If the MC has any hold left at the end of the session, give your hoard +1hunger, to a maximum of hunger+4.

If *your hoard has hunger+4*, take -1 ongoing.

## HUNGER/LOANS:

NAME -

LOOK

Empty box for character name and look.

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

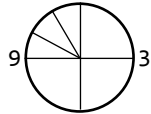
open your brain

highlight

HARM

countdown

12



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

Empty box for HX stat.

IMPROVEMENT

experience ○○○○⊙>>improve

- get +1cool (max cool+3)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get +1hot (max hot+2)
- get a new Windrider move
- get a new Windrider move
- get 2 gigs (detail) and moonlighting
- get a workspace (detail) and crew
- get a move from another playbook
- get a move from another playbook
- get +1 to any stat (max stat+3)
- retire your character (to safety)
- create a second character to play
- change your character to a new type
- choose 3 basic moves and advance them
- advance the other 4 basic moves

HOLD

Empty box for HOLD stat.

# THE WINDRIDER

A ship's all well and good, but when you want to get in and out in a flash, when you want to get through the Sea without drawing attention, a glider's the only option.

## CREATING A WINDRIDER

To create your Windrider, choose name, look, stats, moves, gear, glider, and Hx.

### STATS

Choose one set:

- Cool+2 Hard-1 Hot=0 Sharp+1 Weird+1
- Cool+2 Hard=0 Hot-1 Sharp+1 Weird+1
- Cool+2 Hard-1 Hot=0 Sharp+2 Weird-1
- Cool+2 Hard-1 Hot+1 Sharp=0 Weird+1

### MOVES

You get all the basic moves. You get *Windrider*, then choose a second Windrider move.

### GEAR

You get:

- 1 lightweight weapon
- a respirator and 2 other pieces of survival gear
- oddmens worth 1-barter
- fashion suitable to your look (you detail)

Lightweight weapons (choose 1):

- revolver (2-harm close reload loud)
- semiautomatic (2-harm close loud)
- steel dagger (2-harm hand)
- sawed-off (3-harm close reload messy)
- machete (3-harm hand messy)

Survival gear (choose 2 more):

- respirator (worn): Protects wearer against spores
- flash grenades (s-harm hand area reload loud)
- bug whistle: Attracts the attention of the insects of the Sea of Corruption
- flare gun
- spyglass: you can observe goings-on or *read a sitch* from beyond far range
- camo tarp: waterproof shelter; gives you +1 to avoid detection in overgrown areas

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2 or all 3:

- One of them's been through a tight scrape in the Sea of Corruption with you. Tell that player Hx+2.
- One of them helped you get parts you needed when you were grounded. Tell that player Hx+1.
- One of them fears you, thinking you're host to corruption. Tell them Hx-1.

Tell everyone else Hx=0. On the others' turns:

- One of them has caught your interest. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You're out and away from people much of the time.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## WINDRIDER MOVES

- **Windrider:** when gliding...
  - if you try to do something under fire, add your glider's speed to your roll.
  - if you help or interfere with someone, add your glider's stability to your roll.
  - if you try to read a situation, add your glider's stability to your roll.
  - if someone interferes with you, add your glider's weakness to their roll.
- **Calm discipline:** when you open your brain, roll+cool instead of roll+weird.
- **Careful observation:** when you read a sitch, roll+cool instead of roll+sharp.
- **Daredevil:** if you go straight into danger without hedging your bets, you get +1armor. If you happen to be leading others capable of keeping up, they get +1armor too.
- **Wind sees all:** when you whisper someone's name to the Nameless Winds, roll+weird. On a hit, you find your way to them, without any clear explanation. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.
- **Battle-mod:** Your glider has +1armor and mounted machine guns (3-harm close / far area messy). When you use them to size by force or go aggro while flying, add your glider's speed to your roll. However, when attacking, you lose the bonus to act under fire.

## OTHER MOVES:

## GLIDERS

Choose one of these profiles:

- Speed+2 stability+1 0-armor weakness+1
- Speed+2 stability+2 0-armor weakness+2
- Speed+1 stability+2 0-armor weakness+1
- Speed+2 stability+1 1-armor weakness+2

Choose a number of strengths equal to its speed: Fast, nimble, afterburners, tight-landing, responsive, stall-resistant.

Choose a number of upgrades equal to its stability: energy-efficient, quiet, compact, high-capacity, easily repaired.

Choose a number of weaknesses equal to its weakness: Slow, fragile, cramped, guzzler, unreliable, loud, unsteady, obvious.

## BARTER

If you're charging someone weathly for your services, 1-barter is the going rate for: *one message or valuable delivered; one aerial survey; or one week's employment as scout.* 2-barter is the going rate for an expedition into the Sea of Corruption.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## OTHER GEAR:

NAME -

LOOK

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STATS MOVES

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go aggro; seize by force

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HOT

seduce or manipulate

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SHARP

read a sitch; read a person

highlight

WEIRD

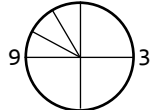
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HX

help or interfere; session end

[Empty box for HX]

IMPROVEMENT

experience ○○○○⊙>>improve

- \_\_ get +1cool (max cool+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get +1hot (max hot+2)
  - \_\_ get +1weird (max weird+2)
  - \_\_ get a new Pilot move
  - \_\_ get a new Pilot move
  - \_\_ get 2 gigs (detail) and moonlighting
  - \_\_ get a hangar (workspace, detail) and crew
  - \_\_ get a move from another playbook
  - \_\_ get a move from another playbook
- 
- \_\_ get +1 to any stat (max stat+3)
  - \_\_ retire your character (to safety)
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance them
  - \_\_ advance the other 4 basic moves

HOLD

[Empty box for HOLD]

# THE PILOT

A working ship is a rare thing indeed. Keep it flying and you'll never lack for demand, nor for other sorts of attention.

## CREATING A PILOT

To create your Pilot, choose name, look, stats, moves, gear, ship, and Hx.

### STATS

Choose one set:

- Cool=0 Hard-1 Hot+1 Sharp+2 Weird=0
- Cool+1 Hard=0 Hot=0 Sharp+2 Weird-1
- Cool=0 Hard+1 Hot-1 Sharp+2 Weird-1
- Cool+1 Hard-2 Hot=0 Sharp+2 Weird+1

### MOVES

You get all the basic moves. You get *ace pilot*, then choose a second Pilot move.

### GEAR

You get:

- 1 handy weapon
- oddments worth 2-barter
- fashion suitable to your look (you detail)

Handy weapons (choose 1):

- revolver (2-harm close reload loud)
- semiautomatic (2-harm close loud)
- steel dagger (2-harm hand)
- sawed-off (3-harm close reload messy)
- machete (3-harm hand messy)
- magnum (3-harm close reload loud)

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1 or both:

- One of them's been with you for days flying cargo. Tell that player Hx+2.
- One of them once got you out of some serious shit. Tell that player Hx+2.

Tell everyone else Hx=0. Everybody knows a bit about who you are and where you've been. On the others' turns:

- You aren't naturally inclined to get too close to too many people. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## PILOT MOVES

- **Ace pilot:** when piloting...
  - if you try to do something under fire, add your ship's speed to your roll.
  - if you try to seize something by force, add your ship's power to your roll.
  - if you go aggro, add your ship's power to your roll.
  - if you help or interfere with someone, add your ship's speed to your roll.
  - if someone interferes with you, add your ship's weakness to their roll.
- **Good in the clinch:** when you do something under fire, roll+sharp instead of roll+cool.
- **Weather eye:** when you open your brain, roll+sharp instead of roll+weird.
- **Evasive maneuvers:** Everyone on your ship, including you, gets -2 on the Harm move when harm blows through to passengers.
- **Well-traveled:** When you encounter something or someone from somewhere else, roll+sharp. On a hit, you recognize where they're from. On a 10+, ask 3. On a 7-9, ask 1:
  - what customs are most important, culturally?
  - what's most highly valued there?
  - where is the real political power?
  - what are their relationships with their neighbors?
  - what are their stereotypes about outsiders?
  - what unusual resources do they have?
  - what's the biggest rumor there?
- **Gunship:** Your ship has +1armor and mounted machine guns (3- harm close/far area messy) or grenade launchers (4-harm close area messy). You can't fly the thing and use the guns at the same time, so you need someone else to do one of those if you want to fight.

## OTHER MOVES:

## SHIPS

Choose one of these profiles:

- Power+2 speed+1 1-armor weakness+1
- Power+2 speed+2 0-armor weakness+1
- Power+1 speed+2 1-armor weakness+1
- Power+2 speed+1 2-armor weakness+2

Choose its frame: Transport, shuttle, cargo ship, gunship, scout, luxury craft.

Choose a number of strengths equal to its power: Rugged, aggressive, huge, high-capacity, easily repaired, camouflaged, energy-efficient.

Choose a number of upgrades equal to its speed: Fast, nimble, responsive, tight-landing, hover-capable, reverse thrusters.

Choose a number of weaknesses equal to its weakness: Slow, fragile, cramped, guzzler, unreliable, loud, unsteady, exposed machinery.

## BARTER

If you're charging someone weathly for your services, 1-barter is the going rate for: *one shipment delivered; one transport through hostile territory; or one week's employment as personal transport.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## OTHER GEAR:



NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

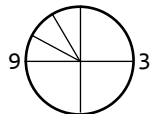
open your brain

highlight

HARM

countdown

12



6

stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

IMPROVEMENT

experience ○○○○⊙>>improve

- \_\_ get +1cool (max cool+2)
  - \_\_ get +1sharp (max sharp+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get a new Witch move
  - \_\_ get a new Witch move
  - \_\_ get 2 gigs (detail) and moonlighting
  - \_\_ get a holding (detail) and wealth
  - \_\_ get a move from another playbook
  - \_\_ get a move from another playbook
- 
- \_\_ get +1 to any stat (max stat+3)
  - \_\_ retire your character (to safety)
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance them
  - \_\_ advance the other 4 basic moves

HOLD

# THE WITCH

Some are just uncanny, touched by the forest or something worse. Stay out of their way, and sure as hell don't give them reason to give you the Eye.

## CREATING A WITCH

To create your Witch, choose name, look, stats, moves, gear, and Hx.

### STATS

Choose one set:

- Cool+1 Hard+1 Hot-2 Sharp+1 Weird+2
- Cool=0 Hard=0 Hot+1 Sharp=0 Weird+2
- Cool+1 Hard-2 Hot-1 Sharp+2 Weird+2
- Cool+2 Hard-1 Hot-1 Sharp=0 Weird+2

### MOVES

You get all the basic moves. Choose 2 Witch moves.

### GEAR

You get:

- 1 small fancy weapon
- 2 witch gear
- oddments worth 5-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small fancy weapons (choose 1):

- silenced semiautomatic (2-harm close hi-tech)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- scalpels (3-harm intimate hi-tech)
- antique handgun (2-harm close reload loud valuable)

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx-1. You keep yourself secret.

On the others' turns, choose 1, 2, or all 3:

- One of them has slept in your presence (knowingly or un-). Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them, you've been watching carefully for some time, in secret. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- One of them quite evidently dislikes and distrusts you. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.

Everyone else, whatever number they tell you, add 1 to it and write it next to their character's name. You know everyone better than normal.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## WITCH MOVES

- **Unnatural attraction:** when you try to seduce someone, roll+weird instead of roll+hot.
- **Telepathic evesdropping:** when you read someone, roll+weird instead of roll+sharp. Your victim has to be able to see you, but you don't have to interact.
- **Preternatural perception:** you get +1weird (weird+3).
- **Focused reading:** when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
  - what was your character's lowest moment?
  - for what does your character crave forgiveness, and of whom?
  - what are your character's secret pains?
  - in what ways are your character's mind and soul vulnerable?On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.
- **Evil eye:** you can roll+weird to get the effects of going aggro, without going aggro. Your victim has to be able to see you, but you don't have to interact. If your victim forces your hand, your mind counts as a weapon (1-harm ap close loud-optional).
- **Mind curse:** when you have time and physical intimacy with someone—again, mutual or 1-sided—you can plant a command inside their mind. Roll+weird. On a 10+, hold 3. On a 7–9, hold 1. At your will, no matter the circumstances, you can spend your hold 1 for 1:
  - inflict 1-harm (ap)
  - they take -1 right nowIf they fulfill your command, that counts for all your remaining hold. On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

## OTHER MOVES:

## WITCH GEAR

- death's eye toxin (tag fungal): After you've tagged someone, if a witch move allows you to inflict harm on them, inflict +1harm.
- telepathy relay (area close hi-tech): For purposes of witch moves, if someone can see a telepathy relay attuned to you, they can see you.
- receptivity toxin (tag fungal): Tagging someone gives you +1hold if you then use a witch move on them.
- bug-needle glove (hand insectoid): For purposes of witch moves, mere skin contact counts as time and intimacy.
- pain-wave projector (1-harm ap area loud reload hi-tech): Goes off like a reusable grenade. Hits everyone but you.
- chitin-wax ear plugs (worn insectoid) Protects the wearer from all witch moves and gear.

## BARTER

If you're charging someone weathly for your services, 1-barter is the going rate for: *one successful focused reading; one mind curse, if the subject does what's required; or one week's employment as kept twitch.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## OTHER GEAR:

NAME -

LOOK

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

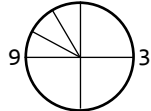
open your brain

highlight

HARM

countdown

12



6

stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

IMPROVEMENT

experience ○○○○⊙>>improve

- \_\_ get +1sharp (max sharp+3)
  - \_\_ get +1cool (max cool+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get +1weird (max weird+2)
  - \_\_ get a new Medic move
  - \_\_ get a new Medic move
  - \_\_ get 2 gigs (detail) and moonlighting
  - \_\_ get a move from another playbook
  - \_\_ get a move from another playbook
- 
- \_\_ get +1 to any stat (max stat+3)
  - \_\_ retire your character (to safety)
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance them
  - \_\_ advance the other 4 basic moves

HOLD

# THE MEDIC

Life's cheap round here, but keeping it'll cost you.

## CREATING A MEDIC

To create your Medic, choose name, look, stats, moves, gear, and Hx.

### STATS

Choose one set:

- Cool+1 Hard=0 Hot+1 Sharp+2 Weird-1
- Cool+1 Hard+1 Hot=0 Sharp+2 Weird-1
- Cool-1 Hard+1 Hot=0 Sharp+2 Weird+1
- Cool+2 Hard=0 Hot-1 Sharp+2 Weird-1

### MOVES

You get all the basic moves. Choose 2 Medic moves.

### GEAR

You get:

- medical kit
- 1 small practical weapon
- oddments worth 1-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small practical weapons (choose 1):

- revolver (2-harm close reload loud)
- semiautomatic (2-harm close loud)
- steel dagger (2-harm hand)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2, or all 3:

- One of them put a hand in when it mattered, and helped you save a life. Tell that player Hx+2.
- One of them has been beside you and has seen everything you've seen. Tell that player Hx+2.
- One of them, you figure doomed to self-destruction. Tell that player Hx-1.

Tell everyone else Hx+1. You're an open book. On the others' turns:

- You try not to get too attached. Whatever number they tell you, give it -1 and write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## MEDIC MOVES

- **Sixth sense:** when you open your brain, roll+sharp instead of roll+weird.
- **Infirmery:** you get an infirmery, a workspace with life support, a drug lab and a crew of 2 (Chak & Bomo, maybe). Get patients into it and you can work on them like a savvyhead on tech (*cf*).
- **Professional compassion:** you can choose to roll+sharp instead of roll+Hx when you help someone who's rolling.
- **Battlefield grace:** while you are caring for people, not fighting, you get +1armor.
- **Healing touch:** when you put your hands skin-to-skin on a wounded person and open your brain to them, roll+weird. On a 10+, heal 1 segment. On a 7-9, heal 1 segment, but you're acting under fire from your patient's brain. On a miss: first, you don't heal them. Second, you've opened both your brain and theirs to a powerful force, such as the Molten Earth or the Sea of Corruption, without protection or preparation. For you, and for your patient if your patient's a fellow player's character, treat it as though you've made that move and missed the roll. For patients belonging to the MC, their experience and fate are up to the MC.
- **Touched by death:** whenever someone in your care dies, you get +1weird (max +3).

## OTHER MOVES:

## MEDICAL KIT

Your medical kit has all kinds of crap in it: scissors, rags, tape, needles, clamps, gloves, chill coils, wipes, alcohol, injectable tourniquets, bloodslower spores, instant blood, tubes of meatmesh, boneknit, shellskin, biostabs, chemostabs, chilltox injectors in quantity, and a roll of heart jumpshock patches for when it comes to that. It's big enough to be a full load for a horseclaw, but you can carry 2-stock's worth in a bulky backpack. When you use it, spend its stock; you can spend 0-3 of its stock per use. You can resupply it for 1-barter per 2-stock, if your circumstances let you barter for medical supplies.

It begins play holding 6-stock.

To use it to stabilize and heal someone at 9:00 or past: roll+stock spent. On a hit, they will stabilize and heal to 6:00, but the MC will choose 1 (on a 10+) or 2 (on a 7-9):

- they need to be physically stabilized before you can move them.
- even narcostabbed, they fight you; you're acting under fire.
- they'll be in and out of consciousness for 24 hours.
- stabilizing them eats up your stock; spend 1-stock more.
- they'll be bedridden, out of action, for at least a week.
- they'll need constant monitoring and care for 36 hours.

On a miss, they take 1-harm instead.

To use it to speed the recovery of someone at 3:00 or 6:00: don't roll. They choose: spend 4 days (3:00) or 1 week (6:00) blissed out on chilltox, immobile but happy, or do their time like everyone else.

To use it to revive someone who's died (at 12:00, not beyond): roll+stock spent. On a 10+, they recover to 10:00. On a 7-9, they recover to 11:00. On a miss, you've done everything you can for them, and they're still dead.

## BARTER

If you're charging someone weathly for your services, 1-barter is the going rate for: *one successful resuscitation (plus material costs); one week's full around-the-clock care (plus material costs); or one month's employment as angel on call (plus material costs, if any).*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## GEAR & STOCK:

NAME -

LOOK

Empty box for writing the character's look.

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

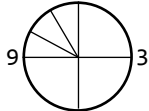
open your brain

highlight

HARM

countdown

12



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

Empty box for writing HX notes.

IMPROVEMENT

experience ○○○○⊙>>improve

- \_\_ get +1cool (max cool+2)
  - \_\_ get +1hard (max hard+2)
  - \_\_ get +1sharp (max sharp+2)
  - \_\_ get a new Mystic move
  - \_\_ get a new Mystic move
  - \_\_ choose a new option for your followers
  - \_\_ choose a new option for your followers
  - \_\_ get a holding (detail) and *wealth*
  - \_\_ get a move from another playbook
  - \_\_ get a move from another playbook
- 
- \_\_ get +1 to any stat (max stat+3)
  - \_\_ retire your character (to safety)
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance them
  - \_\_ advance the other 4 basic moves

HOLD

Empty box for writing HOLD notes.

# THE MYSTIC

In a world like this, everyone's looking for some shred of hope, something to believe in, someone greater to follow. You give it to them.

## CREATING A MYSTIC

To create your Mystic, choose name, look, stats, moves, gear, followers, and Hx.

### STATS

Choose one set:

- Cool=0 Hard+1 Hot-1 Sharp+1 Weird+2
- Cool+1 Hard-1 Hot+1 Sharp=0 Weird+2
- Cool-1 Hard+1 Hot=0 Sharp+1 Weird+2
- Cool+1 Hard=0 Hot+1 Sharp-1 Weird+2

### MOVES

You get all the basic moves. You get *fortunes*, and then choose 2 more Mystic moves.

### GEAR

In addition to your followers, detail your fashion according to your look. You have oddments worth 2-barter, but no gear to speak of.

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Any of them who are your followers, tell their players Hx+2.
- Tell everyone else Hx=0.

On the others' turns:

- Choose the character whose soul you've seen. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## MYSTIC MOVES

- **Fortunes:** *fortune, surplus and want all depend on your followers.* At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7–9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that’s your personal share.
- **Frenzy:** When you speak the truth to a mob, roll+weird. On a 10+, hold 3. On a 7–9, hold 1. Spend your hold 1 for 1 to make the mob:
  - bring people forward and deliver them.
  - bring forward all their precious things.
  - unite and fight for you as a gang (2-harm 0-armor size appropriate).
  - fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.
  - go quietly back to their lives.On a miss, the mob turns on you.
- **Charismatic:** when you try to manipulate someone, roll+weird instead of roll+hot.
- **Fucking wacknut:** you get +1weird (weird+3).
- **Seeing souls:** when you help or interfere with someone, roll+weird instead of roll+Hx.
- **Divine protection:** your gods give you 1-armor. If you wear armor, use that instead, they don’t add.

## OTHER MOVES:

## BARTER

If you’re charging someone weathly for your services, 1-barter is the going rate for: *one circumstance foretold, revealed and come true; a month’s employment as auger and advisor; or a month’s employment as ceremonist.*

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a blademaster or gunner; a year’s tribute to a noble; a month’s maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone’s presence.

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## FOLLOWERS

By default you have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population (fortune+1 surplus: 1-barter want: desertion).

Characterize them:

- your cult
- your scene
- your family
- your staff
- your students
- your court

If you travel, decide whether they ○ travel with you or ○ congregate in their own communities.

Choose 2:

- Your followers are dedicated to you. Surplus: +1barter, and replace want: desertion with want: hunger.
- Your followers are involved in successful commerce. +1fortune.
- Your followers, when engaged in ritual practice, form a strong connection to a powerful force, such as the Burning Waters or the Sea of Corruption. Surplus: +augury.
- Your followers are joyous and celebratory. Surplus: +party.
- Your followers are rigorous and argumentative. Surplus: +insight.
- Your followers are hard-working, no-nonsense. Surplus: +1barter.
- Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth.

Choose 2:

- You have few followers, 10 or fewer. Surplus: –1barter.
- Your followers aren’t really yours, more like you’re theirs. Want: judgment instead of want: desertion.
- Your followers rely entirely on you for their lives and needs. Want: +desperation.
- Your followers are drug-fixated. Surplus: +stupor.
- Your followers disdain fashion, luxury and convention. Want: +disease.
- Your followers disdain law, peace, reason and society. Surplus: +violence.
- Your followers are decadent and perverse. Want: +savagery.

## YOUR FOLLOWERS:

FORTUNE:

SURPLUS:

BARTER:

WANT:

## OTHER GEAR:

NAME -

LOOK

Empty box for character look.

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

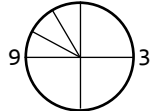
open your brain

highlight

HARM

countdown

12



6

stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

Empty box for HX stat.

IMPROVEMENT

experience ○○○○⊙>>improve

- \_\_ get +1cool (max cool+2)
- \_\_ get +1hard (max hard+2)
- \_\_ get +1sharp (max sharp+2)
- \_\_ get a new Savvyhead move
- \_\_ get a new Savvyhead move
- \_\_ get 2 gigs (detail) and moonlighting
- \_\_ get a gang (detail) and leadership
- \_\_ add life support to your workspace, and now you can work on people there too
- \_\_ get a move from another playbook
- \_\_ get a move from another playbook

- \_\_ get +1 to any stat (max stat+3)
- \_\_ retire your character (to safety)
- \_\_ create a second character to play
- \_\_ change your character to a new type
- \_\_ choose 3 basic moves and advance them
- \_\_ advance the other 4 basic moves

HOLD

Empty box for HOLD stat.

# THE SAVVYHEAD

Everything breaks. Artifacts from the Golden Age, the new machines that've been cobbled together. When it does, they come to you.

## CREATING A SAVVYHEAD

To create your Savvyhead, choose name, look, stats, moves, workspace, projects, and Hx.

### STATS

Choose one set:

- Cool-1 Hard=0 Hot+1 Sharp+1 Weird+2
- Cool=0 Hard-1 Hot-1 Sharp+2 Weird+2
- Cool+1 Hard-1 Hot=0 Sharp+1 Weird+2
- Cool+1 Hard+1 Hot-1 Sharp=0 Weird+2

### MOVES

You get all the basic moves. Choose 2 Savvyhead moves.

### GEAR

In addition to your workspace, detail your personal fashion. You have oddments worth 3-barter, and any personal piece or three of normal gear or weaponry.

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Choose the character you find most strange. Tell that player Hx+1.
- Tell everyone else Hx-1. You're kind of strange yourself.

On the others' turns:

- Choose the character you figure for the biggest potential problem. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You've got other stuff to do and other stuff to learn.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## SAVVYHEAD MOVES

- **Things speak:** whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:
  - who handled this last before me?
  - who made this?
  - what strong emotions have been most recently nearby this?
  - what words have been said most recently nearby this?
  - what has been done most recently with this, or to this?
  - what’s wrong with this, and how might I fix it?

Treat a miss as though you’ve opened your brain some convenient powerful force and missed the roll.

- **Bonefeel:** at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.
- **Oftener right:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.
- **Reality’s fraying edge:** some component of your workspace, or some arrangement of components, is uniquely receptive to a powerful force, such as the Sea of Corruption or the Molten Earth (+augury). Choose and name it, or else leave it for the MC to reveal during play.
- **Spooky intense:** when you do something under fire, roll+weird instead of roll+cool.
- **Deep insights:** you get +1weird (weird+3).

## OTHER MOVES:

## BARTER

If you’re charging someone weathly for your services, 1-barter is the going rate for: *one piece of hi-tech gear repaired; a week’s maintenance of finicky and delicate tech; a month’s employment as technician on call; or one solid, reliable, and true answer.*

1-barter will cover a month’s living expenses, if your tastes aren’t too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week’s hire of the protective companionship of a blademaster or gunner; a year’s tribute to a noble; a month’s maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone’s presence.

For better stuff, you should expect to make particular arrangements. You can’t just wander around the commons of some village with oddments ajangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## WORKSPACE

Choose which of the following your workspace includes. Choose 3: a garage, a darkroom, a controlled growing environment, skilled labor (Cholm, Shedo, Hammer, e.g.), a junkyard of raw materials, a truck or van, weird-ass electronica, machining tools, transmitters & receivers, a proving range, a relic of the golden age past, booby traps.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of some shit, decide what and tell the MC. The MC will tell you “sure, no problem, but...” and then 1 to 4 of the following:

- it’s going to take hours/days/weeks/months of work;
- first you’ll have to get/build/fix/figure out \_\_\_;
- you’re going to need \_\_\_ to help you with it;
- it’s going to cost you a fuckton of jingle;
- the best you’ll be able to do is a crap version, weak and unreliable;
- it’s going to mean exposing yourself (plus colleagues) to serious danger;
- you’re going to have to add \_\_\_ to your workplace first;
- it’s going to take several/dozens/hundreds of tries;
- you’re going to have to take \_\_\_ apart to do it.

The MC might connect them all with “and,” or might throw in a merciful “or.”

Once you’ve accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

## GEAR & BARTER:



NAME -

LOOK

Empty box for character name and look.

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

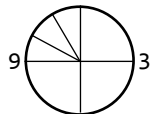
open your brain

highlight

HARM

countdown

12



stabilized

- shattered (-1cool)
crippled (-1hard)
disfigured (-1hot)
broken (-1sharp)

HX

help or interfere; session end

IMPROVEMENT

experience circles and improve

- get +1cool (max cool+2)
get +1sharp (max sharp+2)
get +1weird (max weird+2)
get a new Gunner move
get a new Gunner move
get 2 gigs (detail) and moonlighting
get a holding (detail) and wealth
get a gang (detail) and pack alpha
get a move from another playbook
get a move from another playbook
get +1 to any stat (max stat+3)
retire your character (to safety)
create a second character to play
change your character to a new type
choose 3 basic moves and advance them
advance the other 4 basic moves

HOLD

Empty box for character hold.

THE GUNNER

There's not a lot to go around. But you've got plenty of bullets, and those tend to work well for getting it.

CREATING A GUNNER

To create your Gunner, choose name, look, stats, moves, gear, and Hx.

STATS

Choose one set:

- Cool+1 Hard+2 Hot-1 Sharp+1 Weird=0
Cool-1 Hard+2 Hot-2 Sharp+1 Weird+2
Cool+1 Hard+2 Hot-2 Sharp+2 Weird-1
Cool+2 Hard+2 Hot-2 Sharp=0 Weird=0

MOVES

You get all the basic moves. Choose 3 Gunner moves.

GEAR

You get:

- 1 fuck-off big gun
2 serious guns
1 backup weapon
armor worth 2-armor (you detail)
oddments worth 1-barter

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, choose 1, 2 or all 3:

- One of them has fought shoulder to shoulder with you. Tell that player Hx+2.
One of them once left you bleeding and did nothing for you. Tell that player Hx-2.
Choose which one of them you think is prettiest. Tell that player Hx+2.

Tell everyone else Hx=0. On the others' turns:

- Choose which character you think is smartest. Whatever number that player tells you, add 1 to it and write it next to the character's name.
Everyone else, whatever number they tell you, write it next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## GUNNER MOVES

- **Battle-hardened:** when you act under fire, roll+hard instead of roll+cool.
- **Fuck this shit:** name your escape route and roll+hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- **Battlefield instincts:** when you open your brain, roll+hard instead of roll+weird, but only in battle.
- **Heart of ceramic:** you get +1hard (hard+3).
- **Prepared for the inevitable:** you have a well-stocked and high-quality first aid kit. It counts as an angel kit (cf) with a capacity of 2-stock. It fits in a bulky backpack.
- **Bloodcrazed:** whenever you inflict harm, inflict +1harm.
- **NOT TO BE FUCKED WITH:** in battle, you count as a gang (3-harm gang small), with armor according to the circumstances.
- **Shooting ace:** when firing from a ship, whether using its guns or your own, add its power to your roll when seizing something by force or going aggro.

## OTHER MOVES:

## WEAPONS

Fuck-off big guns (choose 1):

- silenced sniper rifle (3-harm far hi-tech)
- machine gun (3-harm close / far area messy)
- assault rifle (3-harm close loud autofire)
- grenade launcher (4-harm close area messy)

Serious guns (choose 2):

- hunting rifle (2-harm far loud)
- shotgun (3-harm close messy)
- submachine gun (2-harm close area loud)
- magnum (3-harm close reload loud)
- grenade tube (4-harm close area reload messy)
- armor-piercing ammo (ap): Add ap to all your guns.
- silencer (hi-tech): Remove loud from any of your guns.

Backup weapons (choose 1):

- semiautomatic (2-harm close loud)
- steel dagger (2-harm hand)
- machete (3-harm hand messy)
- many knives (2-harm hand infinite)
- grenades (4-harm hand area reload messy)

## GEAR & BARTER:

## BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one act of murder, extortion, or other violence; one week's employment as bodyguard or gang leader; or one month's employment as thug-on-hand.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments a-jangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

NAME -

LOOK

Empty box for character look description.

STATS MOVES

COOL

do something under fire

highlight

HARD

go aggro; seize by force

highlight

HOT

seduce or manipulate

highlight

SHARP

read a sitch; read a person

highlight

WEIRD

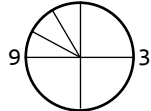
open your brain

highlight

HARM

countdown

12



stabilized

- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

HX

help or interfere; session end

Empty box for HX description.

IMPROVEMENT

experience ○○○○⊕>>improve

- \_\_ get +1hard (max hard+2)
  - \_\_ get +1hot (max hot+2)
  - \_\_ get +1sharp (max sharp+2)
  - \_\_ get +1weird (max weird+2)
  - \_\_ get a new Blademaster move
  - \_\_ get a new Blademaster move
  - \_\_ get 2 gigs (detail) and moonlighting
  - \_\_ get a gang (detail) and leadership
  - \_\_ get a move from another playbook
  - \_\_ get a move from another playbook
- 
- \_\_ get +1 to any stat (max stat+3)
  - \_\_ retire your character (to safety)
  - \_\_ create a second character to play
  - \_\_ change your character to a new type
  - \_\_ choose 3 basic moves and advance them
  - \_\_ advance the other 4 basic moves

HOLD

Empty box for HOLD description.

# THE BLADEMASTER

Dangerous as hell, and everyone knows it.

## CREATING A BLADEMASTER

To create your Blademaster, choose name, look, stats, moves, gear, and Hx.

### STATS

Choose one set:

- Cool+3 Hard-1 Hot+1 Sharp+1 Weird=0
- Cool+3 Hard-1 Hot+2 Sharp=0 Weird-1
- Cool+3 Hard-2 Hot+1 Sharp+1 Weird+1
- Cool+3 Hard=0 Hot+1 Sharp+1 Weird-1

### MOVES

You get all the basic moves. Choose 2 Blademaster moves.

### GEAR

You get:

- a legendary blade
- any ordinary weapon as a backup
- oddments worth 2-barter
- fashion suitable to your look, including at your option fashion worth 1-armor or armor worth 2-armor (you detail)

### HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn:

- Tell everyone Hx+1. You put yourself out in the public view.

On the others' turns:

- Choose the character you trust the least. Whatever number that player tells you, ignore it; write Hx+3 next to the character's name instead.
- Everyone else, write whatever number they tell you next to their character's name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase. Each time you improve, choose one of the options. Check it off; you can't choose it again.

## BLADEMASTER MOVES

- **Force of personality:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- **Ice cold:** when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.
- **Merciless:** when you inflict harm, inflict +1harm.
- **Visions of death:** when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -2 throughout the battle.
- **Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- **Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're wearing armor, use it instead.

## OTHER MOVES:

## BARTER

If you're charging someone wealthy for your services, 1-barter is the going rate for: *one hired killing* or *one week's employment as bodyguard*.

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: any weapon, gear or fashion not valuable or hi-tech; a night in high luxury & company; the material costs of resuscitation by a medic; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a blademaster or gunner; a year's tribute to a noble; a month's maintenance and repairs for a ship or a glider; bribes, fees and gifts sufficient to get you into almost anyone's presence.

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some village with oddments a-jangle and expect to find hi-tech or luxe eternal. Even in the big cities, the good stuff is generally not on the common market.

## LEGENDARY BLADES

Base (choose 1):

- longsword (3-harm hand)
- razor chain (2-harm hand area)
- throwing knives (2-harm close)
- glaive (2-harm hand area)

Options (choose 2):

- ornate (+valuable)
- antique (+valuable)
- jagged (+1harm)
- spiked (+1harm)
- ceramic (+1harm, valuable)
- electrified (S-harm optional, hi-tech)
- Ohmu shell (+1harm, ap, valuable) [counts as 2 options]
- enormous (+2harm) [counts as 2 options]
- heavy (+2harm) [counts as 2 options]

## GEAR & BARTER: