

CUSTOM WEAPONS

CUSTOM FIREARMS

Base (choose 1):

- handgun (2-harm close reload loud)
- shotgun (3-harm close reload messy)
- rifle (2-harm far reload loud)

Options (choose 2):

- ornate (+valuable)
- limited release (+valuable)
- semiautomatic (-reload)
- 3-round burst (close/far)
- automatic (+area)
- silenced (-loud)
- gauss (+1harm)
- ap ammo (+ap)
- HUD scope (+far, or +1harm at far)
- military grade (+1harm)

CUSTOM HAND WEAPONS

Base (choose 1):

- staff (1-harm hand area)
- haft (1-harm hand)
- handle (1-harm hand)
- whip (1-harm hand area)

Options (choose 2):

- ornate (+valuable)
 - antique (+valuable)
 - electrified (+S-harm)
 - head (+1harm)
 - spikes (+1harm)
 - blade (+1harm)
 - ceramic composite (+1harm)
 - monomolecular edge (+1harm)
 - double blades* (+2harm)
 - hidden (+infinite)
- *counts as 2 options

CUSTOM WEAPONS

BUDGET

If you're charging someone for your services, 1-budget is the going rate for one murder executed or one week's employment as a bodyguard.

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

As a one time expenditure, 1-budget covers the price of : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an angel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

THE RONIN

This Aeon war is all about reclaiming what makes us human, and violence is a big part of our nature. In our global culture, killing is not just for hunt, or self-defense, or conquest. That's what animals do.

We kill for pleasure. Will kill as an art form. Martial arts transfigure the act of punching people in the face into a display of beauty and grace. The Bushido and the knight's oath turn violence into philosophy. Our whole codes and rules and mores and laws derive from violence and how to control it.

Violence is your way of life. If you leave violence to the inhuman beasts from the other side, then the Aeon war is already lost.



ADDITIONAL RULES

HARM

When a character gets hurt, the player marks segments in her harm countdown clock. Mark one full segment for each 1-harm, starting with the segment 12:00 to 3:00.

Typically, when a character takes harm, it's equal to the harm rating of the weapon, attack, or mishap, minus the armor rating of the character's armor. This is called harm as established.

PERIPHERAL HARM&SHOCK MOVES

When **you suffer harm or shock**, roll+harm or +shock suffered (after armor or stability if applicable). On a 10+, the Keeper can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- It's worse than it seemed. Take an additional 1-harm or 1-shock.
- Choose 2 from the 7-9 list below.

On a 7-9, the Keeper can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the Keeper can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm or shock you're suffering, so you take -1harm or -1shock.

When **you inflict harm or shock** on another player's character, the other character gets +1Hx with you (on their sheet) for every segment of harm or shock you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When **you heal another player's character's harm or shock**, you get +1Hx with them (on your sheet) for every segment of harm or shock you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.



THE RONIN

CREATING A RONIN

To create a ronin, choose name, look, stats, moves, custom weapons and gear.

NAME

Choose.

STATS

Choose one set:

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

MOVES

You get all the basic moves. You get two ronin moves.

Hx

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

List the other characters' name.

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 stat is most interesting, and highlight it. The Keeper will have you highlight a second stat too.

LOOK

Human, Nazzadi, Xenomix or White.

Man, woman, ambiguous, or trans-gressing.

Formal wear, display wear, luxe wear, casual wear, or showy armor.

Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.

Calculating eyes, merciless eyes, frosty eyes, arresting eyes, or indifferent eyes.

Sweet body, slim body, gorgeous body, muscular body, or angular body.

GEAR

- 2 custom weapons
- savings worth 2-budget
- fashion suitable to your look, including at your option fashion worth 1-armor or armor worth 2-armor (you detail)

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. 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.

NAME

DESCRIPTION

COOL

HIGHLIGHT

Act under fire

HARD

HIGHLIGHT

Take by force • Go aggro

HOT

HIGHLIGHT

Seduce or manipulate

SHARP

HIGHLIGHT

Read sitch • Read person

OTHER

HIGHLIGHT

Open to the other side

Hx

Help or interfere • Session end

RONIN SPECIAL

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

IMPROVEMENT

Experience: IMPROVE

- get +1hard (max +2)
- get +1hot (max +2)
- get +1sharp (max +2)
- get +1other (max +2)
- get a new ronin move
- get a new ronin move
- get 2 jobs (detail) and **operation**
- get a unit (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 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



BROKEN -1sharp
DISFIGURED -1hot
SHATTERED -1cool
CRIPPLED -1hard



OBSESSED -1sharp
DELUDED -1hot
TERRIFIED -1cool
DETACHED -1hard

RONIN MOVES

PREDATOR STARE: 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.

VISION OF DEATH: when you go into battle, roll+other. 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 Keeper will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

PERFECT INSTINCT: when you've read a charged situation and you're acting on the Keeper's answers, take +2 instead of +1 and get +1stability.

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.

GEAR

BUDGET

HOLD

OTHER MOVES