

TAGER SYMBIONT

The rite of the sacred union from the tablets of Ta'ge bonded you with a symbiont from the other side, which grant you the ability to shapeshift into a bulky humanoid alien form fitted for battle. By default your symbiont :

- gives you 2-armor in tager form
- gives you +1stability in any form
- deals 2-shock when you reveal your tager form
- has four implanted weapons
- has its own harm countdown. When you switch to your tager form, any harm you suffer advance the tager's harm countdown, not your own. It heals naturally, and a healer can take care of it.

Limit weapon (choose 1):

- poisonous needles launcher (4-harm far reload)
- mystic blast (3-harm close/far area messy)
- berzerk rage (3-harm hand messy area refill)
- tentacle sheathe (4-harm close area messy)

Arcane weapons (choose 2):

- shoulder pods (2-harm far loud)
- needle pods (3-harm close messy)
- photon beam (2-harm close area loud)
- arcane blast (3-harm close reload loud)
- eldritch bomb (4-harm close area reload messy)
- phasing (ap) Add ap to all non-messy natural attacks
- ghost field (a-tech) Remove loud from any of your attacks

Natural weapons (choose 1):

- howl (S-harm close loud)
- claws, fangs, talons (2-harm hand)
- bone blades (3-harm hand messy)
- thorns (2-harm hand/close infinite)
- tentacle whip (3-harm hand area)

Then choose 1 weakness:

- your tager is developing agency: +unruly
- your tager indulges its violent impulse: +savage
- the Children of Chaos are onto you: vulnerable: +reprisal
- your tager sometimes takes you over: everytime you miss a roll in Tager form, the Keeper can hold 1. The Keeper can spend this hold, 1 for 1, to make you roll +cool. On a 10+ nothing, you're fine. On a 7-9 the Keeper tells you what to do: if you do it, mark experience; if you don't, you're acting under fire from eldritch visions. On a miss, you come to, some time later, having done whatever your Tager wants you to have done.

BUDGET

You're on the run, you've got to make your own deals to gain money and shelter. 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, bodygard 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 engel, 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.

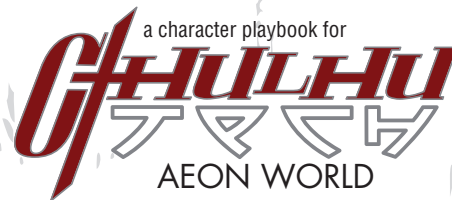
THE TAGER

You used to work with the Chrysalis corporation. You were among the part of Team 99 that found, decyphered and stole the Ta'Ge fragments. These texts older than humanity itself contained a powerful ritual: the Rite of the Sacred Union, a mean to become a force the other side had to reckon with.

Of course, it means losing what makes you human even for a few hours. It means becoming an eldritch abomination yourself. It means that while you fight to protect humanity, you're no longer a part of it. You just look like the part.

As far as you know, you're the last one. The defectors called themselves the Eldritch society and protected the Ta'ge fragment. They were hunted down by the Dhohnanoids and the fragments went missing. Now they are after you. They want the fragments. You must retrieve them, rebuild the society and recruit new fresh souls to join you in the Sacred Union.

You're a crusader. Don't forget you're gonna die, and remember your goals.



ADDITIONAL RULES

HARM & SHOCK

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 TAGER

CREATING A TAGER

To create a tager, choose name, look, stats, moves, [stuff] and gear.

NAME

Choose.

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 2 Tager 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, 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 stat is most interesting, and highlight it. The Keeper will have you highlight a second stat too.

LOOK

Human, Nazzadi or Xenomix.

Man, woman, ambiguous, transgressing, or concealed.

Scrounged wear, casual wear, unremarkable wear, dark wear, concealing wear.

Insectoid tager form, squamous tager form, non-euclidian tager form, ychthoidian tager form, octopodiform tager form, thorn-covered tager form, biomechanical tager form.

Scarred face, blunt face, bony face, dull face, worn face, or blasted face.

Mad eyes, raging eyes, wise eyes, sad eyes, little piggy eyes, or cunning eyes.

Hard body, stocky body, stringy body, battered body, overbuilt body, compact body, or huge body.

GEAR

You get a Tager symbiont (see below) and savings worth 1-budget.

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



Hx

TAGER SPECIAL

If you and another character have sex, you take +1 forward. At your option, they take +1 forward too.



IMPROVEMENT

Experience: **IMPROVE**

- get +1cool (max cool+2)
- get +1sharp (max sharp+2)
- get +1other (max other+2)
- get a new tager move
- get a new tager move
- get 2 jobs (detail) and **operation**
- get a circle (detail) and **contacts**
- get a tager unit (detail) and **authority**
- get a move from another playbook
- get a move from another playbook

TAGER MOVES

RITUAL OF SACRED UNION: you can perform the ritual by yourself and grand a tager symbiont to another character. When both you and your subject have five experience hexes marked, erase all of them but don't take any improvement. Instead, the subject can now create their own tager symbiont, see below. You can talk directly to the mind of other Tagers and vice versa.

FLYING WHISPER: when you're in tager form, you can fly. Name your way in or out and roll +sharp. On a 10+ no problem, you're in or out just like you said. On a 7-9 you can get in or leave, but it costs you: either leave something behind or take something with you. On a 6- you're caught on the act, half in and half out.

SHADOW CAMOUFLAGE: when you're in tager form, you can blend in the background, chameleon style. When you're closing to anything that can notice you, Roll +cool. On 10+ they don't notice you, no problem. On a 7-9, they notice something. Either you get the hell out of here, hide properly or you reveal yourself. On a miss they corner you in a spot, unable to leave or hide.

REGENERATIVE FLUID BIO-INJECTOR: your tager can heal itself and others, including you, by pumping them up with a viscous, yellowish humour. Roll +other. On 10+, the patient heals 2-harm. On 7-9 the patient heals 1-harm but suffers 1-shock. On 6- the patient suffers shock as established by your tager form and heals nothing.

NIGHTMARISHLY BIG: in tager form, you count as a small unit. +1shock.

MAN ON A MISSION: you get +1hard (hard+3).

BATTLE-HARDENED: when you act under fire, roll +hard instead of +cool.

BUDGET&GEAR

OTHER MOVES

TAGER FORM

WEAPONS

Weakness

Weapons

HARM

SHOCK

ARMOR