

# hello, world//breaker

## BREAKER ABILITIES

- **Overflow Protection:** You may spend **1 memory** to **resist** damage or another consequence from physical attacks, or to **push yourself** for a feat of endurance.
- **Bodyguard:** When you **protect** a teammate, take **+1d** to your **resistance** roll. Whenever you take Level 2 or higher **Harm**, you may clear **1 additional stress**.
- **Distortion Field:** You can sheathe your avatar in a powerful energy field. While doing so, you gain **potency** in combat against Administrators. You may grapple with manifestations of the Glitch in order to halt or direct its progress.
- **Intimidator:** Your cruelty overrides the natural pain tolerance of World. When you threaten violence against a User or Process, you may **Buffer** them in order to force them to reveal information, focus on you, or flee from you. When you **gather info** through threats or coercion, you get **+1 effect**.
- **Reactive Defense:** While you already have Level 2 or higher Harm, take **-1** to all incoming **Damage** (minimum of 1).
- **Restoration Protocol:** During **refresh** in Downtime, you or an ally you choose may clear their lowest level of **Harm** for free (after clearing Level 1 Harm as normal).
- **Soul Edge:** One of your weapons is alive. Name it and choose two of the following traits for it: *glitched / irrational / melancholy / noisy / sadistic / treacherous*. You gain an additional **xp trigger**: *You experienced complications due to your living weapon's traits*. If the entire crew was impacted by those complications, also mark **crew xp**.
- **Stack Smasher:** When you **push yourself**, you may choose one of the following additional benefits: *shatter bonds or barriers - unleash a close-range blast at Scale*.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## BREAKER ITEMS

- Attuned Nodecutter
- Energized Arc Wheel
- Killer Jacket
- Lightbarrier [+armor]
- Overflow Shells ○○
- Shock Weaponry

Purchase +2 Item boxes with Playbook advance.

## FUNCTION

### COMPUTATION

- find( ● ● ● ○ )
- ping( ● ● ● ○ )
- restore( ● ● ● ○ )

### RESOLUTION

- mask( ● ● ● ○ )
- echo( ● ● ● ○ )
- get( ● ● ● ○ )

### STABILITY

- buffer( ● ● ● ○ )
- crash( ● ● ● ○ )
- goto( ● ● ● ○ )

◆ Every time you roll a Desperate function, mark 1 xp in that function's attribute (ie. 'Stability').  
When you fill one of your attribute xp tracks, you may add a dot in one of the three associated Functions, then clear the track.

## EXPERIENCE

### PLAYBOOK

At the end of each session, mark 1 xp if an item below applies (in your playbook or an attribute), or 2 xp if that item occurred multiple times. You may place end of session XP in the Playbook track, or in an attribute track as you wish.

- ◆ You addressed a challenge with force or protection.
  - ◆ You expressed your beliefs, recall, heritage, or history.
  - ◆ You struggled with issues relating to your rivals or drifts.
- When you fill your Playbook experience track, you may do one of the following, then clear the track:
- Gain a new Special Ability.
  - Gain another Memory slot (up to 6 total).
  - Gain another Stress box (up to 10 total).
  - Fill in 2 more boxes of Playbook Items.
  - Take a Function dot in any attribute (max of 3 unless your crew has Mastery).

## NAME

## HERITAGE

*Jovian - Lunar - Sidereal - Panoptic*

## LOOK

## HISTORY

## RECALL

*Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird*

## ARMOR

## DRIFT

disconnected - glitched - infected - lagging  
overclocked - sentimental - timeslip - volatile

## STRESS

Purchase +1 stress box with Playbook advance, up to 2x.

## HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

## MEMORY

Purchase +1 MEM with Playbook advance, up to 2x.

- ## GEAR
- ◆ A Memknife or Powerglove
  - ◆ An Arc Wheel
  - ◆ A Spark Mag
  - ◆ A Heavy Weapon
  - ◆ A Shieldbelt [+armor]
  - ◆ A Monocycle or Glider
  - ◆ Documents
  - ◆ Boost Gear
  - ◆ Echo Gear
  - ◆ Archival Tools
  - ◆ Intrusion Tools
  - ◆ A Flarebulb
  - ◆ A Vox Crystal
  - ◆ A User Crest

- ## FRIENDS/RIVALS
- △▽ **Blue**, a prize fighter
  - △▽ **Emm**, a rogue Process
  - △▽ **F311x**, a viral cat merchant
  - △▽ **Reynauld**, a beggar knight
  - △▽ **Zed**, a glitch-scarred hunter
- ## GATHER INFO
- ◆ What can I break here?
  - ◆ Who's most afraid of me?
  - ◆ Who's most dangerous here?
  - ◆ What do they intend to do?
  - ◆ How can I get them to [X]?

## COIN

# hello, world//capacitor

## CAPACITOR ABILITIES

- Overcharge:** When you **push yourself**, you may choose one of the following additional benefits: *You are wreathed in destructive energies and cannot be safely approached - An item you wield or touch unleashes it's true power.*
- Amplify:** You are an expert at remotely boosting your allies. Twice per score, **Assist** an ally without spending Stress or risking yourself due to consequences.
- Conduit:** Your avatar is able to conduct massive amounts of computational energy. You may trigger an **Authority Function** by channeling energy directly through yourself: do not spend the normal cost directed by your Crew sheet, however you *must* choose to either **Derez** or take a **Drift** (get the normal Magnitude bonus).
- Danger Zone:** When you *Crash* a nearby area to damage infrastructure or make it hazardous to occupy, you may choose to gain either **potency** or **increased scale**.
- Ignite:** Whenever you **do not resist** damage, gain **greater effect** on your next function. As you take Level 4 Harm or Derez, you may act without penalties once.
- Parakinetics:** You may spend **1 memory** to **resist** damage or another consequence from hazardous terrain, or to **push yourself** for a feat of mayhem.
- The Board:** You owe allegiance to a mysterious cabal. They transmit their paralogical desires to you via dream-like liminal messages: add *Commune* to your **Recalls**. You gain an additional **XP trigger**: "You advanced an agenda that was revealed to you while *Communing*." Take **+1d** to Resistance rolls with **Resolution**.
- Twisting:** You can selectively alter or degrade local environmental factors (gravity, lighting, magnetics, etc.). Take **+1d** when performing **Setup** functions that manipulate terrain or environmental conditions to benefit you.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

Volt Imp



Weak | Disrupted | Derez

## CPCTR ITEMS

- Corroder Shells ○○
- Enviro Seals [+armor]
- Glyph Cube
- Sparkblaster Custom
- Utility Spheres ○○
- Volt Imp

Purchase +2 Item boxes with Playbook advance.

## FUNCTION

**COMPUTATION**

find( ● ● ● ○ )

ping( ● ● ● ○ )

restore( ● ● ● ○ )

**RESOLUTION**

mask( ● ● ● ○ )

echo( ● ● ● ○ )

get( ● ● ● ○ )

**STABILITY**

buffer( ● ● ● ○ )

crash( ● ● ● ○ )

goto( ● ● ● ○ )

◆ Every time you roll a Desperate function, mark 1 xp in that function's attribute (ie. 'Stability').

When you fill one of your attribute xp tracks, you may add a dot in one of the three associated Functions, then clear the track.

## EXPERIENCE

**PLAYBOOK**

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- Gain another Memory slot (up to 6 total).
- Gain another Stress box (up to 10 total).
- Fill in 2 more boxes of Playbook Items.
- Take a Function dot in any attribute (max of 3 unless your crew has Mastery).

## NAME

## HERITAGE

Jovian - Lunar - Sidereal - Panoptic

## LOOK

## HISTORY

## RECALL

Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

## ARMOR



## DRIFT



disconnected - glitched - infected - lagging  
overclocked - sentimental - timeslip - volatile

## STRESS

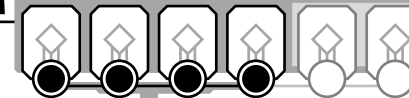


Purchase +1 stress box with Playbook advance, up to 2x.

## HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

## MEMORY



Purchase +1 MEM with Playbook advance, up to 2x.

## GEAR

- ◆ A Memknife or Powerglove
- ◆ An Arc Wheel
- ◆ A Spark Mag
- ◆ A Heavy Weapon
- ◆ A Shieldbelt [+armor]
- ◆ A Monocycle or Glider
- ◆ Documents
- ◆ Boost Gear
- ◆ Echo Gear
- ◆ Archival Tools
- ◆ Intrusion Tools
- ◆ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

## FRIENDS/RIVALS

- ▲▽ Beryl, a rogue Architect
- ▲▽ Jarl Eruk, a mighty daemon
- ▲▽ n0x, a caustic viral cat
- ▲▽ The Board, alien observers
- ▲▽ Varik, a Static Cultist

## GATHER INFO

- ◆ What are they trying to create?
- ◆ What 'reality' do they trust?
- ◆ What could cause the most chaos?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

## COIN



# hello, world//filcher

## FILCHER ABILITIES

- Ghosting:** You may spend **1 memory** to **resist** damage or another consequence from detection or security measures, or to **push yourself** for a feat of stealth.
- Legwork:** When you **gather info** through clandestine observation, gain **+1 effect level**. Your **flashbacks** involving prior preparation of a target area cost 1 less stress (to a minimum of 0).
- Lost Cycles:** Whenever you socially interact with a User or Process, you may spend **1 stress** to ensure that they subsequently lose all memory of the encounter.
- Mindcrime:** Your fingers are so light they can lift things that cannot be stolen. After you steal a **sliver of Order** from an Admin, you may spend it to use one of the crew's **Authority** functions. Gain **potency** against the security measures of **Helios**.
- Noclip:** Spend **1 stress** to briefly dart through obstacles. You may spend additional stress 1-for-1 to add additional features: *It lasts for cycles rather than a few ticks / You cannot be directly observed while phasing / You can also see through barriers.*
- Null Actor:** When you strike from hiding, take **+1d**. Whenever you derez a User, no matter the method, it is always logged as "accidental injury" (take **no additional Heat** in Payoff if you were the only one to cause a derez).
- Shadow Dance:** When you **push yourself**, you may choose one of the following additional benefits: *perform a legendary feat of acrobatics - maneuver to confuse your enemies so they attack each other.*
- Steady Handed:** Whenever you **roll a 6** on a **controlled function**, you may **clear 1 stress** (if you had **pushed yourself** on the roll, instead clear 2 stress).
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## FILCHER ITEMS

- Boosted Grappling Gear
- Chameleonsuit
- Encrypted Memory Knife
- Holo Bomb [+armor]
- Peeper Shells ○○
- Infiltrator Goggles

Purchase +2 Item boxes with Playbook advance.

## FUNCTION

### COMPUTATION

- find( ● ● ● ○ )
- ping( ● ● ● ○ )
- restore( ● ● ● ○ )

### RESOLUTION

- mask( ● ● ● ○ )
- echo( ● ● ● ○ )
- get( ● ● ● ○ )

### STABILITY

- buffer( ● ● ● ○ )
- crash( ● ● ● ○ )
- goto( ● ● ● ○ )

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  - ◆ Boost Gear
  - ◆ Echo Gear
  - ◆ Archival Tools
  - ◆ Intrusion Tools
  - ◆ A Flarebulb
  - ◆ A Vox Crystal
  - ◆ A User Crest

## FRIENDS/RIVALS

- ▲▽ **Getr**, an art thief
- ▲▽ **Sarif**, an investigator Mod
- ▲▽ **k1t**, a viral cat info broker
- ▲▽ **Jayel**, a lockpad smith
- ▲▽ **Penel**, an aristocrat

## GATHER INFO

- ◆ Where can I hide here?
- ◆ What's the best way in?
- ◆ What do I need to watch out for?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

## COIN

# hello, world//roller

## ROLLER ABILITIES

- Daredevil:** When you attempt a *desperate* function, you get **+1d** to your roll.
- Always Be Rolling:** The folks you ride with cannot be pinned down by authorities. When you **reduce heat** or **acquire asset** in downtime, take **+1 effect level** and you get to hear a rumor, which is either: *potentially bad for someone you dislike* -or- *potentially good for someone you like*.
- Courier License:** Movement of goods or people across server or district boundaries draws no suspicion for you, except in extraordinary circumstances. When you are present for the execution of a **Transport** plan, take **+1d** to the **engagement** roll.
- Dynamic Entry:** You may **take 2 stress** at any time to do one of the following: *Crash into an ongoing scene, ignoring all barriers / Name an exit and get out of here, right the hell now.*
- Prime Mover:** Due to the energy you bring to the crew, during downtime you may give yourself or another crew member **+1 downtime activity**.
- Roll With The Blow:** So long as you have room to maneuver, any **damage** you would take as a **consequence** starts out 1 level lower than normal (minimum of 1).
- Shot Caller:** When you lead a **group function**, you can suffer only **1 stress** at most regardless of the number of failed rolls.
- Thrillseeker:** When you mark *desperate* function xp, you may place it in any **xp track** that you wish. This extends to any allies who participate in a *Desperate group function* that includes you.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## ROLLER'S RIDE

- Board/Blades** (0 Passengers)
- Wheels** (3 Passengers)
- Rotors** (2 Passengers)

## RIDE FEATURES

- Armored** [+armor]
  - FX Package, Nice Paint**
  - Really, Really Fast**
  - Mag Harpoon**
  - Sarcastic Autopilot**
  - Shock Barrage** ○○
- Purchase +2 Item boxes with Playbook advance.*

## FUNCTION

**COMPUTATION**

find( ● ● ● ○ )

ping( ● ● ● ○ )

restore( ● ● ● ○ )

**RESOLUTION**

mask( ● ● ● ○ )

echo( ● ● ● ○ )

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**STABILITY**

buffer( ● ● ● ○ )

crash( ● ● ● ○ )

goto( ● ● ● ○ )

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## LOOK

## HISTORY

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*Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird*

**ARMOR** **DRIFT**

*disconnected - glitched - infected - lagging - overclocked - sentimental - timeslip - volatile*

**STRESS**

*Purchase +1 stress box with Playbook advance, up to 2x.*

**HARM**

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

**MEMORY**

*Purchase +1 MEM with Playbook advance, up to 2x.*

**GEAR**

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- ◆ A Spark Mag
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- ◆ A Monocycle or Glider
- ◆ Documents
- ◆ Boost Gear
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- ◆ Archival Tools
- ◆ Intrusion Tools
- ◆ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

## FRIENDS/RIVALS

- △▽ *b0r1s, a viral cat loan shark*
- △▽ *Chops, hell on two wheels*
- △▽ *J.T., a delinquent courier*
- △▽ *Rarity, a lux ride sculptor*
- △▽ *Takura, a street racer*

## GATHER INFO

- ◆ *What's the best route through?*
- ◆ *How might they try to stop us?*
- ◆ *What aren't they expecting?*
- ◆ *What do they intend to do?*
- ◆ *How can I get them to [X]?*

**COIN**





# hello, world//squawker

## SQUAWKER ABILITIES

- Rook's Gambit:** Take 2 stress to roll your best function rating while performing a different function. Say how you adapt your skill to this use.
- Binary Voice:** You know the secret language to converse with Administration on their own level. You are immune to the commanding hypnosis that Admins inflict on sight, and gain **potency** in verbal interactions with them.
- Don't You Remember Me?:** You get +1d against any target you have had an intimate relationship with. If they do not recall you, **spend 1 memory** to remind them just before you act.
- Gambler:** When you fail a **controlled** roll with a 1-3 result and proceed by **seizing a risky opportunity**, you may **push yourself** on that **risky** roll for free.
- I Owe Them One:** People know you and expect things from you. Choose an additional Friend from your Friends list. You gain an additional **xp trigger**: *You experienced complications due to your social debts or public persona.* If the entire crew was impacted by those complications, also mark **crew xp**.
- Premium Currency:** You have come into possession of a tiny share of "Credit". Gain +1 **memory limit**. In addition, at the end of each **downtime**, get +1 **Coin**.
- Subtle Mind:** You may **spend 1 memory** to **resist** damage or another consequence of suspicion or doubt, or to **push yourself** for a feat of deception.
- Terms of Service:** When you shake on a deal, you and your partner (User or otherwise) both bear a mark of the oath. **If one breaks the contract**, they take Level 4 Harm, "**Sanctioned**" that can not be cleared until the other party either consents to clear the sanction, or has their memory of the Sanction destroyed.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## SQUAWKER ITEMS

- Concealed Holster
- Disarming Wit [+armor]
- Dressed To Kill
- False Memory ○
- Luxury Items ○○
- Moderator Credentials

Purchase +2 Item boxes with Playbook advance.

## FUNCTION

### COMPUTATION

find( ● ● ● ○ )

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restore( ● ● ● ○ )

### RESOLUTION

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### STABILITY

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crash( ● ● ● ○ )

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## MEMORY

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## GEAR

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◆ A Spark Mag	◆ Archival Tools
◆◆ A Heavy Weapon	◆ Intrusion Tools
◆ A Shieldbelt [+armor]	◆ A Flarebulb
◆◆ A Monocycle or Glider	◆ A Vox Crystal
◆ Documents	◆ A User Crest

## FRIENDS/RIVALS

- ▲▽ 3.1.0.h.im, an Administrator
- ▲▽ Emm, a rogue process
- ▲▽ Nand, a political sophist
- ▲▽ Retko, a confidence artist
- ▲▽ y0shi, a viral cat influencer

## GATHER INFO

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What do they really care about?
- ◆ Are they being honest?
- ◆ How can I blend in around here?

## COIN

# hello, world//wielder

## WIELDER ABILITIES

- **Shadow Conductor:** When you **push yourself**, you may choose one of the following additional benefits: *Unleash a gang of phantoms to swarm or confound a foe - Summon choking darkness or grasping mist in your immediate vicinity.*
- **Compel:** You can *Echo* to call forth nearby daemons and force them to obey a command that you give. Any daemon (including your Hunting Pet) has one box of **armor** while it is acting under your command.
- **Dream Hunter:** Your pet hunting Daemon is imbued with illusory properties. It has **potency** when tracking or fighting Process and Users, and gains an arcane ability: *shadow-meld, mind-link, or glitch-step*. Take this ability again to choose an additional ability for your pet.
- **Empty Mind:** At the start of a score you may seal any number of your **memory slots** (they cannot be used). Take **1 token** per **sealed memory**. Spend **1 token** to **resist** a consequence with luck or intuition, or to reduce incoming **Damage** by 1. Discard unused tokens and unseal your memory slots at the end of the score.
- **Outsider:** When you *Restore* to deconstruct civilization and show the World that once was, get **+1d**. When you **resist** using your crew's *Authority* attribute get **+1d**.
- **Pure Memory:** You possess an ancient fragment of Memory that originated from outside of World. Once per downtime you may **Recall** without any additional costs or Trauma penalty, and so may one ally you share it with.
- **Weaving:** When you *Restore* an area or item to a previous state the work is especially subtle or detailed. In cases where the **Quality** matters, it counts as crew **Tier+2**. When you **Gather Info** through clues in the restoration, gain **+1 effect**.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

○ Hunting Pet



Weak

Disrupted

Derezzed

## WIELDER ITEMS

- Endless Keyring
  - Firewall Charm [+armor]
  - Glitching Artifact
  - Hunting Pet
  - Reconstruction Amp
  - Useful Knick-knacks ○○
- Purchase +2 Item boxes with Playbook advance.

## FUNCTION

### COMPUTATION

- find( ● ● ● ○ )
- ping( ● ● ● ○ )
- restore( ● ● ● ○ )

### RESOLUTION

- mask( ● ● ● ○ )
- echo( ● ● ● ○ )
- get( ● ● ● ○ )

### STABILITY

- buffer( ● ● ● ○ )
- crash( ● ● ● ○ )
- goto( ● ● ● ○ )

◆ Every time you roll a Desperate function, mark 1 xp in that function's attribute (ie. 'Stability').

When you fill one of your attribute xp tracks, you may add a dot in one of the three associated Functions, then clear the track.

## EXPERIENCE

### PLAYBOOK

At the end of each session, mark 1 xp if an item below applies (in your playbook or an attribute), or 2 xp if that item occurred multiple times. You may place end of session XP in the Playbook track, or in an attribute track as you wish.

- ◆ You addressed a challenge with force or protection.
- ◆ You expressed your beliefs, recall, heritage, or history.
- ◆ You struggled with issues relating to your rivals or drifts.

When you fill your Playbook experience track, you may do one of the following, then clear the track:

- Gain a new Special Ability.
- Gain another Memory slot (up to 6 total).
- Gain another Stress box (up to 10 total).
- Fill in 2 more boxes of Playbook Items.
- Take a Function dot in any attribute (max of 3 unless your crew has Mastery).

NAME

HERITAGE

Jovian - Lunar - Sidereal - Panoptic

LOOK

HISTORY

RECALL

Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

ARMOR



DRIFT

disconnected - glitched - infected - lagging  
overclocked - sentimental - timeslip - volatile

STRESS

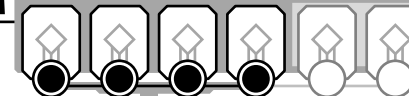


Purchase +1 stress box with Playbook advance, up to 2x.

HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

MEMORY



Purchase +1 MEM with Playbook advance, up to 2x.

GEAR

- ◆ A Memknife or Powerglove
- ◆ An Arc Wheel
- ◆ A Spark Mag
- ◆ A Heavy Weapon
- ◆ A Shieldbelt [+armor]
- ◆ A Monocycle or Glider
- ◆ Documents
- ◆ Boost Gear
- ◆ Echo Gear
- ◆ Archival Tools
- ◆ Intrusion Tools
- ◆ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

FRIENDS/RIVALS

- △▽ Alfador, viral Backstage cat
- △▽ Gale, a wilderness explorer
- △▽ nullValue, a user's shade
- △▽ Piale, a forgetful ascetic
- △▽ Telos, an ex-Moderator

GATHER INFO

- ◆ What is forgotten or lost here?
- ◆ What do they fear most?
- ◆ What is really going on here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

COIN

