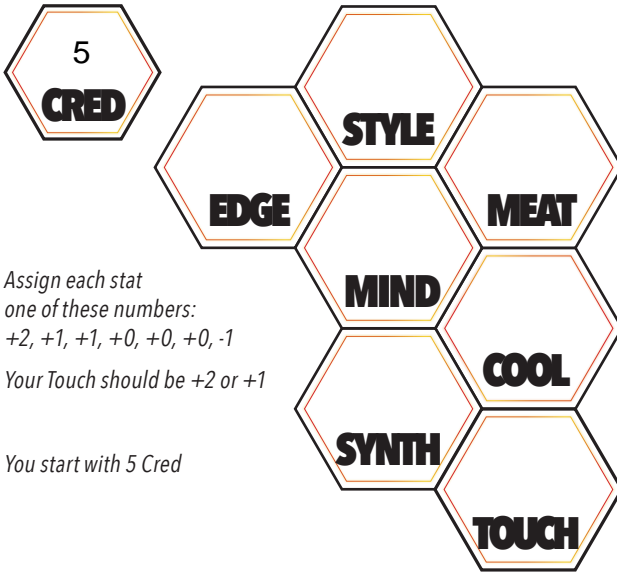


ADEPT

STATS



Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1

Your Touch should be +2 or +1

You start with 5 Cred

HARM



DIRECTIVES

Choose two:

- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Pride:** When your need to prove yourself against great odds endangers the mission, mark experience.
- ⚡ **Protective:** When you put your responsibility to _____ ahead of the mission, mark experience.
- ⚡ **Revealing:** When you discover more information about _____, mark experience.

Name. _____

Looks. _____
(lists/options on back)

AKASHIC ORGANIZATION

Many Adepts are trained, supported and used by organisations who follow the same beliefs and practice the same fighting style. How did you learn to infuse the magical power of the rifts into your fighting style?

- ⚡ You were trained by an Akashic organization to which you still belong. Name and describe them. You are *+owned*.
- ⚡ You were trained by an Akashic organization which you subsequently abandoned. Describe the manner in which you left the organization and say why you are still *+hunted*.
- ⚡ You were self-taught. Your style is *+raw* and you are *+disdained* by Adepts who were trained by an Akashic organization.

MOVES

You get these three:

- ⚡ **Akashic training:** Your training in Akashic physical traditions gives you a base of 1-armour. Your unarmed strikes deal a base of 2-harm. In addition, when you **centre** yourself, apply one effect to your strikes while in this new state. Choose from these effects: cold, electricity, fire, or stunning.
- ⚡ **Centre:** When you pause to reinforce your connection to the rifts, roll Touch.
 - 10+:** change your rift power to the desired state
 - 7-9:** change your rift power, but choose 1:
 - » You are momentarily lost in another world. Take -1 forward
 - » You are put into unexpected danger (the MC will tell you what)
- ⚡ **Rift power:** You are always in one of three states: Balanced, Protective, or Aggressive. You change the state you are in by using the **centre** move. When you change your state, you remain in that state until you change it again.
 - » *Balanced:* Add +1 ongoing to **act under pressure** and **assess** while in this state. If your power is *+raw*, you may not enter this state.
 - » *Protective:* You inflict -1 harm and take -1 ongoing to the **harm** move while in this state. Take +1 ongoing to armour while in this state. If the victim consents to your participation in any sort of healing while you are in this state, they heal an additional 1 harm.

» *Aggressive:* You inflict +1 harm and take -1 to armour while in this stance. Take +1 ongoing to **play hardball** while in this stance.

Choose one more:

- ⚡ **Armour of the rifts:** When you successfully **attune**, take +1 armour forward.
- ⚡ **Balanced aura:** While you are in the Protective state, you may envelop yourself in an aura of cold, electricity, or fire. Anyone who deals harm to you with a melee attack takes 1-harm from your aura.
- ⚡ **Berserker rage:** When you are in the Aggressive state and go berserk on a group of enemies, roll Touch instead of Meat to **mix it up**; if your style is *+raw*, you must choose the option "you make too much noise". If you choose to inflict or suffer harm, increase that harm by 1. If you choose to suffer harm, do not roll the harm move.
- ⚡ **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- ⚡ **Elemental expression:** When you are in the Aggressive state and you apply the cold, electricity, or fire effects to your strikes, add +1 to the harm inflicted.
- ⚡ **Fighting style:** When you **mix it up**, roll Style instead of Meat. If your result is a 10+, take +1 forward against anyone who would be impressed by your stylish moves.
- ⚡ **One-inch punch:** When you are in the Protective state, you strike with increased power, roll Touch instead of Meat to **mix it up**. You gain +1 armour against any resulting harm.
- ⚡ **Restoration:** When you are in the Protective state and heal someone else by placing hands on them, roll Touch.
 - 7+:** they recover 1-harm
 - 10+:** you can also remove an effect, such as unconscious, incoherent, or panicked, or restore a lost limb (such a limb must still be viable and present)
- ⚡ **Ultimate expression:** When you are in the Protective state and protect yourself or someone else, roll Touch.
 - 10+:** the target does not take any harm stemming from the next move they make (other aftereffects of the move still apply)
 - 7-9:** the target adds +2 armour forward. If the target is someone else and they take any harm (above and beyond their armour value), you roll the harm move and are affected by the results instead

GEAR

You get:

- ☞ Akashic focus (this is some magical trinket; describe it)
- ☞ Loose-fitting clothing

Choose one weapon:

- ☞ Pair of nunchaku (2-harm hand)
- ☞ +Rune-carved staff (2-harm hand)
- ☞ +Stylish sword (3-harm hand messy)

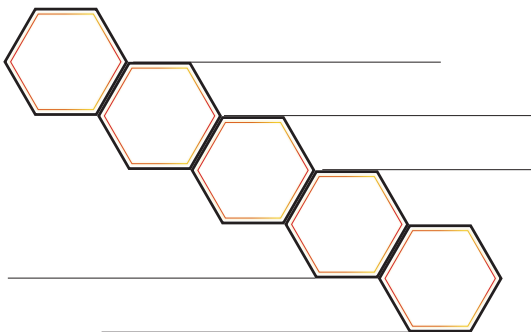
Choose one:

- ☞ +Flashy motorcycle
- ☞ Goggles (Choose two: +thermographic, +light amplification, +magnification, +flare compensation)
- ☞ Old book of Akashic lore
- ☞ Trauma derms (allows you to apply first aid to characters at 2100 or less harm)

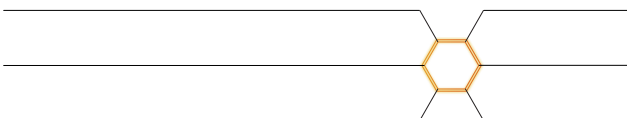
CYBERWARE

Most Akashic organisations abhor the use of technological augmentation. You don't start with cyberware automatically, but you may take the **chromed** move at character creation. If you do, answer the usual cyberware questions as well as the questions about your Akashic organisation. You are +distained by most Adepts.

LINKS



NOTES



STARTING LISTS

Names: Bruce, Camilla, Colleen, Diana, Grace, Hippolyte, Jackie, Jeeja, Johnny, Liu, Mai, Penthesilea, Raiden, Samantha, Sammo, Scorpion, Shang, Sonya, Toshiro, Ziyi, an animal name, an elemental name, a fighting title

Look. Choose one from each line:

| | | | |
|--|--|--|---|
| Eyes: wise, blinded, bright, distant, focused, hardened, piercing | Face: grave, bearded, child-like, elegant, luminous, strange, weathered | Body: athletic, lithe, old, scarred, tattooed, unassuming | Wear: artistic, anachronistic, flashy, formal, military, street, vintage |
|--|--|--|---|

Skin: artificial, otherworldly, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, white, _____

CYBERWEAR

Why? (Chose one) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (Chose one)

- ☞ You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: +unreliable, +substandard, +hardware decay, +damaging.
- ☞ Someone else paid for it; now you owe them. You're +owned. Choose who.
- ☞ You fucked someone over to get it. You're +hunted. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- ☞ choose another move from your playbook (max 3)
- ☞ choose a move from another playbook (max 2)
- ☞ add +1 to Touch
- ☞ +1 Style (max +2)
- ☞ +1 Edge (max +2)
- ☞ +1 Cool (max +2)
- ☞ +1 Mind (max +2)
- ☞ +1 Meat (max +2)
- ☞ +1 Synth (max +3)
- ☞ +1 to any stat (max +3)
- ☞ add +1 to Touch
- ☞ buy off *enemy* or *owned*
- ☞ change your character to a new playbook
- ☞ make a second character
- ☞ rewind a corporate Countdown Clock to 1800 [cost: 10 cred]
- ☞ retire your character to safety and create a new character [requires: 20 cred]

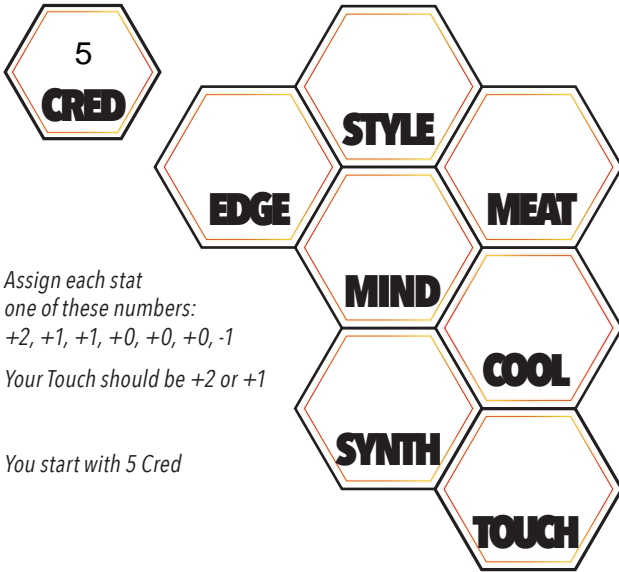


The power of the rifts infuses your body, your mind and your spirit. That power supports you, flows through you and makes you what you are: a master of one of any number of nearly-forgotten martial arts. You practice your own special combination of boxing, kung fu, karate, capoeira, muay thai, judo, wrestling, or weapon-based manoeuvres, fused with ancient Akashic magical traditions.

Continue? [Y/N]

HORROR BANE

STATS



Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1

Your Touch should be +2 or +1

You start with 5 Cred

HARM



DIRECTIVES

Choose two:

- ⚡ **Adversarial:** When you deliberately hinder the mission in order to oppose your Adversary, mark experience.
- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Horror Bane:** When your membership in the Horror Bane hinders the mission, mark experience.
- ⚡ **Revealing:** When you discover more information about your Adversary, mark experience.

Name. _____

Looks. _____
(lists/options on back)

THE ADVERSARY

Describe what you know of your Adversary.

- » Have you seen hard evidence that your Adversary is actively hunting you or are you only aware of it through nightmares? You are *+hunted*.
- » Describe how your Adversary most recently affected our world.
- » What is the most startling aspect of your Adversary's machinations?
- » What happened to cause you to join the Horror Bane?
- » What trauma was inflicted on you by your Adversary? Describe it. You are *+haunted*.

MOVES

You get these two:

- ⚡ **Rift cant:** You have a deep and well-informed network in the magical community. When you **research**, you may roll with Touch instead of Mind.
- ⚡ **Rift weapon:** The Bane have perfected the art of infusing their weapons with rift energies, this dramatically increases their lethality against rift-based entities. When you **mix it up** against an entity from beyond the rifts, you may roll with Touch instead of Meat.

Choose one more:

- ⚡ **A deep well:** Your hatred for your Adversary grants you a tenacious grip on life and the future opportunities for vengeance it holds. When you roll to **acquire agricultural property**, you may add your Touch score to the total.
- ⚡ **Bloodhound:** The magic of the rifts links everything it touches, reaching in every direction, collapsing space and time. It courses through the veins of creatures from beyond the rift and adheres to the blood of those who use and encounter magic. If you touch, smell or taste the "blood" of a rift-touched creature you can sense the creature and something of its history. If you smell the blood, you may track the creature up to a day later. If you touch the blood, you may **assess** the recent past of a creature. If you taste it, you may **research** that creature and its relationships.

⚡ **Go to ground:** Because you have such a powerful enemy it is often necessary to go to ground in order to avoid their wrath. The Horror Bane have set up a network of magically shielded safe houses all over the world for this purpose. Once per mission when a move would open you up to almost immediate retribution from your Adversary, you may go to ground. Describe the safe house, the keeper of the house and what complications arise because you've been forced to put your mission on hold.

⚡ **Guns. Lots of guns:** You have an impressive and thoroughly illegal stash of Horror-fighting equipment. Once per mission you may visit your stash to gain 2 [gear] or 2 [artifacts].

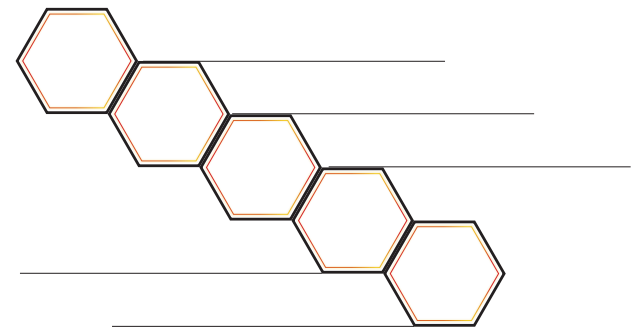
⚡ **I know who I am:** Once per mission, you may change any 6- you just rolled into a 10+. The MC will advance a clock to 2100 or by one.

⚡ **Library network:** You are connected to the Horror Bane's information network. Once per mission you may **research** some aspect of the Horrors as if you had rolled a 10+.

⚡ **Wonder contact:** The rifts don't house only the Horrors. There are powerful creatures from beyond the rifts who also oppose the machinations of the Horrors— these creatures are commonly referred to as Wonders. You have been contacted by a Wonder who either directly or indirectly opposes your Adversary. You may declare this Wonder as a **contact**. Describe how the Wonder presents in our world.

⚡ **You know who I am:** When you **play hardball** to gain information about or access to a Horror or their assets, you may roll Touch instead of Edge. If you roll a 7-9, you choose the result.

LINKS



GEAR

Choose two weapons:

- 🔌 Ancient dagger (2-harm hand/close antique)
- 🔌 Heavy revolver (3-harm close/near reload loud)
- 🔌 *+Rift-touched* sword (3-harm hand messy artifact *+rift-touched*)

Choose two:

- 🔌 Classic muscle car
- 🔌 Armoured clothing (0-armour, *+discreet*, subtract 1 when rolling the harm move)
- 🔌 Leather jacket (1-armour)
- 🔌 Trauma derms (allows you to apply first aid to characters at 2100 or less harm)

CYBERWARE

The Horror Bane adopt any weapons or technology that will serve the ultimate goal of wiping out the Horror blight. Choose any single piece of Cyberware you believe will help in the fight against your Adversary.

NOTES

Four sets of horizontal lines for notes, each with a central hexagonal icon containing a gear symbol.

STARTING LISTS

Names: Arrow, Blade, Castle, Farrington, Fury, Ghost, Guillame, Machete, Martina, Odin, Raven, a hard name, a divine name, a relentless name

Look. Choose one from each line:

| | | | |
|---|--|--|---|
| Eyes: hard, haunted, merciless, sorrowful, resigned, intense, hunted | Face: scarred, impassive, square, gaunt, guarded, pained, nondescript | Body: unfit, muscular, athletic, trained, burned, twisted, ordinary | Wear: street, military, corporate, hunting, destitute, blood-stained, suburban |
|---|--|--|---|

Skin: artificial, asian or south asian, black, decorated, hispanic/ latinx, indigenous, middle eastern, white, _____

CYBERWEAR

Why? (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (*Chose one*)

- 🔌 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: *+unreliable*, *+substandard*, *+hardware decay*, *+damaging*.
- 🔌 Someone else paid for it; now you owe them. You're *+owned*. Choose who.
- 🔌 You fucked someone over to get it. You're *+hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- 🔌 choose another move from your playbook (max 3)
- 🔌 choose a move from another playbook (max 2)
- 🔌 add +1 to Touch
- 🔌 +1 Style (max +2)
- 🔌 +1 Edge (max +2)
- 🔌 +1 Cool (max +2)
- 🔌 +1 Mind (max +2)
- 🔌 +1 Meat (max +2)
- 🔌 +1 Synth (max +3)
- 🔌 +1 to any stat (max +3)
- 🔌 add +1 to Touch
- 🔌 buy off *enemy* or *owned*
- 🔌 change your character to a new playbook
- 🔌 make a second character
- 🔌 rewind a corporate Countdown Clock to 1800 [cost: 10 cred]
- 🔌 retire your character to safety and create a new character [requires: 20 cred]



As a group, the Horror Bane are a loosely knit organisation devoted to removing the taint of the rift Horrors from our world. Those recruited into the ranks of the Bane are often victims of a particular Horror's machinations; this Horror is considered that Bane's Adversary. While devoted to the extermination of all Horrors, most Bane focus primarily on their Adversary.

Corporate work is a means to an end for the Bane; missions often turn up leads and artifacts to use in their fight against their Adversary. The cred is pretty useful as well.

Continue? [Y/N]

STATS

Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1

Your Touch should be +2 or +1

You start with 5 Cred

HARM

| | | | | | |
|-------|-------|-------|-------|-------|-------|
| | | | | | |
| 15:00 | 18:00 | 21:00 | 22:00 | 23:00 | 00:00 |

DIRECTIVES

Choose two:

- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
- ⚡ **Revealing:** When you discover more information about _____, mark experience.
- ⚡ **Touched:** When you deliberately hinder the mission to learn more about the rifts, mark experience.

Name. _____

Looks. _____
(lists/options on back)

MAGICAL ORDER

Describe your order. Choose one:

- ⚡ You know that your order is affiliated with a corporation. Choose it.
- ⚡ Your order's affiliation is a closely guarded secret, unknown even to you.

How were you recruited into your order? Choose one or make up your own: forced, family, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

What is your relationship with your order now?

- ⚡ You are a loyal member. You're *+owned*.
- ⚡ You fucked them over and ran. You're *+hunted*.

MOVES

You get these two:

- ⚡ **Rift magic:** When you call upon the power of the rifts to shape raw magical energy into physical effects, roll Touch.
 - 10+:** you harness enough magical energy to create a shape of effect. If you push yourself, you can add an adjunct and make a choice from the 7-9 list
 - » *Shape:* ray, orb, dart, slick, gaseous
 - » *Effect (1-harm):* electricity, stunning, fire, acid, magnetism, cold, wind, light, darkness
 - » *Adjunct:* greater (+1-harm), split, hidden
 - 7-9:** you harness enough magical energy to create a shape of effect, but at a cost. Choose one:
 - » The magic is draining. Take S-harm
 - » The effect is loud or otherwise attracts attention
 - » One aspect of the magic (shape or effect) is not entirely under your control. The MC will choose one and twist it
 - 6-:** the flows of magical energy are too weak to harness or fail to control the energy you do pull together. The MC will make a move
- ⚡ **Summon:** When you reach into the streams of magic to pull an entity from another dimension, roll Touch.
 - 7+:** you draw out an entity under your control. Choose a form and element from the lists below
 - 10+:** the entity you summoned has an additional useful characteristic. Add an attribute from the list below

6-: your procedure was imperfect. The MC will choose the form and element of the entity you summoned, but it is most definitely not under your control

You begin with access to these forms:

- » **Insectoid** (*mandible and claw*): Insectoid forms are exceptionally terrifying in combat. You can roll **mix it up** with Touch. Their claws do 2-harm.
- » **Humanoid** (*kinship*): Humanoids are just a lot easier to understand. Because of your tighter psychic bond, you can use the summoned creature to remotely complete complex tasks that you could normally perform.

You begin with access to these elements:

- » **Fire:** Can apply *+affame* tag to objects and people by touch.
- » **Air:** Can apply *+floating* tag to objects and people by touch.
- » **Water:** Can apply *+drowning* tag to objects and people by touch.
- » **Earth:** Can apply *+held* tag to objects and people by touch.
- » **Void:** Can apply *+horrified* tag to other creatures and people by touch.

You begin with access to these attributes: *+huge*, *+tiny*, *+invisible*, *+flying*

Choose two more:

- ⚡ **Binder:** When you attempt to control a rift entity that you do not control, spend an [artifact] and roll Touch.
 - 10+:** you successfully bind an unintelligent rift entity to your control or successfully prevent an intelligent rift entity from acting against you
 - 7-9:** you bind an unintelligent rift entity to your control long enough for one brief action, such as dismissing it back into the magical flow. You prevent an intelligent rift entity from acting against you for a brief instant; an ally takes +1 forward to act against the entity if they act immediately
 - 6-:** you fail to bind the entity. Run. The MC will make a move
- ⚡ **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- ⚡ **Evil eye:** When you shape runes on a person and spend [gear], name that person as your hex. You gain +1 ongoing while acting against or in pursuit of that person. You may only have one hex at a time.
- ⚡ **Mage contacts:** You have extensive contacts in the magical community, roll **hit the streets** with Touch instead of Style.
- ⚡ **Magic touch:** When you **aid or interfere** using rift magic, roll Touch.

- 🔪 **Metaxenophysicist:** Create a new adjunct and add it to your repertoire.
- 🔪 **Sculptor:** Create a new shape and add it to your repertoire.
- 🔪 **Summoning tactics:** When you **aid or interfere** using an entity you summoned, roll Touch.
- 🔪 **Transmutationist:** Create a new effect and add it to your repertoire.
- 🔪 **Vibrant runes:** Your effects do 2-harm but you no longer have the adjunct *+hidden*.

GEAR

Choose two weapons:

- 🔪 Dagger (1-harm hand/close discreet)
- 🔪 Holdout pistol (2-harm hand/close discreet quick reload loud)
- 🔪 Mace (2-harm hand)
- 🔪 Staff (1-harm hand quick)

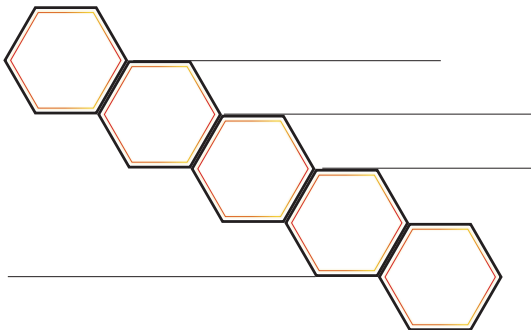
Choose two:

- 🔪 Armoured coat (1-armour)
- 🔪 Extravagant headgear (when you roll a 12+ to summon, choose a second element to apply)
- 🔪 Grimoire (when you roll a 12+ to perform **rift magic**, choose a second effect to apply)
- 🔪 Order robes (0-armour, *+discreet*, subtract 1 when rolling harm move)

CYBERWARE

Some magical orders frown on cyberware, some embrace it, others forbid it entirely. What is your order's attitude towards it? You don't start with cyberware automatically, but you may take **chromed** at character creation. If you do, answer the usual cyberware questions as well as the questions about your magical order.

LINKS



STARTING LISTS

Names: Amestris, Circe, Deshawn, Harry, Hermes, Granger, Inverse, Jackdaw, Naga, Susan, a traditional name, a mystical name, an anonymous name

Look. Choose one from each line:

| | | | |
|--|---|---|---|
| Eyes: calm, driven, inspired, mystical, impassive, powerful, resigned | Face: young, confident, attractive, grizzled, studious, burned, wax, rift-marked | Body: flabby, athletic, lithe, unobtrusive, slight, solid, shifting, plastic | Wear: arcane, corporate, high fashion, street, sanctioned, magically-autonomous, avant-garde |
|--|---|---|---|

Skin: artificial, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, iridescent, white, _____

CYBERWEAR

Why? (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (*Chose one*)

- 🔪 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: *+unreliable*, *+substandard*, *+hardware decay*, *+damaging*.
- 🔪 Someone else paid for it; now you owe them. You're *+owned*. Choose who.
- 🔪 You fucked someone over to get it. You're *+hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

/after 5 advances you can choose these too/

- 🔪 choose another move from your playbook (max 3)
- 🔪 choose a move from another playbook (max 2)
- 🔪 add +1 to Touch
- 🔪 +1 Style (max +2)
- 🔪 +1 Edge (max +2)
- 🔪 +1 Cool (max +2)
- 🔪 +1 Mind (max +2)
- 🔪 +1 Meat (max +2)
- 🔪 +1 Synth (max +3)
- 🔪 +1 to any stat (max +3)
- 🔪 add +1 to Touch
- 🔪 buy off *enemy* or *owned*
- 🔪 change your character to a new playbook
- 🔪 make a second character
- 🔪 rewind a corporate Countdown Clock to 1800 [cost: 10 cred]
- 🔪 retire your character to safety and create a new character [requires: 20 cred]



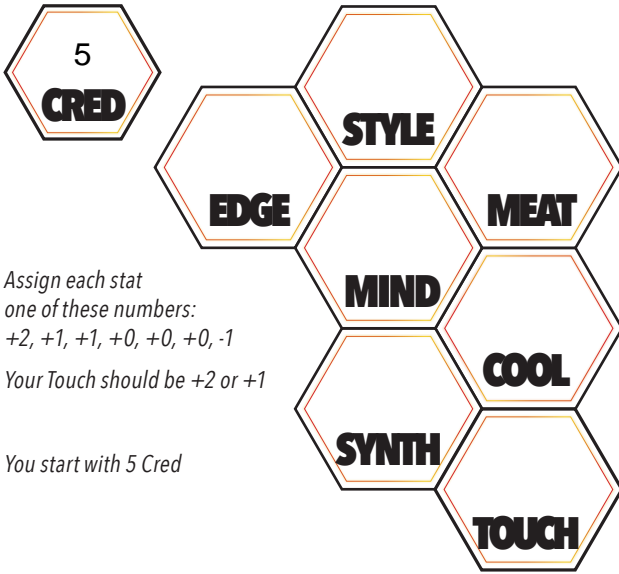
A Mage is a true student of all that is magic. They focus heavily on understanding and shaping rift magic through scientific approaches and their own force of will.

Mage society is hierarchical; in most regions a complex bureaucracy has grown up around the use and regulation of rift magic. It's a surprisingly meritocratic society, though, as children of all kin and economic situations are tested for aptitude and placed in orders from an early age. Most Mages continue to serve their orders after their education, though from time to time a Mage will strike out on their own.

Continue? [Y/N]

THRALL

STATS



HARM



DIRECTIVES

Choose two:

- ⚡ **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- ⚡ **Beholden:** When you deliberately hinder the mission to acquiesce to the Horror who gave you your power, mark experience.
- ⚡ **Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
- ⚡ **Revealing:** When you discover more information about _____, mark experience.

Name. _____

Looks. _____
(lists/options on back)

HORROR

Describe your master. You are *+owned*. Choose one:

- ⚡ Your master has other followers, cultists and Thralls. Describe them as if they were a gang (*The Sprawl*, pp.138-139). In addition to the choices you make for the gang's leader, your master is an alien intelligence of unknowable motivations.
- ⚡ Any other followers your master may have are unknown to you. Do you think you're the first? His only Thrall? The latest?

Why did you make a magical pact with an extradimensional Horror? Choose one or make up your own: forced, family, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

MOVES

You get these two:

- ⚡ **Magic of the bones:** You can read the flows of magical energy through your runes and store the power of favourable runes for later use. Favourable runes hold power and you will often keep them to use as a focus for your spell-craft.

Any time you roll a 7+ while making a move (including **call forth**), you may take one of the two dice you just rolled and place it in your pool. These dice must continue to read the numbers they initially rolled. You may have 3 dice in your pool at any given time unless you have a move that states otherwise. You will use this pool of dice for **call forth**.

- ⚡ **Call forth:** When you use the runes you have collected to call forth power from the rifts, roll Touch.

7+: choose any two dice from your pool. Trigger the effect on the table below that matches the two numbers showing on the dice you chose, then remove those dice from your pool.

7-9: also choose two:

- » Your magic has drawn unwanted attention
- » The spell is very draining, lose an additional dice from your pool in addition to the two dice you used to trigger the effect. If you have more than three dice in your pool, you choose which of the additional dice to lose
- » Something dark has travelled into our realm on the back of your spell

Choose two more:

- ⚡ **Ceremonial scars:** When you roll 12+ to **call forth**, you may change 1 die in your pool to any number less than its face value before deciding what spell to cast.
- ⚡ **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- ⚡ **Dreams of beyond:** When you enter a ritual trance, you can project your senses beyond space and time to see a version of the past or a potential future. Describe the ritual and roll Touch.
 - 10+:** you receive a vision of whatever past or future event you choose. Choose two of the following: gain [intel], take +1 forward when acting on the vision or attempting to bring it to pass, or add a dice to your pool with a value you choose.
 - 7-9:** you receive a hazy vision of the past or future. Either:
 - » you choose the event you see and you choose one from the list above, or
 - » the MC chooses the event you see and chooses one option for you, then you choose a second option from the two that remain
 - 6-:** you receive a terrible vision and are noticed and noted by something from beyond
- ⚡ **Gris gris:** You have crafted a talisman that allows you to store one additional set of imbued bones, expanding your **magic of the bones** dice pool to a total of 5 dice.
- ⚡ **High priest:** You occupy a high position in your master's cult. Your church of subordinates are a gang (2-harm *+small +magical +fanatical +secret*). Pick 2:
 - » Your church is armed with mystical weaponry: add 1 harm and *+rift-touched*
 - » Your church is protected by mystical armour: add 1 armour and *+overconfident*
 - » Your church is particularly attendant to your teachings: add *+loyal*; you may remove *+fanatical*
 - » Your church has a specialist edge: add one of *+mobile, +specialists, +well-connected, or +resources*
 - » Your church is successful at recruiting (how?): replace *+small* with *+medium*
- ⚡ **Horrors' foresight:** Choose one die from your **magic of the bones** dice pool and remove it from the game; this reduces your maximum dice pool by 1 for the rest of the mission. You gain 2 [intel].
- ⚡ **Magic touch:** When you **aid or interfere** using rift magic, roll Touch.

🔴 **Rift hook-up:** Your master periodically reveals the location of caches of useful or valuable items. Once per mission you may ask your master for help; they will reveal the location of any combination of three of: [artifacts], [gear], and *+rift-touched* equipment. Roll Mind:

10+: you realise the catch before you commit to retrieving them

7-9: you realise the catch after you commit to retrieving them

6-: you realise the catch at the worst possible time

🔴 **Spirit contacts:** You can use blood magic to summon a spirit for information. When you do so, roll **hit the streets** with Touch instead of Style.

GEAR

Choose two weapons:

- 🔴 Dagger (1-harm hand/close discreet)
- 🔴 Holdout pistol (2-harm hand/close discreet quick reload loud)
- 🔴 Mace (2-harm hand)
- 🔴 Staff (1-harm hand quick)

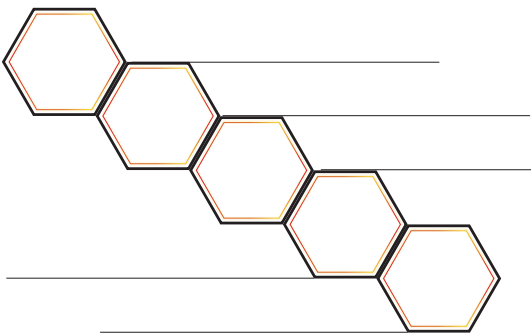
Choose one:

- 🔴 Coat of trinkets (0-armour, subtract 1 when rolling harm move)
- 🔴 Horror skull mask (1-armour, *+frightening*)

CYBERWARE

Look, buddy. What you do with your meat sack is your own business, just do what it says. You don't start with cyberware automatically, but you can take **chromed** at character creation. If you do, answer the usual cyberware questions as well as the questions about your Horror.

LINKS



STARTING LISTS

Names: Becky, Brad, Damien, Iggy, Indene, Julian, Cassandra, Moll, Semempses, Vector, a creepy name, a demonic name, an ordinary name

Look. *Choose one from each line:*

| | | | |
|---|--|---|--|
| Eyes: calm, piercing, bright, inhuman, inverted, nictitating, haunted, uncertain | Face: hard, confident, arrogant, twitchy, nervous, tattooed, drained, stretched | Body: husk, muscular, bulky, soft, runescaped, animalistic, twisted, scarred | Wear: street, neo-tribal, corporate, giger-esque, symbiotic, vintage, western |
|---|--|---|--|

Skin: artificial, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, splotchy, white, _____

CYBERWEAR

Why? (*Chose one*) prosthetic, forced, loyalty, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Cost? (*Chose one*)

- 🔴 You scrimped & saved to buy it yourself. Choose one tag to apply to that piece of cyberware: *+unreliable*, *+substandard*, *+hardware decay*, *+damaging*.
- 🔴 Someone else paid for it; now you owe them. You're *+owned*. Choose who.
- 🔴 You fucked someone over to get it. You're *+hunted*. Describe who.

ADVANCEMENT



```
if(XP) ≥ 10 {run Advancement(1)};
current.XP = XP-10;
```

- 🔴 choose another move from your playbook (max 3)
- 🔴 choose a move from another playbook (max 2)
- 🔴 add +1 to Touch
- 🔴 +1 Style (max +2)
- 🔴 +1 Edge (max +2)
- 🔴 +1 Cool (max +2)
- 🔴 +1 Mind (max +2)
- 🔴 +1 Meat (max +2)
- 🔴 +1 Synth (max +3)
- 🔴 **/after 5 advances you can choose these too/**
- 🔴 +1 to any stat (max +3)
- 🔴 add +1 to Touch
- 🔴 buy off *enemy* or *owned*
- 🔴 change your character to a new playbook
- 🔴 make a second character
- 🔴 rewind a corporate Countdown Clock to 1800 [cost: 10 cred]
- 🔴 retire your character to safety and create a new character [requires: 20 cred]



THRALL

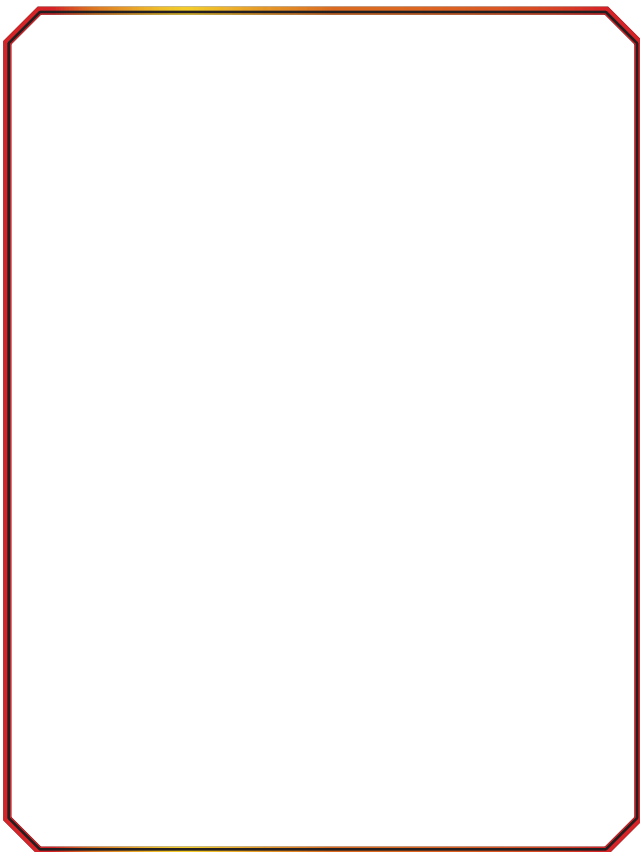
When the rifts opened, the world was flooded with streams and rivers and seas of magical energy. Thralls are those who can feel this energy and have made pacts with an extra-dimensional Horror in exchange for the power to read and manipulate these magical flows. Of course, the Horrors have their own twisted motivations for gifting such powers; motivations seldom known to the Thrall.

Continue? [Y/N]

MAGIC OF THE BONES

The magic system used by Thralls depends on having the available dice with the proper exposed numbers available in their pool. These dice are physical representations of your in-fiction runes.

Whenever you roll dice and get a **7+**, **magic of the bones** allows you take one of those two dice you just rolled and place it in your pool as long as you have additional space in the pool. Think of this as your character pocketing a favourable rune. Initially you have space for three dice; you can take upgrades that will allow you to store up to five.



| | |
|-----|--|
| 1+1 | An ally will receive the might of an alien Horror. Grant an ally +2 harm on their next attack. |
| 1+2 | The bones hold an explosive hex (2-harm, explosive) that can be triggered as long as the Thrall is in sight. |
| 1+3 | An ally will be fortified against a massive attack. Grant an ally +2 armour until hit. |
| 1+4 | The rifts give you insight to the future. Take +1 forward on your next action. |
| 1+5 | The rifts provide. Produce equipment as if you had just spent [gear]. You may produce an [artifact], but the Horrors do not appreciate re-gifting. |
| 1+6 | An ally will avoid death. If they acquire agricultural property within 24 hours, they take a 10+ instead of rolling. |
| 2+2 | The bones are imbued with greater healing power. They will heal 2 harm when touched to a living creature. |
| 2+3 | The bones confuse and bewilder a target. They gain the tag <i>+confused</i> . |
| 2+4 | The rifts warp time around your target. They gain the tag <i>+slow</i> . |
| 2+5 | An ally is imbued with a terrible and alien ferocity. Until the magic fades, that ally receives +1 harm on their attacks. Mark experience if their violence complicates the mission. |
| 2+6 | The bones hold a glamour. Grant an ally a temporary magical disguise. |

| | |
|-----|--|
| 3+3 | The rifts whisper secrets and visions. Reveal knowledge as if you had just spent [intel]. |
| 3+4 | A boon from the powers beyond! Grant an ally +1 forward. |
| 3+5 | The bones hold an explosive hex (2-harm loud messy). Place the bones and give them a condition. When that condition is met, the bones explode. |
| 3+6 | The bones give you insight to someone else's future. Give the bones to an ally; when they roll aid or interfere with them they give +2 or -2 forward. The dice are then returned to you. |
| 4+4 | The bones are imbued with healing power. They will heal 1 harm when touched to a living creature. |
| 4+5 | The bones hold a sticky hex. Throw at an enemy to give them the <i>+held</i> tag. |
| 4+6 | The bones give you remote sight. Place them anywhere you want; you see through them as if they were your eyes. |
| 5+5 | The bones hold a glamour. You gain a temporary magical disguise. |
| 5+6 | The bones explode in light. Those who view it gain the tag <i>+stunned</i> . |
| 6+6 | The bones allow minor time manipulation. Give to an ally; while they possess the bones, they may re-roll the dice and take the new result. The dice are then returned to you. |