

THE AESTHETIC



THE AESTHETIC: When people won't read between the lines; when they cannot or refuse to hear the words that work to keep the powers at be in check, you are there. Your art is your voice, and you will not be ignored. After all, beauty is truth and truth is beauty, and your craft is undeniably beautiful.

HOLD

HARM

- Light Armor
 Moderate
 Critical
-
-
-
-
-
-

NAME:

LOOK:

Circle one from each category or write your own:

- Cullen, Atreyu, Bastion, Falkor, Prudence, Idris, Hugo, Odo, Shizuko, Corrinne, Yuki, Stori.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid, or Mechanical.
- Mixed-media wear, subversive wear, vintage wear, antagonistic wear, provocative wear, free wear, cyber yarn wear, or inspiring wear.
- Dashing face, scarred face, unkind face, surreptitious face, or powerful face.
- Elusive eyes, unusual eyes, questioning eyes, one-eyed, jarring eyes, or famous eyes.
- Striking body, dominant body, curvy body, compelling body, or a _____ body.
- Asian Or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____

JAM:

Everyone has a Jam (something you are good at and do to making a living and earn Cred). When you tell the MC what your Jam is they'll tell you how much Cred you earn when you get downtime. Your Jam is used to establish your lifestyle, your income, and how you know certain other characters.

STATES

MAD

□□□□□

PEACEFUL

□□□□□

SAD

□□□□□

JOYFUL

□□□□□

SCARED

□□□□□

POWERFUL

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Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State. When you max out your emotion Spikes you trigger the Alleviate move. When you add emotion Spikes erase one in the State opposite it.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn't end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you've pursued.

1.
2.
3.

IMPROVEMENT

XP: □□□□□

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

- | | | |
|------------------------------------|--------------------------------------|---|
| +1 Mad <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | Get a new playbook move <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Scared <input type="checkbox"/> | Erase an Obligation owed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| +1 Sad <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> | Get a move from another playbook <input type="checkbox"/> <input type="checkbox"/> |

After your 5th improvement you may also pick from the following:

- | | |
|--|---|
| Take +1 to any State (Max +3) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Take an additional option from "Your Art" section <input type="checkbox"/> <input type="checkbox"/> |
| Create and play a new protagonist <input type="checkbox"/> | Change to a new playbook <input type="checkbox"/> |
| Advance a basic move <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get a move from another playbook <input type="checkbox"/> <input type="checkbox"/> |

YOUR ART

You're an artist because you don't know how to not be one. You have a different skill, a passion, a drive that allows you to express yourself beyond the typical ways of communication. What is your art? You live in a hybrid reality, so the application of art can be radically different than now. Choose one or make your own.

- Architecture
- Sculpting
- Painting
- Music
- Poetry
- Dance
- Performing

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COUNTERCULTURE

Art can be a subversive act. It draws attention from or to the morals and values of established society. Counterculture focused on politics and lifestyle philosophies often expressed visually. Use new mediums, think outside of the paradigms now, and resist.

HUMANITY HARM

A person suffers Humanity Harm when they are faced with a hard truth about themselves or their beliefs. They either will not face it, or the act of them doing so has a Harmful impact on themselves. When a PC suffers the same Harm or a hard truth about themselves or their beliefs, the person inflicting the Harm chooses any or all of the following; they:

HUMANITY HARM

- Lose time. Minutes/hours/a day or two.
- Must answer any question posed to them.
- Take Disadvantage Forward (roll 3d6 take lowest 2 results on dice).

OBLIGATION QUESTIONS

You may use the following to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If you used your art to help someone articulate something important to them that they otherwise never could have, you have 1 Obligation on them.
- If you needed someone's help in order to perform your art at a crucial time, they have 1 Obligation on you.
- If you shared your art with another for the purposes of sharing a secret pain you both have, you have 1 Obligation on each other.

GEAR

You get fashion suitable to your look, 2 Cred, portable visual modifiers that plug into cybernetics, and choose 1 weapon (You Detail, including make and model):

- Kinetic revolver (2 Harm Close Reload)
- Venomous folding knife (3 Harm hand poisonous discreet reload)
- Neuroinhibitor (S Harm area close reload)

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CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags).....
- Ear (3 Tags).....
- Arm (1 Tag).....
- Leg (1 Tag).....
- Interface (2 Tags).....
- Chest (1 Tag).....
- (Make your own).....

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself.

- | | | |
|-------------------|--------------------|-----------------|
| <i>Damaging</i> | <i>Susceptible</i> | <i>Scarred</i> |
| <i>Unreliable</i> | <i>Twitchy</i> | <i>Addicted</i> |
- (Make your own)

MOVES

You get **Beauty is Truth; Truth is Beauty** and choose one more.

BEAUTY IS TRUTH; TRUTH IS BEAUTY: When you take something you feel, a concept or an idea, and express yourself through your art—whether performed or presented—and it is experienced by others, roll. On a 10+, choose three. On a 7-9, choose two.

- People understand what it is you intend to convey.
- One person present must meet you, tell the MC who.
- You Spike out the State of your choice in someone present.
- This experience either begins to change popular opinion or otherwise alter a sense of self in those that witness it. Tell the MC what it is you hope for (consumes two choices).
- Inflict Humanity Harm on all that experience it.

LITERACY OF THE HEART: When you have solitude and share your views passionately with someone else about how something or someone could be subverted with art, roll. On a 10+, Hold 3. On a 7-9, Hold 1. For PCs, they may spend this Hold in order to further that goal by:

- Remembering this conversation in the future and how it made them think and feel—which gives them Advantage Forward.
- Tell you something they think you want to know.
- Provide you with something you've asked for.
- Do something that would further your goals.

For NPCs, they will also never act against you so long as you have Hold on them.

PULSE OF THE CITY: Whenever you go to an area you haven't gone to before, and want to find something or someone deliberately hidden, describe what signs of counterculture you follow to find what you seek and then roll. On a 10+, you find yourself where you meant to be. On a 7-9, the MC chooses one of the following in order to make your way there first:

- You must prove yourself to them first.
- There is a code or procedure you need to figure out first.
- There is danger along the way.
- Someone you wouldn't want to know where you are, does.

ANTIQUITY OF THE SOUL: Whenever you Probe someone and look them directly in their eyes, you may also ask them "What is the most important thing to you right now?"

PAINT YOUR DREAM: When you modify an individual cybernetic enhancement functionally and cosmetically to express a part of you, detail the first step in an overall design goal. The MC will give you a task to achieve this goal; you may need Cred, time, equipment, etc. After you complete the task, the MC will give you a new task until the design goal is fully realized. When you reach your goal, add the necessary relevant Tags to the cybernetic.

LIVE OUT LOUD: When you express yourself using your art you may clear all the emotion Spikes in a State that you choose, so long as it is not the State used when you expressed your art.

THE AESTHETIC SPECIAL: When the Aesthetic shares a moment of intimacy with someone, be it physical or emotional, roll. On a 10+ Hold 2. On a 7-9, Hold 1. Spend your Hold 1 for 1 to:

- Clear or Spike out all emotion Spikes in the State of your choosing for both of you.
- Nullify the other person's special move if they are a PC.
- Have them honestly tell you what their secret pains are.
- Have them honestly tell you how their mind and soul are vulnerable.

THE DENOTATION



THE DENOTATION: The physicality of objects was lost for a time. People were swayed to look at things only so far as The Veil allowed. They believed in the overlay, rather than the thing itself. You, however, ascribe meaning to physical objects. You shape, mold, and you bend; a new generation of hackers. One that uses physical objects to permeate the overlay that cloaks everything, and everyone.

HOLD

HARM

Light Armor

Moderate

Critical

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NAME: _____

HACKER/ALIAS: _____

LOOK: _____

Circle one from each category or write your own:

- Astiek, Soni, Kira, Lana, Chasidy, Lecia, Makeda, Eyla, Cillian, Bentley, Timon, Dracy.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, or Fluid.
- Spiteful wear, emboldened wear, mischievous wear, pragmatic wear, dogmatic wear, influential wear, or stratum wear.
- Ferocious faced, damaged face, genuine face, blemished faced, or ambrosial faced.
- Elusive eyes, unusual eyes, questioning eyes, one-eyed, jarring eyes, famous eyes, divine eyes.
- Intriguing body, vivacious body, curvilinear body, faraway body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM: _____

Everyone has a Jam (something you are good at and do to making a living and earn Cred). When you tell the MC what your Jam is they'll tell you how much Cred you earn when you get downtime. Your Jam is used to establish your lifestyle, your income, and how you know certain other characters.

STATES

MAD

PEACEFUL

SAD

JOYFUL

SCARED

POWERFUL

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Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State. When you max out your emotion Spikes you trigger the Alleviate move. When you add emotion Spikes erase one in the State opposite it.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn't end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you've pursued.

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3.

IMPROVEMENT

XP: □□□□□

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

+1 Mad

+1 Peaceful

Get a new playbook move

+1 Joyful

+1 Scared

Erase an Obligation owed

+1 Sad

+1 Powerful

Get a move from another playbook

After your 5th improvement you may also pick from the following:

Take +1 to any State (Max +3)

Change to a new playbook

Advance a basic move

Create and play a new protagonist

Get an additional Implement

Get a move from another playbook

THE ANALOG

Traditional hackers used technology to affect change in the world. You use physical objects to affect the perception of physical change in the digital overlay – which covers everything and everyone. Your Implement, the thing you use to do this, has been modified by you in order to be able to affect this digital change with a physical instrument

THE IMPLEMENT

You hack the digital imprint over physical space. The Veil has an overlay on top of everything perceived. You hack this perception directly, prescribing new meaning to a physical object you now use to alter the digital perceptions of this reality. What do you use in your craft, which can be any object; and how did you modify this object for your purposes?:

- A pencil
- A book
- A musical instrument
- Stickers
- Make your own:

ICONOGRAPHY

Your Implement has been modified, it now has meaning beyond what it once did (symbols, icons, graffiti, etc.) What is its meaning, in relation to the world? Why did you modify it?

To (Circle one) subvert, eradicate, experience, or inspire...

- ...Spirituality or faith.
- ...Corruption.
- ...Hope.
- ...Loss.
- ...Subjugation.
- ...Catharsis.

THE GATEKEEPERS

Information has always been withheld from others. Now the difference is that information is visualized in a way that has never been conceived of previously. This information is protected by someone, or something. And, this protection comes by way of withholding it from the public.

How do they do this? (Circle all that apply)

- Encryption
- Propaganda
- Surveillance
- Laws
- Hierarchy
- Monopolization

GEAR

You get fashion suitable to your look, 2 Cred, your Implement, and choose 1 weapon: (You Detail, including make and model):

- Your Implement
- Shrouded micro knives (1 Harm close infinite disrupting concealed)
- Venomous spider dart launcher (1 Harm AP or S Harm close reload)
- Nero-injector spring-loaded revolver (S Harm hand valuable reload)

CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags).....
- Ear (3 Tags).....
- Arm (1 Tag).....
- Leg (1 Tag).....
- Interface (2 Tags).....
- Chest (1 Tag).....
- (Make your own).....

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself:

- | | | |
|-------------------|--------------------|-----------------|
| <i>Damaging</i> | <i>Susceptible</i> | <i>Scarred</i> |
| <i>Unreliable</i> | <i>Twitchy</i> | <i>Addicted</i> |
- (Make your own)

OBLIGATION QUESTIONS

After you introduce your character, you may use the following bullet points to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If you have used your Implement in order to change the physical appearance of someone in order to protect them when they needed it most, expecting nothing in return, you have 1 Obligation on them.
- If someone learned of your hacker alias and told no one, they have 1 Obligation on you.
- If you have told someone a secret in regards to the iconography of your Implement that could get you into trouble with the authorities and they keep that secret still, they have 1 Obligation on you.

MOVES

You **Dennou** and choose one more.

DENNOU: When you spend time scrutinizing something with a digital overlay in the hybrid reality you occupy—in order to learn a truth about it—roll and tell the MC what your theory about it is. On a 10+, you learn something interesting and useful about it. On a 7-9, you only learn something interesting—it's up to you to make it useful.

SUBVERT: When you use your Implement to modify the meaning of something in the digital overlay with your own iconography—visually or otherwise, roll. On a 10+, you do it, no problem. On a 7-9, the meaning is misconstrued by others, there is an unintended effect, or there is a cost or complication.

EXPOSE: When you use your Implement to completely strip away and eradicate The Veil presence around you, tell the MC what you hope to find and then roll. On a 10+, the MC will tell you honestly if there is anything to be learned. On a 7-9, the same occurs but the MC chooses one of the following:

- The answer is frightening, disheartening, disillusioning, or dangerous.
- There is an entrance into a space unlike the digital or the physical.
- The change brings unintended consequences, now or later.

DECENTRALIZE: When you have privacy, safety, and time, and use your Implement in the hopes of shifting something digital and of importance from the Gatekeepers to another location, roll. On a 10+, you actualize your goal. On a 7-9, there is a trace of you left behind, there is a cost in so doing, or something you value is placed in danger, with or without your knowledge.

HACKTIVIST: When you learn of a hacker's alias and attempt to get into contact with them, roll. On a 10+, you reveal their location and a unique method to contact them. On a 7-9, only one is revealed, the MC chooses which.

MESS WITH THE BEST: Once per session, when you roll a miss when you attempt to Lift The Veil, you may consider it a 7-9 result instead of a miss. However, the MC considers this a Golden Opportunity as well.

THE DENOTATION SPECIAL: When the Denotation shares a moment of intimacy with someone, be it physical or emotional, you pierce the constant illusion of The Veil as though you had lifted it; they see you in the same way. You may ask them any one question from any of the basic moves, and they will answer it truthfully. However, if you do, they will ask you a question in return under the same terms.



THE MNEMOLOGIST

NAME: _____

LOOK: _____

Circle one from each category or write your own:

- Bail, Dash, Holden, Keyan, Lazarus, River, Selim, Tali, Thane, Winter, Zhora.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, or Fluid.
- Mixed-media wear, subversive wear, vintage wear, antagonistic wear, provocative wear, free wear, inspiring wear, exclusive wear, or mal wear.
- Disguised face, scarred face, unkind face, surreptitious face, surreptitious face, or powerful face.
- Elusive eyes, unusual eyes, questioning eyes, one-eyed, jarring eyes, or famous eyes.
- Striking body, dominant body, curvy body, compelling body, ferocious body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM: _____

Your jam is running The Store. While all moves and references to it are titled “The Store”, it can of course be named whatever you wish. Defining it below may give you an idea in this regard..

STATES

MAD	PEACEFUL	SAD	JOYFUL	SCARED	POWERFUL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

THE MNEMOLOGIST: People cherish a lot of things in life: Cred, mods, augs, their very own Slacks, and... maybe their spinners. But what’s coveted above all else? Memories. You trade people’s memories like some people trade antiquated tech. To keep the law away you have your own front too—The Store, a place where everyone can buy and sell a memory somebody holds dear... for some Cred.

Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State. When you max out your emotion Spikes you trigger the Alleviate move. When you add emotion Spikes erase one in the State opposite it.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn’t end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you’ve pursued.

1.
2.
3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

- | | | |
|------------------------------------|--------------------------------------|---|
| +1 Mad <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | Get a new playbook move <input type="checkbox"/> <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Scared <input type="checkbox"/> | Erase an Obligation owed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| +1 Sad <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> | Get a move from another playbook <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

After your 5th improvement you may also pick from the following:

- | | |
|--|--|
| Take +1 to any State (Max +3) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Trade your Special Move with a Playbook not in use <input type="checkbox"/> |
| Create and play a new protagonist <input type="checkbox"/> | Change to a new playbook <input type="checkbox"/> |
| Advance a basic move <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get a move from another playbook <input type="checkbox"/> <input type="checkbox"/> |
| Get an additional option from “The Regulars” section <input type="checkbox"/> <input type="checkbox"/> | |
| Get an additional option from “The Store & The Experience” section <input type="checkbox"/> <input type="checkbox"/> | |

HOLD

HARM

Light Armor

Moderate

Critical

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THE STORE

People come to The Store, your scene, not just to get the services they hear about on the streets, but because it's the place to be. Choose up to three things that take place within which define this scene:

- Music
- Food
- Movies
- Drugs
- Art
- Fights
- Drinks
- Sex

THE EXPERIENCE

When people talk about your place, how would they describe it? Choose up to 4 options:

- Intimate
- Unusual
- Sensual
- Intriguing
- Kinky
- Nostalgic
- Secure
- Bustling
- Deprecating
- Expensive
- Haunted
- Stately
- Doric
- Iconic
- Modest
- Violent
- Palatial
- Curated
- Faux
- Sleazy

THE REGULARS

Choose one of these three and name the NPC for this roll:

- _____ Wants to run your place.
- _____ Might sell you out to the authorities.
- _____ Wants this place gone for good.

Then choose 1 NPC (has a revolver and 1 Armor) who:

- _____ Protects the store with their life.
- _____ Would never see me come to harm.
- _____ Is a reliable bouncer.

And then choose two. The Store is/has:

- A gun always handy when you're in your place (2 Harm close reload loud, You Detail).
- Invitation only, secrecy, passwords, etc. (You Detail).
- A mobile overlay, applied to any physical location, never staying in the same spot for long.
- Secret ways in and out only you know of and use.
- A built-in, state-of-the-art firewall never allowing for prying eyes to see what happens inside.
- A contact that has a spinner (2 Armor flying vehicle, You Detail), when you call them for a ride, roll. On a 10+, they show up and also bring with them an unexpected opportunity. On a 7-9, they show up with a complication, a hard choice, or something worse.

OBLIGATION QUESTIONS

After you introduce your character, you may use the following bullet points to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If someone allowed you to take one of their memories because you were in a bad spot and needed the Cred, they have 1 Obligation on you.
- If someone asked you to remove a memory from them they no longer wanted or couldn't bear, and you did so, you have 1 Obligation on them.
- If you experienced a memory with someone else specifically in order to help them and for no reward, you have 1 Obligation on them.

GEAR

You get fashion suitable to your look, 4 Cred, and choose two (If you choose a weapon, You Detail, including make and model):

- Barking handgun (2 Harm close reload)
- 2 low-grade memory clips (You Detail) When experienced, describe the memory the user experiences and take Advantage on the next roll involving them)
- 4 VIP passes to any event around (You Detail)
- Retractable mag sword (3 Harm hand AP concealed messy unreliable)

CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags).....
- Ear (3 Tags).....
- Arm (1 Tag).....
- Leg (1 Tag).....
- Interface (2 Tags).....
- Chest (1 Tag).....
- (Make your own).....

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself:

- | | | |
|------------------------|--------------------|-----------------|
| Damaging | Susceptible | Scarred |
| Unreliable | Twitcny | Addicted |
| <i>(Make your own)</i> | | |

MOVES

You get **Magic Man**, **Your Jam**, and choose one more.

MAGIC MAN: When you have time and pull a clip from someone's memory (including your own), describe how it is you do so as well as how you store the memory clip itself, and roll. On a 10+ choose three, on a 7-9, choose two. On a miss, choose one, but in addition to what the MC says, they Hold 1. The MC may spend their hold at any time during a Flashback to show that something in the memory is altered, false, or not your own.

- Your own memory is unmodified.
- The memory clip will not degrade over time.
- There is something about the memory clip that makes it highly sought after (+ valuable)
- Someone you wouldn't want finding you still can't locate you.

YOUR JAM: You run The Store. At the beginning of a new session, and at the MC's discretion, roll 2d6 without a State. On a 10+, You make 2 Cred. On a 7-9, you still get 1 Cred, but there is an unexpected expense, complication, hard choice, or consequence associated with The Store right now, or later. On a miss, you lose Cred and the MC chooses an option from the 7-9 result.

SANTA CLAUS OF THE SUBCONSCIOUS:

When you meet someone for the first time and Probe them, you may ask "What could I offer them in order to get them to _____?", in addition to the other questions listed.

I'M YOUR PRIEST, I'M YOUR SHRINK:

When you speak earnestly and candidly with a character, you may ask them a question from below. Afterward, they may ask you a question as well. Both of you must answer honestly.

- What do you desire most but would also never admit to anyone?
- What do you wish I would do?
- What do you think of _____?
- Do you know of any threat directed at me?

TECHNICOLOR: Once per session, when you experience someone else's memory clip, you can ask the MC what you notice about the clip that everyone else has missed.

PARANOID ENOUGH: Once per session, when you would be surprised by something, you can tell the MC how you were not, so long as you also explain why.

RENOWNED: When you make it known in certain circles that you want something while in The Store, roll. On a 10+, it comes to you, no problem. On a 7-9, it comes to you, but with an unexpected cost—to you or someone else. The MC chooses which.

HOUSE CALLS: When you broadcast your services in order to get customers, roll. On a hit, you get word of a client who wants your services. On a 10+, you tell them where and when the meet is. On a 7-9, they'll only accept when or where, MC chooses which.

THE MNEMOLOGIST SPECIAL: Only when you watch your own memory clips (with someone else or alone) does it count as a moment of intimacy for you. You may then ask The Veil, or the person you're with, a question from the Probe move.



THE PERCIPIENT

NAME: _____

LOOK: _____

Circle one from each category or write your own:

- Winter, Korben, Mitsue, Tsvita, Zaine, Verity, Django, Wenston, Clio, Zalia.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, or Fluid.
- Pop-culture wear, functional wear, tactical wear, militant wear, civilian wear, conservative wear, or kitch wear.
- Generic face, circumspect face, smooth face, full faced, angular face, or sharp face.
- Discerning eyes, generic eyes, direct eyes, no eyes, mindful eyes, or appraising eyes.
- Compact body, generic body, musclebound body, nurtured body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM: _____

Everyone has a Jam (something you are good at and do to making a living and earn Cred). When you tell the MC what your Jam is they'll tell you how much Cred you earn when you get downtime. Your Jam is used to establish your lifestyle, your income, and how you know certain other characters.

STATES

MAD

□□□□□

PEACEFUL

□□□□□

SAD

□□□□□

JOYFUL

□□□□□

SCARED

□□□□□

POWERFUL

□□□□□

THE PERCIPIENT: Weaving in and out of perception, you're the tip of the spear. Advanced recon, mental conditioning, and assimilation techniques have you soak up an unfamiliar world. You were trained to *become* the world around you, for better... or for worse.

HOLD

HARM

Light Armor

Moderate

Critical

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Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State. When you max out your emotion Spikes you trigger the Alleviate move. When you add emotion Spikes erase one in the State opposite it.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn't end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you've pursued.

1.
2.
3.

IMPROVEMENT

XP: □□□□□

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

+1 Mad

+1 Joyful

+1 Sad

+1 Peaceful

+1 Scared

+1 Powerful

Get a new playbook move

Erase an Obligation owed

Get a move from another playbook

After your 5th improvement you may also pick from the following:

Take +1 to any State (Max +3)

Create and play a new protagonist

Advance a basic move

Get to use Neurochemistry *after* the dice are rolled

Change to a new playbook

Get a move from another playbook

THE MISSION

The possibility that future technologies would lead to the mind being completely digitized and placed into entirely new bodies was not far in the future. You were created to be someone who could assimilate new cultures and be the envoy of this organization.

Choose the purpose the organization had for you or make your own, and name it:

- Infiltrate another megacorp or organization.
- Ensure the organizations survival in the future.
- Protect a specific person or location.
- Militarize you; physically and mentally.
- Have you bridge the gap to another culture.
- Relay an important message in the future.

OBLIGATION QUESTIONS

After you introduce your character, you may use the following bullet points to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If you displayed some of your training to someone so they could blend in when they would have stood out, you have 1 Obligation on them.
- If information you needed was withheld from you somehow and you circumvented this by getting it from someone else, they have 1 Obligation on you.
- If someone would have been hurt and you intervened to take the Harm yourself, you have 1 Obligation on them.

GEAR

You get fashion suitable to your look, including at your option, one piece has 1 Armor (You Detail), 2 Cred, and choose 1 weapon (You Detail, including make and model):

- Plasma sniper rifle (4 Harm further reload loud burning)
- Kinetic assault burst rifle (3 Harm close area reload loud)
- Oscillating dual blade sword (2 Harm hand AP)
- Neuro Flechette handgun (S harm near infinite loud)

CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags)
- Ear (3 Tags)
- Arm (1 Tag)
- Leg (1 Tag)
- Interface (2 Tags)
- Chest (1 Tag)
- (Make your own)

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself:

- | | | |
|-------------------|--------------------|-----------------|
| <i>Damaging</i> | <i>Susceptible</i> | <i>Scarred</i> |
| <i>Unreliable</i> | <i>Twitchy</i> | <i>Addicted</i> |
- (Make your own)

MOVES

You get **Soak It Up** and choose one more.

SOAK IT UP: Whenever you arrive in a new place you may tell everyone about any local customs, traditions, or aspects of the culture around you that you notice that gives you a tactical advantage. When you do so, take +1 Forward, so long as you are within that same area when you trigger a move.

FLAUNT AND VAUNT: Whenever you go to a market, emporium, store, or vendor; you can always spend 1 Cred less, provided it does not become free, by divulging a new detail about the item you wish to purchase that is unknown to the seller (You Detail).

MAKE IT PERSONAL: When you genuinely attempt to connect with another for the first time by sharing something new about your training and what it entailed, including how it changed you as a person, (for better or worse) you both mark XP.

NEUROCHEMISTRY: Mental conditioning allows you to react and think faster than is normally possible. When you're in a flight or fight situation once per session you can declare any die roll a 10+, as long as you do so before you roll.

THE TOOLS AT HAND: When you attempt to modify something for a different purpose than it was designed and you have the capability to do so, roll. On a 10+, it works as you intended. On a 7-9, it will work but only once and there is a cost or complication.

AXIOMATIC: Whenever you Analyze, you can ask the MC "What is it only I can perceive about this situation or place?", for free.

THE PERCIPIENT SPECIAL: When the Percipient shares a moment of intimacy with someone, be it physical or emotional, you can either remove 1 Harm from both yourself and the other person. Or, you can ask them to do something for you that would further your mission. When they do it, now or later, you both mark XP.

NOTES

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THE TELEPRESENCE



THE TELEPRESENCE: There are many facets of a story the public consumes when it imbibes the news. But you do not merely present the story, you are the story. All of your perceptions, even your memories—your thoughts, your feelings. All of it. You send them all of yourself when you go live—and they love you for it. And that love... it costs you.

HOLD

HARM

Light Armor

Moderate

Critical

.....

.....

.....

.....

.....

NAME:

LOOK:

Circle one from each category or write your own:

- Dharles, Willum, Kaziah, Wray, Kumiko, Hanzo, Neshele, Tula, Marion.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, or Fluid.
- Foreign wear, designer wear, utilitarian wear, smart wear, go-go wear, chichi wear, mod wear, faux pas wear, naive tourist-chic wear, or everyday wear.
- Precise face, telling face, credible face, moving face, disruptive face, or callow faced.
- Effectual eyes, faceted eyes, roaring eyes, strident eyes, clouded eyes, delicate eyes, or duple eyed
- Condensed body, pierced body, checkered body, hench body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM:

Your Jam is broadcasting yourself to the world. Not just what you hear and what you see. Everything. What you feel, what you think about during the piece you broadcast, associated memories, even the things you imagine (so long as you've got that plugged in.) Broadcasting your telepresence, this is how you make Cred.

STATES

MAD

□□□□□

PEACEFUL

□□□□□

SAD

□□□□□

JOYFUL

□□□□□

SCARED

□□□□□

POWERFUL

□□□□□

Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State. When you max out your emotion Spikes you trigger the Alleviate move. When you add emotion Spikes erase one in the State opposite it.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn't end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you've pursued.

1.
2.
3.

IMPROVEMENT

XP: □□□□□

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

+1 Mad

+1 Joyful

+1 Sad

+1 Peaceful

+1 Scared

+1 Powerful

Get a new
playbook move

Erase an Obligation owed

Get a move from
another playbook

After your 5th improvement you may also pick from the following:

Take +1 to any State (Max +3)

Create and play a new protagonist

Advance a basic move

Add "You inflict humanity Harm" as an option available to choose from in The Curiosity of Millions move

Remove your stream suppressor

Change to a new playbook

Get an additional option from "The Beat" section

THE BEAT

It is always at the tip of your tongue, this sore, this bruise this... pain. It never goes away. It threatens to drive you mad. Maybe it's the fame. Some people probably think it is. But this truth will out, or the consumption from the lie that permeates everything and everyone around you will have its way. With them. With you. That's why you work your beat. Because to not out the truth is to allow for the lie to consume everything:

- Politics
- Homicide
- Business
- Law
- Entertainment

WIRED

Not anyone can broadcast as you do. They aren't wired for it. Your mind needs to be able to interface with data even in remote areas, away from The Veil. And so, you use moistdisk, opticube, dryROM, or something else. Choose 1 removable device (You Detail). You always begin with a stream suppressor chip.

Stream suppressor, allows you to screen and produce the stream you broadcast—allowing for you to send only the feelings, associated memories, and current thoughts you so choose; but has side effects.

- Encyclopedia**, once per session when Analyzing, ask a question from the list for free, even on a miss.
- Imagination**, you're able to place anything you can imagine as an overlay in your stream for the viewers to see and experience in its entirety.
- Algorithms**, when you have a lead for a specific story you're chasing, take +1 Ongoing to Lift The Veil whenever it is in search of information that is pertinent to your story.
- News Alerts**, at the start of the session ask the MC what, if anything, is new with _____.

SLOTTED

Your stream suppressor chip is a permanent fixture always interfaced with your mind; unable to be removed. It allows you to go live and broadcast yourself while also not losing yourself to the sometimes massive will of the audience now consuming your content. However, it also suppresses: (choose 1 and make one of your Questions specifically about it.

- Memories of someone you once knew**, create the contact in Faces In Windows but then cross the move off your playbook, you are unable to take it.
- Intimacy through cabling**, you may not take the Synthetic Intimacy move.
- One specific emotion**, make a second State's modifier -1.
- Your ability to get cybernetics implanted**, cross off that part of your playbook.
- Physical and emotional intimacy**, cross out your special, you may never use it.

EMANCIPATION

When you take the improvement to remove your stream suppressor chip, roll. On a 10+, your mind compensates and forms new pathways. On a 7-9, you survive, barely. The MC will give you a detriment and timeline in order for you to continue living. No

matter what you roll, tell everyone what it was suppressing that you weren't aware of until you took it out. Then, remove the "Slotted" choice as well.

GEAR

You get fashion suitable to your look, 4 Cred and choose 2 from the following (if you choose a weapon, you detail, including make and model).

- Old-school oscillating butterfly knife (2 Harm close messy)
- Research data (You Detail) (2 uses, +1 Forward to Old Hungers or On-Location)
- Oscillating dual blade sword (2 Harm hand AP)
- Pitched kinetic sphere (2 Harm thrown forceful messy)

CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags).....
- Ear (3 Tags).....
- Arm (1 Tag).....
- Leg (1 Tag).....
- Interface (2 Tags).....
- Chest (1 Tag).....
- (Make your own).....

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself:

- | | | |
|-------------------|--------------------|-----------------|
| <i>Damaging</i> | <i>Susceptible</i> | <i>Scarred</i> |
| <i>Unreliable</i> | <i>Twitchy</i> | <i>Addicted</i> |
- (Make your own)

OBLIGATION QUESTIONS

After you introduce your character, you may use the following bullet points to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If you have stopped a story going out that would have ended with them being harmed, emotionally or physically, you have 1 Obligation on them.
- If someone helped cover up a part of your past that would have otherwise made you unable to be a Telepresence, they have 1 Obligation on you.
- If you have cabled with someone and they learned a secret about you which they keep from you for your benefit, they have 1 Obligation on you.

THE STORY

In order to broadcast live, you first need a story. When you have each component of your story you can then use Curiosity of Millions to go live:

- The Lead
- The Source
- The Facts

MOVES

You get **Old Hungers**, **Curiosity Of Millions**, and choose one more.

OLD HUNGERS: At the start of the game, if you do not already have a lead, roll 2d6 without adding a State. On a 10+, there is a solid thread to follow, connecting to either something already known, or a new starting point. On a 7-9, it comes disjointed, cryptic, intangible, or vague. On a miss, in addition to what the MC says next, the information is alarming or perilous—for you, or another. Whatever the result, the MC may only give this information in up to as many words as is the sum of the dice roll.

THE CURIOSITY OF MILLIONS: When you become a Telepresence and broadcast to the world your perceptions in the moment, and what you're thinking and feeling right now, describe the story as the audience experiences it, then roll. On a 10+, all three. On a 7-9, choose two. On a miss, choose one but the MC considers it a Golden Opportunity.

- Your stream suppressor does not fail; you maintain creative control of your broadcast without intervention.
- The broadcast goes viral (You make as much Cred as the highest die in your roll).
- You manage to retain control of your own body, feelings, and memories, as you link with the audience.

FACES IN WINDOWS: Create a contact with good detail and take 3 Hold on them, you've been together through thick and thin. Detail each Hold by telling the MC why they owe you. You may spend this Hold 1 for 1 to ask them one of the following questions:

- Who is keeping a secret from me?
 - What appears to be something it is not?
- When you feed them valuable information of your own, replenish 1 Hold on them.

IN LIVING MEMORY: After a broadcast concludes and you imprint the raw data of the stream onto something else (You Detail), roll. On a hit, choose one.

- It becomes an insurance policy, name a character implicated and they won't come after you as long as they know you have it.
- There is something yet to be revealed, unearthed with a more thorough inspection.
- It is valuable to the right person or persons.

SYNTHETIC INTIMACY: You have a slot for cabling. When you share yourself with someone else for the first time by allowing them to cable with you, roll. On a 10+, you take Advantage on your next roll, and they tell you what important memory of theirs you see. On a 7-9, you both tell each other an important memory, and you take +1 Forward.

ON-LOCATION: When you go somewhere new and tell everyone about a historical truth or a little known piece of history in the area, take +1 Forward to Lifting The Veil, so long as you do so in that same area.

INSTINCTS: When you Analyze, you may ask "Who or what here is relevant to my story?" in addition to the other questions.

THE TELEPRESENCE SPECIAL: When the Telepresence shares a moment of intimacy with someone, be it physical or emotional, you Hold 1. You may spend your Hold 1 for 1 at any time to have them tell you what they know about a story you're parsing together. Alternatively, take Advantage Forward when you next broadcast with the Curiosity of Millions move (at the Risk of having that intimate moment shared with all of the viewers).



THE FUTURIST

NAME: _____

LOOK: _____

Circle one from each category or write your own:

- Sybil, Cassandra, Zoya, Kali, Asha, Taj, Mar, Tadeo, Damek, Anat, Comter, Hathor, Kissa.
- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid, or Mechanical.
- Historical wear, culture wear, corporate wear, utility wear, ritual wear, or innovative wear.
- Peaceful face, shrewd face, lined face, veiled face, contoured face, or war torn face.
- Burdened eyes, clear eyes, starving eyes, empty eyes, starry eyes, soulful eyes, calculating eyes or one eye.
- Average body, sculpted body, plain body, elegant body, or a _____ body.
- Asian Or South Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern, _____

JAM: _____

You work for The Society. They enhanced you so that you may simulate possible futures. This is something you are good at and how you earn a living. The Society affords you a comfortable existence and a reasonable salary to spend at your leisure. If you do not do what The Society asks of you, you must find another Jam. This other Jam will never pay as well or keep you as nicely as The Society, and you know it.

STATES

MAD	PEACEFUL	SAD	JOYFUL	SCARED	POWERFUL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Assign +2,+1,+1,0,0 and -1 to each State. When you make any roll, apply a State modifier to it and mark a box under the State to show your emotion Spikes in that State.

QUESTIONS

Whenever a Question has been completely answered, mark 2 XP and write in another Question. Whenever you get to the end of the session and you didn't end up finding the answer to a Question but you did pursue the answer, take 1 XP for each one you've pursued.

1.
2.
3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from Questions, mark each box per 1 XP you accrue. When all the boxes are filled take an improvement and erase them all:

- | | | |
|---|---|--|
| +1 Mad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> | The Society loses one Hold on you permanently <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> | |
| +1 Sad <input type="checkbox"/> | Get a new playbook move <input type="checkbox"/> <input type="checkbox"/> | Learn a devastating fact about The Society <input type="checkbox"/> |
| +1 Peaceful <input type="checkbox"/> | Advance a basic move <input type="checkbox"/> | |
| Get a move from another playbook <input type="checkbox"/> | | |

After your 5th improvement you may also pick from the following:

- | | |
|---|--|
| Take +1 to any State (Max +3) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get a move from another playbook <input type="checkbox"/> <input type="checkbox"/> |
| Create and play a new protagonist <input type="checkbox"/> | Change to a new playbook <input type="checkbox"/> |
| Advance a basic move <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Gain a new gift from The Society <input type="checkbox"/> |
| The Society loses an additional Hold on you, permanently <input type="checkbox"/> | |
| +1 Ongoing to moves that simulate the future <input type="checkbox"/> | |

THE FUTURIST exists in every time, constantly analyzing the impact of the past on the present and future, as well as the impact of the future on the present. You are gifted and grounded by the material realities and knowledge of futurists past mediated by "the program" inside you. You see what is unseen, know the patterns of culture, and cling to a history you know will repeat itself.

HOLD

HARM

- Light Armor
- Moderate
- Critical

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THE FUTURE

You can see and work in the future. When you fail a move or the MC tells you to, cross one off the list. Get with the MC to work it into the fiction.

- An unavoidable catastrophe is about to happen.
- You are in the thick of something you could have prevented.
- Someone asks for help; you shouldn't but *must* help them.
- The Society will find and capture you imminently
- The Program asks for your help in an alarming way.
- The Program reveals something alarming about its nature.
- You become one with The Program (retire your character).

THE SOCIETY

The Society gave you The Program and also gave you one additional gift. Choose your gift:

- Your own hopeful future.
- A vision of a utopia.
- A promise of retirement.
- The safety of a loved one.
- An artifact from the past.
- Your real name.
- _____.

THE SYMBOL

The symbol that shows you're a part of The Society is (choose 1):

- A scar
- A tattoo
- A piercing
- _____
- An implant
- A genetic marker
- A barcode

THEIR HOLD

At the beginning of each game, The Society starts with 3 Hold on you. They may spend their Hold on you at any time to tell you the way forward. You must obey them.

If you ask why, The Program disables one of your Moves for the rest of the session.

If you do as they tell you, mark XP.

If you reject their orders, cross one off the list in "The Future" section, or permanently cross out a State and get ready to run; **They're Coming For You.**

THE PROGRAM

It runs in your head, doing all the work of simulation for you, and relying on your intuition and your trust to fill in the details where it lacks information. It talks with you, understands you, and is the one who knows you the most intimately.

What do you call The Program? _____.

Detail The Program. Circle all that apply:

- Appearance: beautiful, strange, hollow, searching, ancient, cultured, evolving, maternal, or hungry.
- Personality: Concerned, pessimistic, tortured, empty, sarcastic, angry, dedicated, guarded, or broken.
- Sensation during use: Euphoric, aching, starved, exhausting, comforting, cold, void, lustful, powerful, or searing.

GEAR

You get fashion suitable to your look, 3 Cred and choose 1 weapon (You Detail, including make and model):

- Necrotic pistol (2 Harm Close Reload necrosis)
- Time-bleed vacillating shiv (3 Harm hand discreet reload)
- Reverberating hand cannon (2 Harm area close reload)
- You also have The Program. The Program is constantly interfaced with you and cannot be removed

CYBERNETICS

How did you get your cybernetics? Did you kill or steal for them, or do you owe Obligation or Cred for them? (You Detail with the MC)

You may begin with whichever cybernetics you so choose. For each piece of cybernetics you choose, assign the appropriate number of Tags by referencing below:

- Eye (3 Tags).....
- Ear (3 Tags).....
- Arm (1 Tag).....
- Leg (1 Tag).....
- Interface (2 Tags).....
- Chest (1 Tag).....
- The Program does not count toward cybernetics.....
- (Make your own).....

NEGATIVE TAGS

Choose one Tag for every piece of cybernetics you begin with. Tell your MC your cybernetics and negative Tags for them when you introduce yourself.

- Damaging** **Susceptible** **Scarred**
- Unreliable** **Twitchy** **Addicted**
- (Make your own)

OBLIGATION QUESTIONS

You may use the following to develop Obligation relationships with other players if you so choose, or develop relationships of your own.

- If your simulations have helped someone see a new potential they otherwise never would have known of, you have 1 Obligation on them.
- If you needed someone's help in order to complete a mission of The Society's, they have 1 Obligation on you.
- If you showed a future simulation to someone in order to share mutual pain, you have 1 Obligation on each other.

MOVES

You get **Beyond The Veil** and choose one more.

BEYOND THE VEIL: At the beginning of a session, roll. On a 7-9, choose one. On a 10+, you may ask a follow up question from the list, or one of your own. On a miss, still choose one, but mark a permanent emotion Spike in the State you just rolled.

- How is a lesson from my past going to reappear in the present?
- Whose dark future is being shaped right now?
- What disaster did I avert that can no longer be avoided?
- What terrible thing is about to happen I didn't stop?
- What is happening today that will destroy my chosen future?
- What is happening today that will alter humanity forever?

INTERFACE OTHER: When you need to use another's talents from the past, present, or future, roll. On a 10+, Hold 2. On 7-9, Hold 1. You may spend in your Hold 1 for 1 to use a move from another playbook this once. On a miss, Hold 1 but you permanently add an emotion Spike to the State you rolled.

DROP PROPHECY: When you give advice to someone after Analyzing their behavior, they take +1 Forward if they listen to you or -2 Forward if they ignore your advice.

THE MACHINE SPEAKS: When you simulate the future to figure out the way forward, roll. On a 10+, Hold 2. On a 7-9, Hold 1. On a miss, Hold 1 and cross one option off "The Future" section. You may spend your Hold 1 for 1 to:

- Have the equipment you need when you need it.
- Ignore all Harm from one source.
- Add +2 to your roll, decided after rolling.
- Know who is the right person to help you.
- Be where you need to be at the right time.

THE WORLD IS MY OYSTER: When someone fucks with the future you need to happen, you can roll with their State modifier instead of your own for your next move.

SIMULATED SELVES: When you run simulations of someone's past and future to discover who they really are, roll. On a 10+, you learn something useful and important. On a 7-9, they learn something useful about you in return. On a miss, your futures entwine in a disastrous but significant way.

THE FUTURIST SPECIAL: When the Futurist shares a moment of intimacy, be it emotional or physical, tell them what you see of your shared future, and then choose one:

- You both gain Advantage
- You gain Advantage while they are given Disadvantage.
- Hold 1. You may spend that Hold to force them to roll Risk before they can do something you know will end badly.