

NPCS AND DEBTS

MORTALITY

NIGHT

POWER

WILD

NAMES

Abby, Akai, Binh, Vadim, Pavel, Yolanda, Brittney, Morgan, Sally, Mary Joe, Helen, Elizabeth, Florence, Galina, Mabel, Rose, Lara, Cora, Josephine, Georgia, Chin, Jane, Anastasia, Ayako, Cameron, Onya, Abby, Emerald, Ginger, Harper, Nala, Sabrina, Elena, Victoria, Julie, Piper, Lana, Ashley, Akhil, Marissa, Bosede, Tara, Ajit, Masika, Marie, Fatima, Lena, Julie, Elise, Chloe, Emma, Emilija, Peter, Oscar, Lawrence, Abioye, Frederick, Aravind, Leroy, Hugh, Alice, Leslie, Percy, Alex, Lakshmana, Morris, Keung, Jitinder, Matthew, Chetana, Amanda, Felix, Jake, Claud, Steve, Simon, Christopher, Dayo, Akua Jerome, Augustus, Conrad, Aran, Hiro, Ichiro, Jing, Ronin, Katya, Faraji, Pierre, Tam, Lukas, Noah, Theo, Jonas, Dominic, Diego, Jack, William, Tanvir, Leon, Neema, Elias, Arthur, Jaoquin, Carter, Samuel, Logan, Jacob

DRIVES

In addition to selecting a name, Faction, and look for your NPCs, give them drives, core motivations that move the NPCs to simple, self-interested action. When an NPC is presented with a challenge, think about how it impacts their drive. If the challenge opposes it, the NPC moves hard and fast against the opposition, hoping to knock it down and solve the problem. All **goon NPCs** start with the same drive: *serve the powerful*.

EXAMPLE DRIVES

secure more power/money/influence, make a name for myself, avenge a sibling/parent/loved one, tear down the machine, protect a neutral location or establishment, get a fix of blood/drugs/sex, find a way to end this requiem, revel in meaningless excess, protect my reputation, obtain justice for the wronged, offer forgiveness to the guilty, get the truth about Wantanabe, find the perfect ritual ingredient, build something beautiful in Center City, finish my magnum opus, give to those who don't have enough, move up the corporate ladder, find a way to stay in this city/dimension/plane, reconnect with my estranged wife/husband/lover, share my pain with the world.

GROUPS

If your character is leading a group against another group, a special battle move comes into play. Your group trades harm with the opposition as established when you lead a group into battle: in an all-out brawl, both groups suffer the harm the other group is capable of inflicting. There's little chance that your side (or their side) is going to walk away unharmed.

When you **lead a group into battle against another group**, roll with Blood. On a hit, trade harm as established. On a 10+, choose 3. On a 7-9, choose 2.

- » Your group suffers little harm
- » Your group inflicts terrible harm
- » Your group seizes a vital position
- » Your group avoids collateral damage

SURNAMES

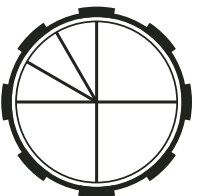
Jensen, Nyman, Bayer, O'Sullivan, Ahmed, Dawson, Schneider, Aliyev, Bolkvadze, Jeon, Kozlov, Brown, Davis, Anderson, Harris, Alonso, Thomson, Lovric, Johansen, Garcia, Martinez, Robinson, Niemi, DeBoer, Clark, Rodriguez, Lewis, Costa, Walker, Patel, Moshe, Young, Hernandez, Watanabe, Flores, Romero, Wright, Lopez, Diaz, Mercier, Dey, Scott, Green, Carter, Omer, Perez, Edwards, Stewart, Sanchez, Reed, Leon, Cook, Morgan, Eriksson, Babayev, Brooks, Sanders, Zhōu, Dubois, Bennett, Matsui, Gruber, Berger, Dupont, Crawford, Gāo, Boyd, Novikov, Ferguson, Mohammed, Long, Yim, Petrov, Petridis, Cohen, Watanabe, Shibata, Nakagawa, Ali, Marino, Han, Yu, Khan, Cruz, De Luca, Vazquez, Rivera, Wong, Vásquez, Silva, Blanchette

LOCATIONS

an abandoned construction site, a skeezy lawyer's office, a city square with a majestic fountain, a bridge in serious need of repair, a dark intersection lit by a buzzing streetlight, a silent sports stadium, an alleyway between two closed shops, a quiet subway platform, the top floor of a shining skyscraper, a city cemetery long forgotten, the parking lot of a small-time auto dealer, a thrumming dance club, a farmer's market, a dirty rock and roll bar, a crummy restaurant on the edge of town, a running path in a public park, a warehouse packed with international shipments, a busy downtown street on a Friday night, an alley full of garbage and filth, the rooftop of a bricked-up brownstone, the broad steps of a city courthouse, the downtown library at dawn, a bustling train station, the pipe-filled basement of an industrial complex, an underfunded emergency room, an inner city basketball court, a community center in a sea of despair.

When a **group suffers harm**, you can use the following guidelines to translate the damage.

- » **1-2 harm:** some injuries, a few minor to moderate, no fatalities
- » **3-4 harm:** many injuries, several serious, possibly a couple of fatalities
- » **5-6 harm:** widespread serious injuries, many fatalities



WHEN YOU MC

AGENDA

- » Make the city feel political and dark
- » Keep the characters' lives out of control and evolving
- » Play to find out what happens

PRINCIPLES

- » Display the city from skyscrapers to slums
- » Address yourself to the characters, not the players
- » Push the characters together, even across boundaries
- » Put the characters at the center of conflicts, political and personal
- » Cloak your moves in darkness
- » Name everyone, give them all Drives
- » Treat everyone according to their station
- » Ask loads of questions and build on the answers
- » Be a fan of the protagonists
- » Give them the chance to weigh in (time to think)
- » Dirty the hands of all involved
- » Give everything a price, even friendship

MC MOVES

- » Surface a conflict, ancient or modern
- » Put someone in danger
- » Inflict (or trade) harm
- » Offer an opportunity with a cost
- » Reveal a deal done in their absence
- » Turn a move back on them
- » Offer or claim a Debt owed
- » Mobilize resources to shift the odds
- » Warn someone of impending danger
- » Lock down, exploit, or claim a place of power
- » Tell the consequences and ask
- » Activate their stuff's downside
- » Make a Faction move
- » After every move: "What do you do?"

CITY MOVES

- »
- »
- »
- »

PROTAGONISTS AND NOTES

FACTION MOVES

MORTALITY MOVES

- » Adapt to the changing circumstances
- » Gather in numbers to confront a threat
- » Discover information that puts someone in danger
- » Remind someone of their mundane obligations

NIGHT MOVES

- » Display an aggressive show of force
- » Threaten someone's interests or holdings
- » Claim territory from the weak or foolish
- » Make the best of a difficult situation

POWER MOVES

- » Prioritize the long-term consequences
- » Mystically foreshadow a coming Storm
- » Act in opposition to change or chaos
- » Snap up resources, vulnerable or exposed

WILD MOVES

- » Reveal the diversity of cultures alien and unique
- » Offer power for a promise or a pledge
- » Pull something from one realm into another
- » Escalate conflict for reasons mysterious or opaque

COUNTDOWNS ON THE GO

