REFERENCE SHEET

BASIC MOVES

When a move tells you to roll, it means roll 2d6 and add the modifier of the state the protagonist is experiencing at that moment in the fiction.

RISK: When you are aware of and act to avoid imminent danger, say how you do it and roll. On a 10+, you do as you describe and the danger doesn't come to bear. On a 7-9, in the doing of it there will be a cost, complication, or choice introduced by the MC.

PROBE: When you pay attention, study, or examine someone's reactions during an interaction in an attempt to learn more about them, roll. On a 10+, hold 3. On a 7–9, hold 1. Spend hold 1 for 1 to ask the following questions.

- When the interaction ends the hold expires.
- Are you telling the truth?
- What are you really feeling?
- What do you intend to do?
- What do you wish I'd do?
- How could I get you to_____?

LIFT THE VEIL: When you try to pierce the constant illusion of the veil, search for information, or recall something you may already be privy to, roll. On a hit, the MC will tell you something new and interesting about the current situation. On any roll the MC will ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression.

ANALYZE: When you use what you have at your disposal to assess a place or situation, roll. On a 10, ask 3. On a 7-9, ask two. When you act on the answers given to you by the MC, take +1 forward.

- Where's my best way out/way in/way past?
- How is ____ vulnerable to me?
- Which enemy is the biggest threat?
- What, if anything appears out of place?
- What's my enemy's true position?
- Is this going to get worse before it gets better?

SWAY: When you want to get an NPC to do something you want and their motivations don't line up with yours, roll. On a hit, they do it and choose one. On a 7–9, choose two.

- You're gonna owe them some serious Cred.
- Your own Giri is in question now.
- You're gonna need to give them something now instead of later.
- You need to do them a favor first.
- You need to give a piece of yourself to them, body or heart.

DIVERT: When you engage with someone in an attempt to distract, misdirect, or otherwise direct attention to yourself or elsewhere, roll. On a 10+, pick 3. On a 7-9, pick 2.

- Your actions create an opportunity for you or someone else.
- You glean a flaw or weakness.
- They become confused or flustered.
- You're able to slip away.

ULTIMATUM: When you say what you want and what you will do if you don't get it, roll. On a 10+, they have to choose: make you carry out your threat, or back down and give you what you want. On a 7–9, they also have these options; they can:

- Clearly remove themselves as a threat.
- Fortify themselves.
- Give you something they think you want.
- Attempt to remove you as a threat, after taking the established consequences.
- Tell you what you want to know (or what you want to hear).

NEUTRALIZE: When you use force to attempt to neutralize a threat, take control of a situation, or maintain hold of something you have with the chance of taking harm yourself, roll. On a 10+, you generate 3 hold and take no harm in the doing. On 7-9, you generate 2 hold and you will take harm in the doing. Spend your hold 1 for 1 during the scene to:

- Inflict harm.
- Take away an advantage (requires 2 hold to be spent).
- Suffer little harm.
- Force a change of location (1 hold and the MC chooses the new location, 2 and you do).
- Impress, dismay or frighten your opponent.

HELP OR HINDER: When you act to help or impede another player character, say how you do so and roll. On a hit, they take +1 (assist) or -2 (impede) to their roll. On a 7–9, you also expose yourself to danger, retribution or a cost.

BACKGROUND MOVE: When you defy the constraints of reality within a digital environment, make moves as usual and beware *The Veil*.

SPECIAL MOVES: In normal circumstances only basic moves will be triggered. Special moves are moves that are triggered only in very specific circumstances that do not come into play nearly as often as basic ones.

DUELS: When you initiate single combat with another, answer the following questions and take +1 forward for each answer in the affirmative. Then, roll.

- Do you currently have the upper hand?
- Are you better trained than them?
- Does your equipment give you a particular advantage for this conflict?

On a 10+, you generate 3 hold and your opponent generates 1. On a 7–9, both of you generate 2 hold. On a miss, your opponent generates 3 hold and you generate 1. You may spend hold 1 for 1 at any time to do one thing on the following list as long as you justify your choice in the fiction.

- Inflict harm (minus armor if applicable).
- Block harm (minus half the harm being inflicted and round down).
- Deflect all harm (choose twice).
- Force a change of location, or use the environment to an advantage (generates +1 hold for the next bout).

ALLEVIATE: When a PC marks the fifth bubble in an emotion all of the modifiers change and the state that the fifth bubble was marked in becomes +1 and all others are temporarily locked in at -2. In addition, the player chooses one of the following when another move is triggered:

- To keep using the spiked out emotion, in which case the emotion spike in that state decreases by 1. When all emotion spikes have been removed, all state modifiers go back to normal.
- To use a different state at a -2. If they do so they may erase all emotion spikes in the spiked out state. They must still mark an emotion state in the state they just rolled.

LINK: When you introduce a new NPC to the game by name, look, and outlook, decide how you know them and feel about them and roll. On a 10+, the relationship is in good standing. On a 7–9, it's strained or frayed in some way and they have 1 Giri on you. On a miss, in addition to what the MC says, they also have 1 Giri on you.

STRATEGIZE: When you scrutinize, plan ahead, or confer with each other to achieve a common goal, you gain preparation. If you prepare for a day or two in the fiction, take 1 preparation. If you prepare for a week or longer, take 3. Whenever you enact your stratagem, any of you may use your preparation to take a maximum of +1 forward on any roll when carrying out your plan.

PERIPHERAL MOVES

EMPORIUM: When you enter a place in order to find something not readily available, answer the following questions and take +1 for each.

- Is it a part of a corporation?
- Is it filled with a wide variety of merchants?
- Is it policed in some way?
- Then, answer the following questions and take -1 for each:
- Are thieves and urchins circulating here?
- Is there a gang presence or other form of oppression here?
- Are you known to the sellers here?

On a 10+, you find just what you're looking for. On a 7-9, the MC chooses one of the following:

- It costs 1 Cred more than you'd expect.
- They don't have it, but they know someone who does.
- They just sold their last one to_____.
- They have something similar, but inferior.

PROXY: When you exchange Cred in order to have something brought to you, roll and add the number of Cred you spend doing so (max roll+3).

On a 10+, it comes to you, no strings attached.

On a 7-9, it comes to you, or something that is pretty close, but there is an additional cost to the endeavor; the MC will tell you what it is.

GIRI MOVES

STRING: When you deliberately go out of your way to do someone a solid, get them out of a tough spot, or anything else where both parties agree they are in your debt, mark down that you have 1 Giri on them.

LEAN ON: When you ask someone to do something you want and use Giri you have on them to make things square between yourselves while doing so, if they do it, you erase 1 Giri you marked with them for each thing you ask of them.

- Other characters might try to get out of debt with you, or you could cash in by having them:
- Bring you something they know you want.
- Fight for you, or put themselves in harm's way.
- Transfer Giri owed to them to you.
- Answer questions or provide information you want.

REFUTE: When someone has Giri on you and they use it in order to ask you to do something they want but you can't or won't do it, roll and add the number of Giri they have on you. You'll have to make a promise in order to avoid your obligations; make it clear to them what your promise is. If they have 3 Giri or more on you, you cannot refuse them, but you can appeal to them.

On a 7-9, they get an additional 1 Giri from you and it's up to you whether or not you keep your promise later.

On a 10+, they get an additional 2 Giri from you and need a concrete assurance right now to back up the promise.

LEVERAGE: When you name someone who you have Giri on in order to get something you want, roll. You may add the Giri you have on them if it makes a difference; the MC will tell you if it does.

On a 10+, their name is enough to get you what you need and the Giri is still owed you.

On a 7–9, in order for you to get what you want the debt might be considered settled if word gets back to them. The MC will tell you how much Giri is settled if it does.

CRED REFERENCE

By no means set in stone, here are some rough guidelines you and your group may choose to use for the worth and expenditure of Cred:

1 CRED might count for:

- Any basic weapon (1 Cred per tag).
- Gear or fashionable attire.
- Repair a piece of basic gear.
- Costs for medical treatment (1 Cred per 1 harm).
- A few sessions' maintenance and repairs for hi-performance vehicles and cybernetics.
- Bribes or fees sufficient to get you into almost anyone's presence.
- Useful information from a contact.
- A session's worth of cheap muscle.

2 CRED might count for:

- Getting the base amount of cybernetic work done.
- A session's worth of some professional expertise (a hacker, driver, etc.).
- Repairing cybernetics that are heavily damaged or custom-built.
- A customized weapon or specific type of ammo. (2 Cred base; +1 Cred per tag)
- Bribes or fees that could pay off most people.
- 3 CRED might count for:
- Highly professional and trained help.
- The attention of people that could get you almost any weapon.
- Bribes or fees that would fix most problems.
- High-end, luxury items and technology.

CYBERNETICS

PLASMA AND CHROME: When you find someone willing to install, remove, or otherwise modify cybernetics for you, use the following options to modify your person:

- Is the surgeon trusted and reputable? If yes, take +1 to the roll.
- Are you having new parts, not used or refurbished ones put in? If yes, take +1 to the roll.
- Are the parts registered to a company, with tracking and legit registration? If yes, take +1 to the roll.
- Do you go through integration therapy in order to remove a negative tag? If yes, take -2 to the roll.
- For each additional tag beyond the default number of tags for the cybernetics being worked on, take -1 to the roll.

On a 10+, all is well. On a 7–9, the MC chooses 1 of the following. You may choose to spend extra Cred in the hopes of a better outcome. For every 1 Cred you spend, take +1 forward.

- It costs more Cred than expected.
- Your body is rejecting the enhancements so the cybernetics need some tweaking, you need some meds, need to get your head right, etc. Cross off an open playbook move until it's repaired.
- It's being tracked by someone or something, or it has a primitive form of A.I installed on it with its own Motivations.
- It will take you a while to get used to the operation of the new cybernetics, take -1 ongoing when using it until the MC says so.
- The cybernetic has more than one negative tag associated with it.

TECHNOLOGICAL TAGS

MULTI-SPECTRUM: Can see multiple wavelengths.

AMPLIFICATION: Increases the range at which you see or hear something.

COMMUNICATION: Affords the ability to communicate by means other than neurochip.

MAGNIFICATION: Zooms in so you are able to see further than the human eye.

CAMOUFLAGE: Blends in with the surrounding environment.

RECORDING: Records whatever input it's given, generally from what you're seeing, hearing, or both.

DAMPENING: Cuts-off or weakens outgoing signals.

INTERCEPTING: Able to pick-up, and perhaps even manipulate outgoing signals.

HUD: Heads-up display, an interface that displays pertinent information by projecting it on the eye or other surface.

STORAGE: A compartment or drive, internal or external, which can be used to store information or objects.

REMOTE: Able to be controlled from afar.

DERMA-LINKED: Embedded within or otherwise interacts with skin.

MULTI-TASK: Able to perform more than one task at any given time.

ENCRYPTED: Difficult to access without the proper key or password.

COMPENSATING: Helps to correct for human error. Could remove recoil or compensate for a person's heartbeat, for example.

IMPLANTED: Housed within the body.

JAMMING: Capable of preventing any incoming and outgoing specified signal.

THERMO-GRAPHIC: Able to see and measure heat distribution.

RESPONSIVE: Reliable and intuitive to use.

DURABLE: Hard to break; long-lasting.

INTEGRATED: A system or piece of technology that is housed within another system.

DETACHABLE: Can be removed from its housing.

SETTING PLAYBOOK

ENVIRONMENT

As a group, talk amongst each other and reach a consensus as to **what type of environment** you want to begin in.

☐ Mountains   ☐ Ocean   ☐ Forest
☐ Coastal   ☐ Alien   ☐ Urban
☐ Riverine   ☐ Karst
☐ Glacial   ☐ Desert
☐

Is this environment inhabited?

☐ We've never seen anyone else out here before
☐ We've seen the occasional humans and settlements
☐ We've established a natural human population more or less in equilibrium with the environment
We're over populated, something needs to be done to re-establish and equilibrium
☐ We're past the point where we could establish an equilibrium again, population is out of control.

Cybernetics are considered:

☐ Taboo   ☐ Exclusive   ☐ Militarized
☐ Ubiquitous   ☐ Fashionable   ☐ Illegal
☐

The regime/government/bureaucracy is:

☐ A Monarchy   ☐ A Republic
☐ Democratic   ☐ A Dictatorship
☐ Fascist
☐

And is:

☐ Firmly in power   ☐ In disrepair
☐ Newly established   ☐ All but eradicated

Controlled by:

☐ Humans   ☐ Something alien
☐ A hive mind
☐

Answer the following questions to further flesh out the setting, skip questions you are not interested in or wish to answer during play.

What tone are we going for? What media are we using for our reference points?

What are Creds in your world? What does Cred look like?

What authority is there in the world, if at all? Are there police or vigilantes?

Are there clearly defined classes, what defines them and what, if anything, visibly differentiates them?

What do your cybernetics look like? What are they made of?

What types of damage do your weapons do? What does armor look like and what does it block?

Do your weapons have names/brands?

Everyone is walking around in mixed reality —How does it work in vague terms? Is it regulated somehow?

The only safe means of leaving the digital environment immediately is through the Architect move The Kick, how do people leave the digital world naturally? Are their phone lines you need to get to? A predetermined amount of time that runs out and kicks people out once it's up? Is there always a cost for coming and going of some kind? How do people usually enter and exit the digital environment?

Using mixed reality, can you enter peoples' minds directly? If so, can you enter their dreams? Does it require different tech or do neurochips have this capability?

How do you get around? Does it make sense that any or all of you have transportation or need it for the setting you're going for?

Does each player's Jam lead to a natural way in which you are all linked or may know one another?

ASSUMPTIONS

THE VEIL: The basic moves, particularly the move "lift the Veil" assumes that the protagonists are living in a world that is completely, and always, immersed in some kind of mixed or hybrid reality. This reality intermingles the real, physical world and the digital. This mixed reality means that characters in the setting can never be sure if what they're seeing is altered by The Veil, or if it's even real at all as it could exist purely in The Veil only. The Veil is also an information and database depository– it's like the internet of today and a great deal can be found there. The Veil is made possible because most characters in the setting, if not everyone in the fiction, have neurochips that are installed on their person. These chips are a person-machine interface and are always running by default.

DIGITAL ENVIRONMENT: The game assumes that there are environments where a character in the setting can interact with a wholly artificial world and environment. When hacking into a computer, a character might enter into cyberspace; when needing to talk to another character privately, said characters might interface with one another so as to interact in a private digital environment rather than in the real world; when hacking into a person's mind, a character might explore their target's psyche using technology designed to do so. This environment can be something like The Matrix, or it can be a simulated psyche, or dream, or whatever else you decide.

CYBERNETICS: All of the playbooks, as well as some moves, assume that the world and the technology in it is advanced enough to support artificial, mechanical limb augmentation and replacement.

GIRI: The setting is assumed to have a system that places a great deal of value on obligation, honor, and face.

CRED: The setting is assumed to have a form of currency that works similar to the currency of today, though the systems that support the transfer or use of it may be more advanced or just different.

LINKING PEOPLE

With the environment established it is time to populate the people directly linked to you in your life. The *Link* move may be used at any time but everyone uses it at least once during 1st session.

LINK: When you introduce a new NPC to the game by name, look, and outlook, decide how you know them and feel about them and roll. On a 10+, the relationship is in good standing. On a 7–9, it's strained or frayed in some way and they have 1 Giri on you. On a miss, in addition to what the MC says, they also have 1 Giri on you.

CULTURAL & SOCIETAL ASPECTS

No matter where your setting is taking place, it will be in the future. A good way of bringing an extra dimension into play is by introducing a cultural or societal aspect you want to engage with as a group. What is normal, what is not—does it resemble current cultural aspects you like/dislike?

TECHNOLOGICAL ASPECTS

Aside from any cultural and societal aspects to touch on, the opportunities are ripe in the Veil for touching on technological aspects as well. How does technology of the future effect the people, environment and other life forms?

HUMANITY HARM

A person suffers humanity harm when they are faced with a hard truth about themselves or their beliefs. They will either not face it, or the act of doing so will have a harmful impact on them.

■ When an NPC suffers this, the MC adds them as a threat, if applicable, and then chooses any or all of the following:

- ■ They suffer a break and there are consequences—they become incoherent, unresponsive, or something else.

- ■ They aggressively pursue their immediate impulses—particularly to fight or flee. Make moves on their behalf as hard and as directly as you can.

- ■ They change their threat type.

■ 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:

- ■ 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)

Creating non-player characters and setting up threats for the protagonists to interact with is all in the MC section, and threat types can be found on page 350.