

THE APPARATUS



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid, Mechanical.
- Bulky Wear, Improvised Wear, Scrounged Wear, Utility Wear, Discreet Wear, Or Innovative Wear.
- Weathered Face, Strong Face, Rugged Face, Narrow Face, Or Busted Face.
- Mechanical Eyes, Hard Eyes, Blank Eyes, Merciless Eyes, Dead Eyes, Or Calculating Eyes.
- Huge Body, Muscular Body, Tall Gangly Body, Wiry 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 Creds). 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



Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

At the start of play you only have 1 state unlocked. Others may be unlocked using the rise move.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.

2.

3.

THE APPARATUS is shrouded in questions. It doesn't know how it came into the world and does not have a clear picture of humanity. As a newly awakened life form, it struggles to understand its own emotions. Possessing an artificial intelligence, it needs to acquire more information to find its place in the world and unravel the mystery of its existence — were they built to uplift, emulate or destroy humanity?

HOLD

HARM

Light Armor

Moderate

Critical

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

+1 Mad

+1 Sad

+1 Scared

+1 Joyful

+1 Peaceful

+1 Powerful

Get a new playbook move

Erase a Giri 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)

Get another option from the "within" section

Create and play a new protagonist

Change to a new playbook

Advance a basic move

THE VESSEL

Unclothed, I (choose 1):

- Am indistinguishable from a human.
- Am anthropomorphic, but I resemble no human and am synthetic or mechanical.
- Have only certain parts that resemble a human.
- Look nothing like a human.

UNDERNEATH

Beneath your frame you are (choose 1):

- Grotesque. You incite revulsion in others; take the Judgement move.
- Compatible. You are able to have sex and reproduce.
- Misshapen. Tell the MC what this means and take +1 humanity.
- Marked. Tell the MC what this means and take no negative tags when you otherwise should.
- Guarded. Tell the MC how this affects intimate relationships and take +1 armor if applicable.

WITHIN

In essence, you are (choose 1):

- A part of the Veil. You get the Flops move.
- Housed within a cyberbrain; whenever you ask a question from the birth section, you may ask an additional one.
- A new form of life created by man. You are tracked by your maker; work with the MC to find out if you know or not and the possible implications when necessary. When you meet your maker or learn all you need to know about you origins mark 5 XP.
- A person, with a digitally reconstructed mind; when you go in search of your original self take +1 to any roll when your memories help uncover the truths you seek.

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:

- 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)

HUMANITY

GIRI QUESTIONS

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

- If someone found you, built you, or modified you since you were discovered, they have 1 Giri on you.
- If you confided your current view of humanity to someone else, you have 1 Giri on them.
- If someone taught you how to blend in or stand out, they have 1 Giri on you

THE BIRTH

At the beginning of each session, you are going to roll 2d6 without adding a state. If you get a hit, the MC will ask you a question; answer it. If it's a miss, you ask the question and the MC answers it.

- Who created me?
- Where could my vessel have come from?
- Is there anything else out there like me?
- Was I created in the image of someone?
- Why does Humanity fascinate me?
- What is my purpose?
- Was I discarded or unwanted?
- Is anyone aware I am operational now?
- Was I only recently created?
- For what purposes could I have been created?
- Was I meant to emulate humanity?
- What can I do to gain a measure of acceptance in this society?
- Was I damaged when I awoke?
- Do I feel, or do I think I feel?
- Do I have memories or any knowledge of another time that I was activated?
- Why am I no longer with my creators?

GEAR

You have whatever clothing suits your look and fashion. You may choose for your vessel to have integrated weaponry. If you do, pick and distribute 5 tags to customize the weaponry as needed. 1 of the 5 tags must be a range tag that describes its effective distance. All other other tags define what the weaponry is and does, and how much harm it inflicts; for every (n-harm) tag selected, a single piece of weaponry can inflict 1 harm.

CYBERNETICS

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:

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

MOVES

You get all the basic moves. You get the *Abyss Stares Back* move and the *Rise* move.

THE ABYSS STARES BACK: When you search the vast accumulated knowledge of *The Veil* or interact with something new in an attempt to understand humanity and what your place may be in it, roll. On a 10+, you generate 2 humanity. On a 7-9, you generate 1 humanity. Spend it 1 for 1 on the following:

- Choose an option from the *Rise* move.
- Ask any question from your special.
- divulge a belief or truth about yourself or your target in order to inflict humanity harm.

RISE: When you draw on and consume your humanity to become something more than you once were, choose one of the following:

- Unlock a new emotion and assign a value to the state.
- You gain advantage (Roll 3d6 and take highest).
- Have the MC ask you a question from the Birth move.

FLOPS: When you disengage from your emotions in order to lift the veil, you may choose to roll and add a +1 for cold, hard logic. On a hit, do not mark an emotion spike. On a miss, the MC may have you add an emotion spike.

JUDGMENT: When you witness humanity at its worst or it lets you down in a way that causes you to reevaluate everything you thought you knew about people, take +1 humanity.

INTERFACE: When you integrate with, or open your mind to, another Intelligence that isn't human, you may name them as an NPC and establish their intelligence and disposition with the MC. Whenever you merge with another, both of you are affected in some way; the MC will tell you how at the appropriate time.

BUILT FOR BATTLE: When and if you so choose to use your vessel as a weapon, choose a way in which you are formidable and describe it. You are:

- Reinforced: Your outer shell is cold and thick; take +1 Armor.
- Caustic: You are deadly to the touch; deal 2 harm, armor-piercing when you come into contact with organic tissue.
- Violent: You cannot control yourself when your "fight" response activates; gain the Forceful and Messy tags.

APPARATUS SPECIAL: When the you share a moment of intimacy with someone, be it physical or emotional, roll without adding a state. On a 10+, you may ask them 2 questions if you wish; they must answer truthfully. On a 7-9, you may ask them only 1.

- In what way do you believe we are similar?
- Have you ever ended someone's life; why?
- Do you feel you truly have free will?
- What purpose does humanity serve?
- Do you think I am worthy of humanity? Why?
- What is your concept of good/bad?
- Where do you belong?

THE ARCHITECT



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Uncommon wear, working-class wear, vintage wear, cyber wear, hi-tech wear, display wear, or exclusive wear.
- Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, striking face.
- Hard eyes, clear eyes, bright eyes, dead eyes, heavy eyes, calculating eyes or one eye.
- Huge body, muscular body, tall gangly body, wiry 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 Creds). 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

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JOYFUL

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Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

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IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get +1 modifier to your Cyberbrain <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"/> | |

SUBCONSCIOUS

When you enter any digital environment you may frame the scene. Choose three things that will bleed over into the digital environment from your mind (often without your knowledge):

- A former friend. (Named NPC)
- A jilted lover who knew you better than most. (Named NPC)
- A family member as you remember them. (Named NPC)
- The manifestation of your fear.
- A place where you once lived.
- Your true self.
- Your repressed fantasies.
- The catacombs of your deepest memories.
- Limbo.

CYBERBRAIN

When you roll any move that says roll+cyberbrain, your modifier is always at least +1.

Your brain is encased in technology far more advanced than a neurochip. What else is true of it? (Choose 1):

- It has a large database of images and people profiles, take the Lady in Red move.
- It has a dedicated remote server. You get an additional choice when you use the Construct move.
- It is sentient. When you Probe, you may spend a hold in order to ask, "What do you think about this person?"
- It's a placebo. It is advanced tech, but it is not the thing that grants you your gifts. It has another purpose altogether, choose a move from another playbook.

GIRI QUESTIONS

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

- If someone else keeps a secret about your subconscious from you for your benefit, they have 1 Giri on you.
- If you've used your Cyberbrain to change something in the digital ream in order to protect someone else, you have 1 Giri on them.
- If you have been hurt manipulating the digital space in order to aid someone else in a life and death situation, you have 1 Giri on them.

GEAR

You begin with 2 Cred, fashion suitable to your look, and a discreet weapon: (Choose 1)

- Kinetic pistol (2 harm close quiet discreet)
- Neural disruptor (1 harm area AP loud dampening discreet)
- Shock knife (2 harm hand shocking discreet)
- Thermal chain (1 harm hand AP burning discreet)

CYBERNETICS

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:

Damaging	Susceptible	Scarred
Unreliable	Twitchy	Addicted

(make your own)

MOVES

You get all the basic moves. You get the Reconfigure move and can choose one more.

RECONFIGURE: When you remake parts of the digital environment as you see fit, describe what you take from the digital world and what it becomes, then roll+cyberbrain. On a 10+, you do it and all 3. On a 7-9, you do it but you may only choose 1.

- You do not suffer feedback.
- The change is not noticed.
- Your subconscious stays repressed.

CONSTRUCT: When you host a digital lobby, roll+cyberbrain. By default, the effect will last only as long as you maintain it, will only able to house two minds, will have an unsecure, open connection protocol, and will appear basic and without detail. On a 10+, choose 2. On a 7-9, choose 1:

- It will persist (for a while) without you actively maintaining it.
- It is highly detailed and expansive.
- It has no cap on its population.
- Its connection is secure from intruders.

LADY IN RED: When you change your appearance within the constraints of the digital, roll+cyberbrain. On a 10+, it's flawless. On a 7-9, some part of your subconscious manifests.

THERE IS NO SPOON: When you manipulate the environment in order to mitigate a danger you may reduce any harm that would normally be marked by 1 harm, as long as it is fictionally appropriate.

THE KICK: When you try to forcefully eject someone or something from a digital environment, roll+cyberbrain. On a 10+, you do it and may choose two. On a 7-9, you do it and may choose one.

- You take no Harm in the doing.
- *The Veil* does not change or respond as a result.
- Your subconscious stays repressed.

UPGRADES: Take an additional option from the Cyberbrain section.

When you have enough XP for an advancement, taking this option will unlock an additional cyberbrain selection for the playbook, building on the framework of what you already know about your cyberbrain.

ARCHITECT SPECIAL: When the Architect shares a moment of intimacy with someone, be it physical or emotional, roll without adding a state. On a hit, all is well. On a miss, they are added to your subconscious as a named NPC. The MC will ask you questions about your perception of them; answer truthfully.

NOTES

THE ATTACHED



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Graceful wear, display wear, rip stop wear, intricate wear, hi-tech wear, retro wear, discreet wear, or bulky wear.
- Handsome face, gorgeous face, stern face, fine-boned face, worn face, or crooked face.
- Distant eyes, rheumy eyes, mysterious eyes, frank eyes, compelling eyes, or liquid eyes.
- Slim body, full-bodied body, heavy-set body, lank body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM:

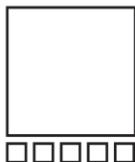
Everyone has a Jam (something you are good at and do to making a living and earn Creds). When you tell the MC what your jam is they'll tell you how much Cred you earn when you get downtime. Your Jam is used to establish your lifestyle, your income, and how you know certain other characters.

STATES

MAD



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SAD



JOYFUL



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BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

- 1.....
- 2.....
- 3.....

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get another option from "revision" 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"/> | |

THE ATTACHED The future is a lonely place, for some. You, however, possess a one-of-a-kind object, or perhaps, it possesses you. However your relationship is defined in play, one thing is for certain: you are not alone as the denizens of the future may well be.

HUNGER

HOLD

HARM

- Light Armor
 Moderate
 Critical

THE OBJECT

DRAW YOUR OBJECT

Your story truly began when you came across the object. Whatever was before was either suddenly or gradually irrevocably changed when it (choose 1):

- Was created by you.
- Was found by you
- was bartered for in order to obtain it.
- Was stolen by you.
- Became yours after killing the former owner.
- Chose you or manipulated circumstances so that you would obtain it.
- Detached from you as its own entity.
- Manifested itself to you as a mental projection.

THE REVISION

You may not know what it truly is, but after time together and careful examination, you have discerned your object has 5 tags. You may choose to define your object with these tags however you wish, so long as you put no more than 3 tags toward inflicting harm. Your object begins with +1 hunger at the start of play in addition to these 5 tags.

Also, since you obtained it and this all began, it's modified you. Perhaps for the better, perhaps for the worse. Whatever it provides now, you need. And what it hungers for cannot be denied for long without consequence. What boon does it provide so long as you are not parted from one another? (choose 1):

- It shields you, as best and whenever it can. Mark 1 armor that may not be pierced whenever your object can shield you. (You detail)
- The harm it does sustains you. The only way you may heal is by inflicting harm, or helping your object do so. For every 1 harm inflicted you may also heal 1 harm.
- Death may not take you while the object yet lives. However, every time you would succumb, instead cross out a basic move or a move on your character sheet, forever.
- You may not be separated for long; take the Ping move.
- Whenever you would inflict harm, you may inflict an additional +1 harm; If you do, you must also increase your object's hunger by 1.
- Together, you feel powerful. When you roll a 12+ in any state other than Powerful, you may substitute an emotion spike in that state for one in Powerful instead if you can justify it in the fiction. If this spikes out your Powerful state, erase your spikes and give your object +1 hunger instead of triggering the Alleviate move.

LEST WE BE PARTED

Parted, you are **Youself** (the object may not exert its will upon you until you are reunited with it). but (choose 1):

- Vulnerable.** You are emotionally imbalanced, and easily wounded. Whenever you suffer harm, take an additional +1 harm AP until you recover your object.
- Ashamed.** You take -1 ongoing until you recover your object again.
- Afraid.** You are constantly worried and distracted. Your Scared state is spiked out until you recover your object.
- Irresolute.** You are distracted and have difficulty making decisions and taking action. Subtract -1 harm from any harm inflicted until you recover your object.
- Sickly.** You are weak, have no energy, and may not help or hinder anyone until you recover your object.

GIRI QUESTIONS

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

- If someone keeps a secret about your object that could harm it or you in the future, they have 1 Giri on you.
- If you've told someone the precise origin of your object, which you have not told others, you have 1 Giri on them.
- If someone has seen what happens to you when you are parted from your object and protects that secret to aid you, they have 1 Giri on you.

GEAR

Fashion suitable to your look, 3 Creds, and your object.

CYBERNETICS

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:

Damaging Susceptible Scarred
Unreliable Twitchy Addicted
(make your own)

MOVES

You get all the basic moves. You get the *thy will be done* move and can choose one more.

THY WILL BE DONE: At the beginning of the session give your object +1 hunger, then roll and add your object's hunger. On a 10+, the MC holds 3. On a 7–9, the MC holds 1. Throughout the session, the MC can spend their hold 1 for 1 to:

- Name something; your object must have it. When you give in to your object, mark experience and -1 hunger from your object.
- Have it object to a course of action or propose one of its own; Should you obey, mark experience and -1 hunger from your object.

IT SPEAKS: When you seek direction from your object give it +1 hunger, then roll and see what it directs you to do; the MC will tell you what it says. On a 10+, take +1 forward and mark experience if you do as your object wishes. On a 7–9, take a +1 forward if you do what it wants; if you do not, there will be consequences.

MERGE: When your object merges seamlessly with you in a predetermined configuration, roll. On a 10+, there are no complications. On a 7–9, you succeed, but must give your object +1 hunger. On a miss, mark +1 hunger, and the MC may also choose an option from *Thy Will Be Done* for free.

NO DICE: For NPCs: Anyone attempting to remove your object by any means are all but impossible unless you are at their mercy; PCs are always at a -2 to do so.

PING: Wherever you are, when you call your object to you, if able, it will come to you. Either way, you know exactly where it is.

MAKE IT SO: Whenever your object has -1 hunger or below, add an additional tag for its use. So long as it is at -1 or below, you have the benefit of this tag. Should its hunger go above -1, the benefit is lost. Write the additional tag here:

ATTACHED SPECIAL: When the Attached shares a moment of intimacy with someone, be it physical or emotional, roll+ your object's hunger. On a 10+, they take -1 forward and you take -1 ongoing until the object believes it was no big deal. On a 7–9, it speaks triggers. On a miss, give your object -1 hunger.

NOTES

THE CATABOLIST



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Discreet wear, vintage wear, cyber wear, hi-tech wear, custom wear, structural wear, or bulky wear.
- Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.
- Distant eyes, rheumy eyes, mysterious eyes, frank eyes, compelling eyes, or liquid eyes.
- Slim body, full-bodied body, heavy-set body, lithe body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

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IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

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|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get +1 modifier to your Omni-tool <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"/> | |

HOLD

HARM

- Light Armor
 Moderate
 Critical

THE IDEOLOGY

Once, you may have been like them, one among many. Then, something happened to you and you changed. You changed into something unlike anyone out there, and you became this person because you believe (choose 1):

- Humanity is a disease; only through the integration of cybernetics might we live.
- Humans are ignorant by design. I will save them; when I am perfect, they'll see.
- Fear has me; I believe I shouldn't do this but the alternative is worse.
- I was saved by a machine; when it questioned my existence, I saw the way.
- I witnessed the wrath of machines; I must become one in order to defeat them.

THE OMNI-TOOL

You know you must become something more and so found or invented just the tool for your purposes. Whenever a move calls for you to roll +Omni-tool, add +1 to the roll unless otherwise stated. Your Omni-tool is unique because (choose 2):

- It is a part of other communication systems. Gain the communication tag.
- It is a powerful tool used for analysis. You gain the wrench in the gears move. It's detachable. When you use it to help scrounge, it gains the remote tag and helps you search. Your Omni-tool takes +1 forward when used in this way.
- It facilitates your observations of other things. Whenever you use things speak, you may ask an additional question, even on a 6-.
- Its primary function is to integrate cybernetic systems into your person; You get one additional tag for the cybernetic, if successful when using it for junkware.

GIRI QUESTIONS

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

- If you've convinced someone else of your ideology and they believe it is to their benefit, you have 1 Giri on them.
- If someone else helped you develop your Omni-tool with or for you, they have 1 Giri on you.
- If you have repaired someone's cybernetics when they didn't have the means to do so themselves, you have 1 Giri on them.

GEAR

You get fashion suitable to your look including at your option a piece worth 1 armor (You detail), both pieces of homemade gear, 1 weapon and 3 creds.

- Sleeve transmitter (close jamming)
- Receptivity drugs (+1 forward when you use a Catabolist move)

Weapons:

- Kinetic revolver (2 harm close reload quiet)
- Ancient pistol (2 harm close reload loud valuable)
- Particle scalpel (3 harm intimate)
- Hidden knives (2 harm hand infinite)

MOVES

You get the *Junkware* and *Scrounge* moves.

SCROUNGE: When you first go somewhere new and search for something useful to you, tell the MC what you're looking for. If things like that could be around, roll+Omni-tool. On a 10+, you get some primo stuff, take +1 forward on *Junkware*. On 7-9, it's barely adequate, take -1 forward on *Junkware*.

JUNKWARE: When you use your Omni-tool to convert junkware into cybernetics you then incorporate into yourself, roll+Omni-tool. On a 10+, choose 2. On a 7-9, choose 1:

- You create the cybernetic implant with one tag.
- It does not create a negative tag.
- It does not harm you.

THINGS SPEAK: When you handle or examine an object of particular interest to you, roll. On a 10+, ask 3. On a 7-9, ask 2. On a miss, it will ask a question of you and you will answer.

- Who handled this before me?
- Who made this or what has been done near this?
- What strong emotions recently have been near this?
- What words have been said recently near this?
- What's wrong with this and how might I fix it?
- Who do you belong to?
- For what purpose were you created?
- Are you sentient?
- What do you wish I'd do?

JARGON: When you use terminology related to cybernetic or mechanical systems, take +1 forward to the Probe move.

WRENCH IN THE GEARS: When you analyze someone with mechanical or cybernetic systems, you may ask, "How is _____ vulnerable to me?" for free.

ASSIMILATION: When you incorporate someone or something else's cybernetics into your own person, roll. On a 10+, you are able to incorporate an entire cybernetic system into you. On a 7-9, you get scrounge usable for your *Junkware* move.

THE CATABOLIST SPECIAL: When the Catabolist shares a moment of intimacy with someone, be it physical or emotional, the Things speak move triggers immediately as though you had rolled a 10+.

NEGATIVE TAGS

Choose one tag for every piece of cybernetics you begin with:

*Damaging Susceptible Scarred
Unreliable Twitchy Addicted
(make your own)*

NOTES



THE DYING

NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Designer wear, minimalist wear, comfort wear, distressed wear, hi-tech wear, durable wear, discreet wear, or bulky wear.
- Scarred face, smooth face, pale face, bony face, plump and moist face, or sweet face.
- Distant eyes, haunted eyes, inquisitive eyes, sickly eyes, hopeless eyes, wistful eyes, or doe-eyed.
- Slim body, taut body, willowy body, sickly body, stooped 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 Creds). 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

Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.
2.
3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

+1 Mad

+1 Sad

+1 Scared

+1 Joyful

+1 Peaceful

+1 Powerful

Get a new playbook move

Erase a Giri 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)

Get another option from the "Gift" section

Create and play a new protagonist

Change to a new playbook

Advance a basic move

THE DYING is suffering from a non-communicable, debilitating disease that is slowly destroying you. You may or may not be aware of your ultimate demise, but what you are aware of is the symptoms. Although your condition also grants you boons, you will succumb to it. There is no cure but there may be hope, grace, or whatever you may wish to find, at the end of your tale.

SYMPTOMS

HOLD

HARM

- Light Armor
- Moderate
- Critical

THE GIFT

You can do things others can't because of your disease. It's destroying you and there's no hope of a cure. But until that day comes, you're also more than you once were. Hell, it might even feel worth it at times, until your symptoms flare up. What does your disease enable you to do? (choose 1):

- Your organic tissue regrows at a rapid rate; you cannot succumb to death until the disease takes you. When you would die, roll
- +symptoms. On a 10+, it could be hours/days and you awake alone and confused and in a foreign place. On a 7-9, you'll be out of for a few hours but none the worse for wear. On a 6-, you awake to the comfort of a friend.
- You integrate seamlessly with cybernetics. Take no negative tags.
- You become unnaturally strong. You deal +1 harm and in addition can lift heavy objects such as cars, lampposts, etc.
- You are capable of unnatural movement. Climbing surfaces, travelling through circuitry, phasing through barriers. Choose one or work with the GM to come up with your own.

SYMPTOMS

When you realized you were afflicted, your gifts began to manifest. With them came your symptoms. Since then they've only gotten worse because (choose 1):

- It's replacing and/or eradicating your memories.
- Your physiology produces cytotoxins when _____.
- You are turning into some other form of organic life through metamorphosis. You're being replaced by or incorporated into *The Veil*.
- There is a noticeable change to your dermis.
- You grow additional and or new limbs and or organs (perhaps losing old ones).
- Your body is rejecting cybernetic implants and/or your neurochip.
- You have a mental projection only you can see with its own agenda.

OPEN AT THE CLOSE

When you succumb to your disease, no matter the circumstances in which it happened, you leave behind a message with a clue as to the origin of your illness, the people or person behind it, or both. The MC will ask you questions; answer them and choose another playbook.

GIRI QUESTIONS

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

- If you have exposed yourself to future danger by using your gifts to save someone else, you have 1 Giri on them.
- If you've confided your outlook on life and what you intend to do since becoming sick to one person only, you have 1 Giri on them.
- If someone knows something important about your sickness you do not and is withholding that information from you, they have 1 Giri on you.

PROGNOSIS

You're holding it together, for now, but it doesn't look good. Your timeline can be decided in multiple ways but your symptoms always begin at a +1. As your timeline proceeds, the bonus increases and when it would increase to +6, you succumb to your disease and perish (choose 1):

- Random.** At the start/end (Pick 1 or both) of each session, roll+symptoms. On a 10+ your disease progresses - increase your symptoms by +1 and choose another symptom to manifest. On a 7-9, You choose another symptom to manifest. On a miss, You're fine.
- Set timeline.** Work with the MC to develop a set of circumstances that cause the disease to progress. It could be at the start/end of every session or specific events that occur within the fiction.
- A mix of both.** Whenever fictional circumstances come into play as well as at the start/end of session move.

GEAR

You start with fashion suitable to your look, 3 Cred and 1 small and practical weapon:

- Nerve crippler (S harm hand reload)
- Thermal knife (2 harm hand burning)
- Flechette pistol (2 harm close reload loud)
- Kinetic handgun (2 harm close reload loud)

CYBERNETICS

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:

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

MOVES

You get all the basic moves. You get the *Trigger* move and can choose one more.

TRIGGER: After a gift from your disease manifests itself, roll+symptoms. On a 10+, the MC chooses 1 and your symptom(s) manifest themselves as well.

- The pain hits, take 1 harm.
- Choose 2 from the 7-9 list below.

On a 7-9, the MC may choose 1:

- Everything fades to black as you pass out.
- You lose control over _____.
- One of your symptoms manifests itself in a big way.
- You lose track of _____.

REACH OUT: At the beginning of each session, roll+symptoms. On a 10+, ask the MC 2 questions about an NPC or ask a PC. On a 7-9, ask one. For every question asked, the MC will ask you one in return. If you ask a PC a question instead, for every question they answer they gain +1 hold, which they may spend to ask you to do something. If you do, you both mark XP.

- Do you know anything about my disease?
- What do you want to accomplish before death takes you?
- What do you fear more than anything?
- For what do you crave forgiveness for and from whom?

OFF YOUR CHEST: When you tell someone important (your call) about your disease for the first time, you may mark 1 Giri on them.

TAKES ONE TO KNOW ONE: You have a close relationship with death and are able to sense when someone is sick or dying. Tell the MC just how you are able to tell and the MC will let you know whenever it comes into play.

PATTERN RECOGNITION: When you compare data or are subjected to massive amounts of information, you may ask one question from Analyze immediately, without rolling.

THE GRACE: The disease that is destroying you graces you with an additional benefit before the end. Pick an additional option from the Gift.

THE DYING SPECIAL: When the Dying shares a moment of intimacy with someone, be it physical or emotional, they generate 1 hold. Whenever your disease would trigger, you may instead spend this hold to keep the symptoms at bay by recalling the moment of intimacy.

NOTES

THE EMPATH



THE EMPATH is in tune with the people around you and your emotions. You interact with emotions as tangible, charged energy fields that can be manipulated and appropriated for your own purposes.

HUMANITY

HOLD

HARM

- Light Armor
- Moderate
- Critical

NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Mixed-media wear, display wear, vintage wear, symmetrical wear, hi-tech wear, timeless wear, or trendy wear.
- Striking face, sweet face, strange face, cute face, or beautiful face.
- Dancing eyes, darting eyes, mysterious eyes, glistening eyes, compelling eyes, or squinty eyes.
- Willowy body, statuesque body, stocky body, wiry 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 Creds). 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



Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.
2.
3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get another option from the "flow" section <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"/> | |

THE BURDEN

Ever since you could remember you've had to give up a piece of yourself to others. When they hurt, so do you. You share the burden of being on everyone's emotional roller coaster ride. Sharing the triumphs and the tragedies of humanity puts a great weight on your shoulders. Knowing that, for what do you strive? (choose 1):

- To help others when I can, to the betterment of humanity.
- Rip it all down and help it burn. It's on the way down anyways.
- I look out for number one; people always leave.
- The Flow is my curse; I would be rid of it whenever possible.
- Retribution; someone wronged me and If I find them I'll:

THE FLOW

The Flow is the energy you get when you absorb emotion spikes as well as the interface for your abilities. When you charge objects, recreate past events and interact with emotions, it's all through the Flow. What does it do for you (choose 1):

- When I touch objects sometimes I can use the flow to charge it. You get the Charged object move.
- I am never lost; when I open myself to the Flow I can see emotions. You get the Search feelings move.
- It favors me; when I Absorb, I get +1 Flow.
- It armors me; so long as you wear nothing else you have 1 armor. If you have armor, use that instead.
- I use it for my own malicious purposes. You inflict 2 harm whenever someone gives you permission to touch their naked skin and you do so with the intent to harm them.

GIRI QUESTIONS

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

- If someone caught you manipulating someone else's emotions unbeknownst to them and didn't tell anyone else, they have 1 Giri on you.
- If you used the Flow to comfort someone through a difficult life event, you have 1 Giri on them.
- If you've used the Flow to take solace or comfort in one another in a time of need for you both, you have 1 Giri on each other.

GEAR

You start with fashion suitable to your look, 3 cred and 1 from each weapon type:

Primary weapon:

- Sawed off plasma rifle (3 harm far reload messy)
- Poison tipped flechette magnum (2 harm close area reload loud) Plasma six-shooter (2 harm close reload loud)
- Particle blade (3 harm hand messy)

Secondary weapon:

- Derma-linked neuronet palm disruptor (S harm hand reload disrupting)
- Thermal mini blades (2 harm hand messy burning hidden)

MOVES

You get the **Absorb** move and choose one more.

Absorb: You begin with O Flow. When you intentionally draw on the emotions around you, name someone present; if it's a PC, choose an emotion and absorb all their spikes. If it's an NPC, the MC will tell you what you can absorb from them when you roll. On a 10+, choose 3. On a 7-9, choose 2. On a miss, choose 1 anyway, but also take 1 harm AP.

- You get +1-Flow.
- They aren't aware of what you are doing.
- You don't spike out that emotion yourself.
- You completely clear out or fill up all their emotion spikes.

SLING: When you tap into and expel the Flow within you, roll+Flow. On a 10+, choose 2. On a 7-9, choose 1.

- Spike out an emotion of your choosing in all those present.
- Exclude someone from your sling.
- Avoid suspicion or notice.
- Inflict 1 harm (area, close, AP) to anyone around you.

EASE: When you use the Probe move, you may ask the following questions as well:

- What do you wish you could tell someone?
- If I asked you to _____, how would you feel?
- What do you feel the most responsible for?
- Who makes you feel the most _____?
- What is your strongest memory and what feeling is it tied to?

SEARCH FEELINGS: When you read the emotional residue of an area to reconstruct past events, roll. On 10+, the MC will give you accurate, emotional detail tied to events that happened here. On a 7-9, you get an impression, or bits and pieces of what happened. On a miss, in addition to what the MC says, you spike out the emotion of whatever emotion is most prevalent here or take 1 harm AP.

CHARGE OBJECT: When you channel the energy you have from your Flow and use it to charge an object, roll and add +1 for each Flow you expend. On a hit, when an NPC touches your object, you can choose 1 thing from the following list to have happen:

- They suffer humanity harm.
- You may ask them how _____ relates to _____?
- You learn what emotion they are feeling right now, and any thoughts or memories that are tied to those feelings.

For PCs, when it touches their skin choose 1:

- They suffer humanity harm.
- You may hold 1; spend that hold to assist or interfere with them despite any and all barriers that would normally prevent it, including distance.

HOOKED ON A FEELIN': When you suppress or manipulate an emotion in yourself or someone else that you can see, remove 1 emotion spike from your target and mark 2 spikes in the new one.

THE EMPATH SPECIAL: When the Empath shares a moment of intimacy with someone, be it physical or emotional, you gain +1 Flow and you may ask them any one question from the Ease move, regardless of whether you have the move yet or not

THE EXECUTIVE



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Display wear, fetish wear, junta wear, rich wear, or embroidered wear.
- Strong face, stern face, cruel face, soft face, aristocratic face, or gorgeous face.
- Commanding eyes, unforgiving eyes, sharp eyes, generous eyes, compelling eyes, or calculating eyes.
- Slightly-built body, round shouldered body, pear shaped body, husky body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM:

Your particular Jam is built into your playbook. The board assigns you mandatory contracts and fronts you Cred in order to get it done, with a timeline always given for completion. By working within the timeline to complete these contracts, as well as paying contracts, you game the system to get what's yours. Use your Jam to think about your lifestyle and how you may tie into the other players.

STATES

MAD

PEACEFUL

SAD

JOYFUL

SCARED

POWERFUL

Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.

2.

3.

Though a part of a larger established entity, as **THE EXECUTIVE**, you answer directly to your peers and, ultimately, their own agenda. But within that framework you work within the system to realize your own goals. Balancing the line of keeping others happy while using the resources at hand, you do what you do best: game the system..

HOLD

HARM

- Light ○○○ Armor
- Moderate
- Critical

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Get a new board option

Get a move from another playbook

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"/> | Create and play a new character <input type="checkbox"/> |
| Choose one agenda that may never be erased <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"/> | |

THE BOARD

You are a cog in the machine that is the corporation you work for. Although powerful, you answer to them and their agenda first, then your own. Their intentions will effect which contracts you get from them based on their own designs.

By default you have 0-capital (choose 1 agenda for your board) :

- They are leveraging the current corporation before selling it. (+1 capital)
- They want to become the leading manufacturer in _____.(+1 capital)
- Anytime anything is lucrative, no matter the affiliations, they take it.(+1 capital)
- They incorporate smaller corporations into themselves when vulnerable. (+1 capital)
- They take on government contracts and agendas related to weapons. (+1 capital)

One of the following is also true of the board (choose 1):

- They want to take down other immoral corporations by any means. (-1 capital)
- They use the corporation to further their own political motivations. (-1 capital)
- They are trying to revitalize the area, which is all but defunct. (-1 capital)
- They are the middle men between megacorporations (-1 capital)
- They attempt to bring a new form of tech into the mainstream industry. (-1 capital)
- Mysterious secondary interests. (+threat type: cult, +1 capital)

POWER

- How did you obtain this grandiose position? How did this all come to be?
- You rose from a low born position of some kind.
- You were born into it, it's the family business/money.
- You usurped someone else within the corporation for it.
- You were once part of another corporation that did a hostile takeover of this one.

GIRI QUESTIONS

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

- If someone else keeps a secret about your subconscious from you for your benefit, they have 1 Giri on you.
- If you've used your Cyberbrain to change something in the digital realm in order to protect someone else, you have 1 Giri on them.
- If you have been hurt manipulating the digital space in order to aid someone else in a life and death situation, you have 1 Giri on them.

CONTRACTS

PAYING CONTRACTS:

- Protection (1 Cred)
- Blackmail (1 Cred)
- Honest work (1 Cred)
- Couriering (1 Cred)
- Software work (2 Cred)
- Hardware work (2 Cred)
- Security Detail (2 Cred)
- Surveillance (1 Cred)
- Extortion (1 Cred)
- Companionship (1 Cred)
- Infiltration (1 Cred)
- Brokering deals (1 Cred)
- Prostitution (2 Cred)
- Assassination (3 Cred)

MANDATORY CONTRACTS

When the board assigns you a mandatory contract, you or the MC may choose as appropriate from this list in order to resolve the quarterlies move.

- Misdirecting someone (they keep well clear/ they catch you in a bad spot)
- Settling debts of the corporation (you keep up with them/they come due)
- Revenge (you victimize someone/they humiliate you)
- Protecting someone (nothing bad happens to them/they're gone)
- Pursuing luxury (beauty in your life/you wind up in a bad spot)
- Maintaining appearances (the corp is seen as strong/they are viewed as weak and ripe for attack)
- Seeking answers (you get a clue/you chase a red herring)

GEAR

You begin with fashion suitable to your look, 4 creds, and 1 corp weapon.

- Ornate shaku (2 harm hand messy valuable)
- Hidden jamming knives (1 harm hand infinite jamming)
- Searing sawed-off (3 harm close reload loud burning valuable)

CYBERNETICS

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:

Damaging	Susceptible	Scarred
Unreliable	Twitchy	Addicted
(make your own)		

MOVES

You get all the basic moves. You get **Quarterlies**, **TPS Reports** and can choose one more.

QUARTERLIES: At the beginning of the session, or whenever you have completed your mandatory contracts from the board, roll+capital. On a 10+, the board assigns 3 mandatory contracts, all of your choosing. On a 7-9, the board assigns 2 mandatory contracts, 1 of your choosing.

On a miss, the board assigns 3 contracts that the MC will choose. The board then gives you funds for every contract up front and expects that it be done in the amount of time described by the MC.

TPS REPORTS: When you do not complete a contract by the deadline given by the board, roll+capital. On a 10+, the board is displeased but you describe the circumstances and they allow you clemency. On a 7-9, the MC crosses out one of the agendas of the board for next game of their choosing. On miss, you cross out one agenda on top of whatever the MC tells you.

MONEY TALKS: When you give someone 1 Cred, you can choose to select an option from Lean on under the Giri moves as well.

PRESTIGE: Whenever you meet someone important (your call), roll+capital. On a hit, they've heard of you and you say what they've heard. On a 10+, you take +1 forward to dealing with them as well. On a miss, they've heard of you but the MC decides what they may have heard.

HARVEY TIME: When you have time, solitude, and offer someone Creds in the pursuit of completing any contract you don't intend to pursue yourself, roll+Cred spent. On a 10+, choose 3. On a 7-9, choose 2.

- They complete the contract.
- The board does not hear you have been pursuing your own self interests.
- You get paid in full for completion of your contract.
- The contract isn't a setup or an ambush.

EXECUTIVE SPECIAL: When the Executive shares a moment of intimacy with someone, be it physical or emotional, roll without adding a state. On a 10+, both. On a 7-9, choose only one.

- The board does not take notice of them as possible leverage over you.
- They don't mark +1 Giri to Lean on you with.

NOTES

THE HONED



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Fitness wear, superior wear, versatile wear, fitted wear, protective wear, upstyle wear, or top-of-the-line wear.
- Handsome face, gorgeous face, stern face, fine-boned face, worn face, or symmetrical face.
- Strong eyes, vibrant eyes, sparkling eyes, young eyes, stony eyes, ablaze eyes, affixed eyes, or powerful eyes.
- Honed 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 Creds). 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



Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

- 1.....
- 2.....
- 3.....

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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)

Get an additional option for each martial art

Create and play a new protagonist

Change to a new playbook

Advance a basic move

THE REAL MCCOY

While other playbooks must lift the veil to pierce the mixed reality in order to see what is the physical, you do not. You have no neurochip and have a consciousness unpaired with the technology that everyone else is constantly connected to. You will always see things without the added benefit of tech which will be a detriment and an advantage. You will always be apart from "them", apart from the world and society, but you will also be the only one with the ability to see the world for what it truly is and in what ways this tech is impacting humanity as you know it.

MARTIAL ARTS

Instead of weaponry you are able to use your body as a weapon to inflict harm. By default, arts are (2 harm hand loud). Detail the two arts that you have mastered; choosing two options to modify each art:

- Powerful (when you inflict harm you do +1 harm)
 - Subtle (erase the loud tag)
 - Utilizes a bladed weapon more effectively than normal (add the armor piercing tag)
 - Incorporates a chained weapon (add the close tag)
 - Brutal (add the messy tag, +1 harm)
 - Defensive (you have 2 armor when using this art)

Write your arts here:

Write your arts here:

NOTES

FREEDOM

When you lead people out of danger, name up to three people you wish to save. When you save all of them you generate 2 humanity. When you try and fail to save anyone you name, generate 1 humanity.

GIRI QUESTIONS

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

- If you've saved someone before and asked for nothing in return, you have 1 Giri on them.
 - If someone protected you from something specifically because you have no neurochip, they have 1 Giri on you.
 - If you see or know of a truth about someone because you have no neurochip and keep it secret, you have 1 Giri them.

GEAR

Fashion suitable to your look, including, at your option, one piece worth 1 armor (You detail). 2 Cred and one old school ancient revolver (2 harm close reload loud).

MOVES

You get the **Potential** move and can choose one more.

POTENTIAL: At the beginning of session, roll 2d6 without adding a state. On a 10+, you generate 2 humanity. On a 7-9, you generate 1. When you draw upon your humanity and consume it, you may spend it 1 for 1 to:

- Inflict humanity harm by telling or showing someone how capable you are despite shirking all technology has to offer.
 - Perform an extraordinary feat of physical aptitude (The MC has final discretion).
 - Take +1 forward when protecting someone from danger.

GLORY: Whenever you complete any of the feats below, you generate 1 humanity for each task:

- Defeat a worthy foe.
 - Extract a VIP (your call) and see them to safety.
 - Obtain an item of special importance.
 - Go to and return from an infamously dangerous location.
 - Liberate something of importance.

- ☐ **PARKOUR:** When you use the environment to facilitate your movements through the world, roll. On 10+, choose 3. On a 7-9, choose 2.

- Escape an enemy and avoid all harm.
 - Leave no trail or trace.
 - Navigate to an advantageous spot.
 - Change, reorganize, or manipulate the environment to their detriment.

□ WITH GREAT POWER: Select one state; whenever you would mark your fifth spike in that emotion, you may choose to ignore it instead.

MUSASHI: Whenever you neutralize, no matter your emotional state, roll at +1. If your emotional state is +2, use that instead.

□ REPRISAL: When you take harm in combat, name the character you hold most responsible, while they remain present and hostile, you get +1 to all attack rolls against them.

HONED SPECIAL: When the Honed shares a moment of intimacy with someone, be it physical or emotional, you generate 1 hold with that person. Either of you can spend it to have the Honed appear in a dangerous situation with or without explanation as to how they got there.

THE HONORBOUND



To serve ones' superiors with self-sacrificing dedication—the primary drive for **THE HONORBOUND** is your dedication to enforcing others to hold up their Giri. In *The Veil* this form of honor is ingrained into the society in which you play and you are the keeper of it.

HOLD

HARM

- Light Armor
- Moderate
- Critical

NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Camouflage wear, practical wear, half dressed. Ornate wear, professional wear, ergonomical wear, easy-to-maintain wear, detailed wear, low tech wear, or professional wear.
- Plain face, pretty face, open face, or expressive face.
- Beautiful eyes, unforgiving eyes, burning eyes, brooding eyes, inviting eyes, watchful eyes, vacant eyes, or pearly eyes.
- Herculean body, full body, tall body, coltish body, beefy body, or a _____ body.
- Asian or south Asian, Black, Caucasian, Hispanic/Latino, Indigenous, Middle Eastern _____.

JAM:

Your Jam is enforcing Giri, work with the MC to see how much Cred you should make per enforcement task. Depending on each specific task, the amount of Cred you get may change. You may also be fronted Cred in order to facilitate each task, work with the MC to have an arrangement that makes sense for your fiction. Then use your Jam to think about your lifestyle and how you may know the other players.

STATES

MAD

PEACEFUL

SAD

JOYFUL

SCARED

POWERFUL

Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.

2.

3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- +1 Mad +1 Sad +1 Scared
- +1 Joyful +1 Peaceful +1 Powerful

Get a new playbook move

Get another choice under "why your institution or organization is unique"

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 another tool of the trade
- Create and play a new protagonist
- Change to a new playbook
- Advance a basic move

GIRI

You are the enforcer for the institute/organization that upholds Giri. When someone needs debts owed to them taken care of, it is you this task falls to.

The place you work for is unique because (choose 1):

- It is the only authority for people wanting to resolve Giri.
- It is a safe place where people find sanctuary. The veil cannot penetrate there.
- A prosperous marketplace, largely self-governing, has grown up around it.

It is revered because it is (choose 1):

- ingrained in society mysterious
- a tradition oppressive

Choose 3-5 features of the surroundings and atmosphere:

- | | |
|---|---|
| <input type="checkbox"/> springs with fresh water | <input type="checkbox"/> Unique pieces of art |
| <input type="checkbox"/> Real vegetation | <input type="checkbox"/> Volcanic rock |
| <input type="checkbox"/> faith & ritual | <input type="checkbox"/> Non-mechanical life |
| <input type="checkbox"/> a grotto or cave | <input type="checkbox"/> free flowing water |
| <input type="checkbox"/> sex | <input type="checkbox"/> a grove of trees |
| <input type="checkbox"/> animals | <input type="checkbox"/> a basin of an ancient material |
| <input type="checkbox"/> music | <input type="checkbox"/> Massive & invulnerable |
| <input type="checkbox"/> a tranquil dojo | <input type="checkbox"/> storage tanks of food |
| <input type="checkbox"/> biomechanical systems | <input type="checkbox"/> high end filtration systems |
| <input type="checkbox"/> Geisha hostesses | <input type="checkbox"/> real vegetation |
| <input type="checkbox"/> decadent fountains | <input type="checkbox"/> Mirrors, everywhere |
| <input type="checkbox"/> holoscreens | <input type="checkbox"/> a tranquil pool |
| <input type="checkbox"/> tended gardens | <input type="checkbox"/> sanctuary & safety |
| <input type="checkbox"/> bright stainless steel & glass | <input type="checkbox"/> personal liberty |
| <input type="checkbox"/> ancient oddments integrated into the décor | <input type="checkbox"/> fragrant soaps |

Many people have come here over time, and some of them have become your chosen friends. Detail 3 of them with a name (Case, Block, Trinity, Epoch, Switch, Cypher, _____) and a role (guardian, foundling, lover, barkeep, comms specialist, self-appointed guide, healer, lookout, hacker, librarian, _____).

....., my

....., my

....., my

All in society feel the obligation of Giri at one time or another. You didn't create these penalties for breaking honor debts, but it's your responsibility to enforce them.

Choose 3-5 circumstances that generate Giri in society and the penalties for breaking them. Incurring Giri:

- If they protect you from harm.
- If they save your life.
- If they offer you comfort.
- If you offend someone's honor.
- If they employ you.
- If you make a mistake that harms another.
- When someone visits an injustice upon society.
- When you give someone a possession with no cred exchanged When cred is exchanged to solidify a one-sided arrangement. When a mutual agreement is broken.
- When you tell someone an important truth.

Penalties:

- Exile
- Execution
- Forced labor
- Recitation
- Imprisonment
- Public humiliation
- Punitive violence
- Disfigurement
- Penance involving sacrifice
- Trial by combat
-

YOUR GIRI

Why is it important to you that you do this?

- It has always been my family who deals with such matters.
- The owner saved my life.
- The owner rectified a situation where I was wronged, or my family/loved ones were.
- I owe it to society or my own honor that these things be done.
-

GIRI QUESTIONS

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

- If someone keeps a secret regarding why you enforce Giri and has told no one, they have 1 Giri on you.
- If you've let someone off or reduced their penalty when they did not uphold Giri previously, you have 1 Giri on them.
- If you trained someone to fend for themselves when you're not around, you have 1 Giri them.

GEAR

1 trade weapon engraved with your symbol (You detail) and 1 backup weapon. Fashion suitable to your look, including, at your option 1 piece worth 1 armor (you detail), and 2 Cred.

Trade Weapons:

- Mag sniper rifle (3 harm close [+1 harm further] reload quiet)
- Thermal bow (2 harm close slow reload)
- Ancient masterwork sword (2 harm hand AP)
- Thermal shell launcher (4 harm close area reload messy)

Backup weapons:

- Flechette SMG (2 harm close area reload loud)
- Hidden particle garrote (3 harm AP intimate discreet)
- Disabling daggers (2 harm close hand infinite)

CYBERNETICS

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)

NEGATIVE TAGS

Choose one tag for every piece of cybernetics you begin with:

Damaging **Susceptible** **Scarred**
Unreliable **Twitchy** **Addicted**
(make your own)

MOVES

You get the Honor and Bound move and can choose one more.

HONOR: When you feel reluctant to enforce or penalize someone who has not honored their Giri and try to levy a more lenient sentence, roll. On a 10+, you may choose one of these options. On a 7-9, choose one, but there will be harsh consequences for your reluctance.

- You may make an exception for them and commute the penalty to someone else, as long as you have a good reason.
- You may choose to accept Giri, Cred, or change the penalty altogether.

BOUND: Whenever you begin a session without a task involving the enforcement of Giri that's been broken, choose one from the following and the MC will work this task into the fiction as appropriate:

- Infiltration or assassination
- Retrieve or deliver
- Lobby or sabotage
- Safeguard or endanger

THE ART OF THE PURSUIT: When you assimilate all the information you have available on a target, roll. On a 10+, generate 2 hold. On a 7-9, generate 1. Spend your hold 1 for 1 when actively on the hunt for them in order to:

- Discern their position or a weakness in their life to exploit in order to do so.
- Discern what security they may have or what kind of a threat they'd be to you.
- Discern their greatest weakness and strength.
- Discern what makes them feel safe or secure, and what makes them feel scared.

TOOLS OF THE TRADE: You carry an object on your person designed to elicit a specific emotional response. When you implement this object in whichever way it was intended, roll. On a 10+, it spikes out the emotion as intended. On a 7-9, you may only choose to impress, dismay, or frighten your target.

ABSOLUTION: When you get intimate with a target in order to read them, roll. On a 10+, hold 3. On a 7-9, hold 1. While reading them, spend your hold to ask them questions, 1 for 1:

- What was your lowest moment?
- For what do you crave forgiveness, and from whom?
- What pain do you hide away from others?
- In what ways is your mind or soul vulnerable?

SKILLED: When you are outnumbered and Neutralize, you generate an additional +1 hold on a hit.

HONORBOUND SPECIAL: When the Honorbound shares a moment of intimacy with someone, be it physical or emotional, you learn what Giri they owe other people and may ask them any one question from Absolution, regardless if you have taken the move already or not.

THE ONOMASTIC



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Cheap wear, exposed wear, faux wear, reflective wear, scrounged wear, decorative wear, or ill-fitting wear.
- Plain face, pretty face, open face, or expressive face.
- Cat-like eyes, hardened eyes, mysterious eyes, honest eyes, knowing eyes, or tired eyes.
- Lean body, plump body, ripped body, petite 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 Creds). 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



Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

- 1.....
- 2.....
- 3.....

HOLD

HARM

- Light Armor
- Moderate
- Critical

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get to open your Cybertime <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"/> | |

YOUR SANCTUARY

When the order fell, one Safehold wasn't breached. You choose how you come and go keeping in mind it is your bastion. Having customized it for your own purposes, it is also your home (Choose 3):

- The gutted shell of a disabled craft or defunct building.
- Hundreds of ancient disassembled pieces of tech integrated into the structure.
- An unknown and mysterious labyrinth with interconnected tunnels.
- A digital catalog, perfectly preserved, showing humans as they once were.
- An unexploded piece of weaponry. It is (circle 1): live, not live, who knows.
- Tech able to replicate any form of food you desire.
- A communication device not connected to *The Veil*.
- A voice that speaks only to you.
- The phantoms/ghosts of your extinct order.
- Miles and miles of cabling, stretching out across your sanctuary as well as the outside.
- A way into ancient underground vaults, cavernous, echoing, and endless.
- A way into another Safehold, where thousands of your order lay as skeletons.
- A way into an alien place filled with new kinds of tech, shifting structures, and symbols of unguessed meaning.
- Entry into everyone's residences, even if they've taken pains to secure them.

THE INFORMATION ICONOCLASTS

They're coming for you. They never stop and they've already taken the rest of your order. Under their disguises, they look like (choose 1 or make your own):

- people or birds
- shadows or pure light
- angels or demons
- machines or insects
- your projected individual fear or the past or future of fantasy
- humanity
- beasts or reptiles
-

But (choose 2):

- they have no faces
- they have human faces
- they have the face likened to an animal they have empty holes for eyes
- they have no expression
- they're dripping gore
- they make inhuman sounds
- they don't stand on the ground
- they speak only in your mind
- they are made of strange materials
- they have something attached to them
- they come and go impossibly
- they're invisible or imperceptible

ONOMASTIC SPECIAL

When the Onomastic shares a moment of intimacy with someone, be it physical or emotional, Asylum is triggered immediately and they come with you, regardless of circumstances, and treated as though you rolled a 10+.

CYBERTOME

You begin with a Cybertome. It is the last vestige of information you were to keep safe from the Iconoclasts. They're coming for you and it and so far, you haven't been able to figure out how to open it (choose 1):

- It's the information you need to find and open the vaults of the order with the last remaining amounts of knowledge hidden in its recesses.
- It holds the secrets of the Iconoclasts; its contents could destroy them. The remains of something ancient.
- The clues the order were putting together to a much higher threat, far greater than the Iconoclasts.
-

COMPONENTS

Onomastics bring their power to bear on their foes by learning their true names. By learning about major life events of individuals, they gather the components they need in order to discern their true name. When they speak this true name, they are able to manipulate the individual in impossible ways.

When you unravel the mysteries of someone's major life events, whether spoken to you or discerned by other means, mark that you have +1 components on the person in the box below. (Max +3 components)

COMPONENTS

GIRI QUESTIONS

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

- If someone helped save you from the Iconoclasts asking for nothing in return, they have 1 Giri on you.
- If you've allowed someone entry to your sanctuary in order to shelter them from danger, you have 1 Giri on them.
- If someone has disclosed major life events to you, thereby increasing your components on them, they have 1 Giri on you for each component.

GEAR

You get 1 scrounged weapon, fashion suitable to your look, your old uniform from your order with 1 armor (You detail), and 1 Cred.

- Rusted silenced antique handgun (2 harm close reload silent)
- Thermal boomerang (2 harm close slow burning)
- Jamming blade (S harm hand jamming)
- Plasma cudgel (1 harm AP hand messy)

CYBERNETICS

You may begin with whichever cybernetics you so 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:

- | | | |
|-------------------------------------|--------------------------------------|-----------------------------------|
| <input type="checkbox"/> Damaging | <input type="checkbox"/> Susceptible | <input type="checkbox"/> Scarred |
| <input type="checkbox"/> Unreliable | <input type="checkbox"/> Twitchy | <input type="checkbox"/> Addicted |
| (make your own) | | |

MOVES

You get **True Name** and can choose one more.

TRUE NAME: When you can see someone you wish to manipulate with the mysterious power of your dead order, speak their true name and roll+components (you must have at least 1 component in order to do so). On a 10+, hold 3. On a 7-9, hold 1. If they are willing you may spend your hold 1 for 1 without issue; if unwilling, you must have them in your sights in order to inflict harm. The components used are then consumed, losing their power over them.

- Inflict or ignore 1 harm (AP).
- Have them lose track of what they were doing.
- Have them take -1 or +1 forward right now.
- Assist or interfere with them without regard for distance or barriers.
- Communicate with them without regard for distance or barriers.

GAZE INTO THE ABYSS: When you Analyze, you may ask 1 of these questions in addition to the others.

- Who here is most afraid?
- Who here is keeping secrets from me?
- How close are the Iconoclasts?
- Who here would do what I ask, if anyone?

ARMOR OF FAITH: So long as you possess your Cybertome, you have the benefit of 1 armor. When this armor is the deciding factor in preventing harm, instead describe inexplicable circumstances that cause the harm not to befall you.

SLAYER: When you confront the unnatural, perverted, or twisted, roll. On a hit, tell the MC what its weakness is. On a 10+, the MC will tell you good detail as to what weaknesses you perceive. On a 7-9, you are given possibility, but not certainty.

ASYLUM: When you speak the true name of your sanctuary and roll. On a hit, you withdraw into your sanctuary with or without clear explanation as to how you got there and... On a 10+, choose 2. On a 7-9, choose 1.

- you can still watch and hear what is happening while you are there.
- you can re-emerge in a different place altogether.
- you are healed of all harm (choose twice).
- you can bring someone in and out with you.

THE SEEKER



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Display wear, fetish wear, junta wear, rich wear, or embroidered wear.
- Strong face, stern face, cruel face, soft face, aristocratic face, or meek face.
- Commanding eyes, unforgiving eyes, sharp eyes, generous eyes, compelling eyes, or calculating eyes.
- Slightly-built body, round shouldered body, pear shaped body, husky 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 Creds). 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



Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.....

2.....

3.....

The power of **THE SEEKER** comes from their faith. Faith can be many things to them, but through it they gain enlightenment. By using their enlightenment in order to have the meaningful questions in their lives answered, they are ceaselessly dedicated in their lives to the cycle of their faith.

HOLD

HARM

- Light Armor
- Moderate
- Critical

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

- | | | |
|------------------------------------|--------------------------------------|--------------------------------------|
| +1 Mad <input type="checkbox"/> | +1 Sad <input type="checkbox"/> | +1 Scared <input type="checkbox"/> |
| +1 Joyful <input type="checkbox"/> | +1 Peaceful <input type="checkbox"/> | +1 Powerful <input type="checkbox"/> |

Get a new playbook move

Erase a Giri 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) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Get +1 Enlightenment <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"/> | |

FAITH

Through the practice of your faith, you use your enlightenment in order to ask questions of yourself, your faith, and others.

Characterize it: (choose 1 from each column)

Violent	Dogmatic	About morality
Peaceful	Pragmatic	About corrupting

By default, your faith has: (1 enlightenment, surplus: 1 answer, want: penance). Choose 2:

- When you meditate, you do so fervently. +1 enlightenment
- Your meditation is deep and spiritual. Surplus: +1 answer, replace want: penance with want: disconnected
- Your meditation is public and includes asking for offerings. Surplus: +1 Cred, want: judgment
- A group or individual is indebted to your faith. Surplus: +1 Giri, replace want: penance with want: desperation
- Your faith practices martial arts as part of its meditation. Your fists count as (2 harm hand)
- You confer with other seekers when you meditate. Surplus+insight, replace want: penance with want: obligation
- Your faith manifests in various ways to protect you. You have 1 armor so long as you only wear vestments; if you wear armor, use that instead.
- You are part of a larger body of faith. Surplus +1 Cred, replace want: penance with want: judgment.

Choose 2:

- Your faith demands charity. Surplus: -1 Cred
- Your meditation requires a mind altering substance. Surplus: +stupor
- Your meditations require strict fasting. replace want: penance with want: hunger
- Your meditations require physical confrontation. Want: +violence
- Then knowledge you seek is vast and unknowable. Want: +despair
- Your faith must be zealously spread. Want: +preach

DESCRIPTION OF FAITH

FAITH

SURPLUS

WANT

CRED

ENLIGHTENMENT

THE TENETS

As any faith does, your faith has tenets it demands of its faithful. Fill in your three tenets that everyone of your faith must adhere to regarding on your selections in the faith section. Whenever you break a tenant you suffer -1 ongoing until you fulfill your strictures once again.

I must be _____ violent/peaceful.

I must be _____ dogmatic/pragmatic.

And my faith's main focus is on (choose 1):

- morality
- corrupting.

Whenever I am not one of these things, I take -1 ongoing until I rectify it.

THE QUESTIONS

Whenever you have 1 answer, spend them to ask one of the following questions. Until you change to another question, it will be understood that this, in tandem with your beliefs, is what you seek.

- How might I obtain generosity, giving of oneself?
- How might I obtain virtue, morality, proper conduct?
- What or who, if anything should I renounce?
- What insight can you offer me? (only on +insight may you ask this)
- How might I achieve more energy, diligence, vigor, effort?
- Should I practice more patience, tolerance, forbearance, acceptance, endurance?
- Will truthfulness, honesty serve me better should I pursue it?
- What could make me have more determination, resolution?
- How might I obtain more love or kindness in my life?

INSIGHT

When you gain insight, you ask your faith what the best course of action is in relation to the question you are seeking and the MC will tell you. Take +1 forward towards rolls in the pursuit of that information. This is the only way to achieve insight in *The Veil*; though protagonists may obviously seek insight from other NPCs as normal, it does not provide them with +1 forward when acting on the advice given by those NPCs.

GIRI QUESTIONS

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

- If someone saved you from a situation where you would have broken your tenets otherwise, they have 1 Giri on you.
- If you counseled someone to undertake an action that would otherwise have resulted in harm befalling them or you, you have 1 Giri on them.
- If you've convinced someone else to follow your tenets, you have 1 Giri on each other.

GEAR

1-daishō set, engraved with the symbol of your faith (You Detail). Fashion suitable to your look, and 2 Cred.

- Ornate katana (3 harm hand valuable)
- Ornate wakizashi (2 harm hand valuable)
- (add a damage tag of your choice for each)

CYBERNETICS

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:

Damage *Susceptible* *Scarred*
Unreliable *Twitchy* *Addicted*
(make your own)

MOVES

You get the **Communion** move and choose one more.

COMMUNION: Using your enlightenment, your surplus and want all depend on what your faith bestows upon you. At the beginning of the session, it is assumed you spent time to get in touch with your faith. Roll+enlightenment in order to see the outcome of this communion. On a 10+, your faith has surplus. On a 7-9, it has surplus, but manifests 1 want. If their surplus lists Cred, like 1 Cred or 2 Cred, this is your personal share. On a miss, you only generate the want of the MC's choice.

RESOLUTE: When you use a melee weapon to trigger Ultimatum or Neutralize, you may roll+ enlightenment instead of your state.

EXACT: At the moment you inflict harm, you may choose to inflict any amount of harm you like—less than, or up to, the harm you'd normally inflict; you may choose to substitute it at any moment for s harm as well.

PIERCING GAZE: When you Probe someone, you may always ask, “What is your character really feeling?” for free.

GUIDANCE: When you share your vision of the future and how you plan to achieve it, roll+enlightenment. On a 10+, hold 3 over them. On a 7-9, hold 2 over them. Whenever you like, you can spend your hold, 1 for 1, to have them mark experience.

SEEKER SPECIAL: When the Seeker shares a moment of intimacy with someone, be it physical or emotional, you each gain +1 hold. Spend the hold to aid or interfere with one another by adding or subtracting 1 to their result after viewing the rolls result.

THE WAYWARD



NAME:

LOOK:

Circle one from each category:

- Femme, Masculine, Androgynous, Animalistic, Transgressing, Esoteric, Fluid.
- Uncommon wear, working-class wear, vintage wear, cyber wear, hi-tech wear, display wear, or exclusive wear.
- Smooth face, sweet face, handsome face, sharp face, girlish face, boyish face, or striking face.
- Hard eyes, clear eyes, bright eyes, dead eyes, heavy eyes, calculating eyes or one eye.
- Huge body, muscular body, tall gangly body, wiry 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 Creds). 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

SAD

SCARED

PEACEFUL

JOYFUL

POWERFUL

Assign +2,+1,+1,0,0 and -1 to each state from their propensity to react with that emotion to their most foreign one.

BELIEFS

Create three Beliefs. If a Belief is tested this session, mark 1 XP at the end of the session. If a Belief gets you into trouble this session, mark 2 XP at the end of the session. If a Belief is erased and resolved or changed after being tested, mark 3 XP.

1.
2.
3.

IMPROVEMENT

XP:

When you attempt something that benefits you and fail or when you gain XP from beliefs mark each box per 1XP you accrue:

+1 Mad

+1 Sad

+1 Scared

+1 Joyful

+1 Peaceful

+1 Powerful

Get a new playbook move

Get another replenish option

Get a move from another playbook

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

Take +1 to any state (Max +3)

Get an additional quality from your landscape

Create and play a new protagonist

Change to a new playbook

Advance a basic move

HOLD

HARM

Light Armor

Moderate

Critical

ESSENCE

ANCHORS

HOMELAND

While others may not be aware of a connection between humanity and the natural surroundings found in the world, you are. What type of areas do you come from, identify with, and feel close to? (choose 2)

- Mountains Glacial Karst
- Coastal Ocean Desert
- Riverine Alien Forest

What qualities does your homeland possess that you hope to find or foster in others? It is: (Choose 2)

- Steadfast Indomitable Broken
- Adaptable Unknowable Kind
- Resourceful Mysterious Harmonious
- Generous Loving Versatile
- Savvy Respectful Bold

When you think of these qualities, assign two states they elicit.

- Mad Scared Joyful
- Sad Peaceful Powerful

ESSENCE

Wherever it and you may be, you have something with you intrinsic from it with you. It allows you to purposefully stay connected to it in order to use its power. This possession will be referred to as "Essence". Detail what exactly it is below and mark that you have 2 Essence to start with.

This Essence allows you to have your abilities. However, the more you and the people from your homeland use its Essence - the more it will erode your homeland. In order to restore this damage being done, what is it your homeland needs in order to replenish or nourish itself?

- Dreams A concept or idea
- Memories
- A specific emotion Souls
- Light or shadow Time
- Physical objects of importance in others

In what way do you use this source of replenishment in order to repair your homeland? (choose 1)

- Harvest Sacrifice Alter
- Consume Deface Propagate

Whenever you wish to replenish your homeland, look to your Nourish move.

DOMAIN

Where is the homeland you are connected to located?

- In dreams Inside of me
- Scattered across the world Within others
- Within The Veil

ANCHOR

When you tie a point in physical reality to a point in your homeland (physical reality or otherwise), roll. On a 10+, the anchor is strong and clear. On a 7-9, choose one:

- The anchor is difficult to find on the other end.
- You pull something into your homeland.
- You release something from your homeland.

GIRI QUESTIONS

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

- If you saved someone using knowledge only you possess of the natural world, you have 1 Giri on them.
- If someone has kept a secret for you in regards to your homeland that would be detrimental to it, they have 1 Giri on you.
- If you have ever needed to be saved because you outside of your homeland, you have 1 Giri on them.

GEAR

Fashion suitable to your look, 2 Cred and choose 1 weapon.

- Twitch switchblade (2 harm hand shocking quiet discreet)
- Distorting baton (1 harm hand distorting AP)
- Chain knife (2 harm hand loud)
- Particle flechette pistol (2 harm close reload messy)

CYBERNETICS

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:

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

NOTES

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MOVES

You get the Nourish move and can choose one more.

NOURISH: When you attempt to nourish your homeland, roll. On a 10+, choose 2. On a 7-9, choose 1.

- You halt the erosion where it stands, for a time.
- You begin to restore what's already gone.
- You gain 2 Essence.

BEING A GREEN MOTHER: When you channel your Essence into the natural world through touch—be it plants, animals or anything that is a product of the earth—roll+ Essence spent. On a 10+, choose 2. On a 7-9, choose 1.

- Your senses extend through it as though you were a part of it.
- You may treat it as though it were a named NPC for the purposes of interactions.
- Choose one of the states your homeland elicits and spike out one of them within the target.

IMBUE: Whenever you consume Essence to interact with and fundamentally alter a piece of technology, describe how you do it and roll. On a 10+, choose 2. On a 7-9, choose 1. On a miss, choose one and the MC will tell you what happens next.

- You change how it's powered.
- You change its size or dimensions.
- You change its purpose or how it works.

UPLIFT: When you act, or say something that defines your character to be morally positive—directly resulting in an action or circumstance that would have been considered morally reprehensible to not occur—choose one of the following to apply to each of you for each amount of Essence consumed.

- Clear or spike out any of the states associated with your homeland.
- Mark XP.
- Take advantage forward.

VIADUCT: When you use your homeland as a medium to traverse distances in time-space in the real world, roll. If you have an anchor to help guide the way, roll advantage. On a 10+, you find your way and come out where you wish to. On a 7-9, you are met with a challenge or danger along the way and may not come out where you meant to.

TRANSMISSION: When you bring someone new into your homeland and they choose to remain within it, you gain 1 Essence.

GLEAN: Whenever you speak frankly with another in order to obtain information about your homeland while within the confines of it, roll. On 10+, ask 2. On a 7-9, ask 1.

- How has this place changed recently?
- For what purpose are you here and why do you remain?
- What do you think the will of the land is?

WAYWARD SPECIAL: When the Wayward shares a moment of intimacy with someone, be it physical or emotional, you each gain 1 hold. Spend your hold 1 for 1 to treat them as an Anchor. They may spend their hold to give you advantage or disadvantage on a roll of their choice by describing why the thought of them does so.