Common Playbook

You're a PC. This playbook has what you need to define yourself and drive the story. Look it over. The last two pages cover rules, but take a look around first.

§ Common Resources

Concept ► What's your deal? Don't just put a species and playbook name. Put what makes you cool, special, or exciting. ⌞*Think for the camera*⌝. You can change or refine this as you play.

Drives ► What do you always want or need? What gets you out of bed to take exciting risks? Like, why even bother? 1 is fine, but 2 is better for you.

1.

2.

☙Profession ► If you've got a trade or career that isn't covered by a PC playbook, put it here. This should be something many people could do in your world, but most don't know how.

Health ► Health abstractly represents the integrity and functionality of your body, mind, and spirit. When you're weakened or injured, you ⌞*take harm*⌝, which might cause you to lose health. When you erase your last health, ⌞*you die*⌝.

● 1. ☐ ☐ ☐ (Human)
△ 2. ☐ ☐ ☐ (Superhuman)
△ 3. ☐ ☐ ☐ (Boss-tier)

Resist ☐ ☐ ► When you make a roll and don't like the complications the GM describes, you can ⌞*resist consequences*⌝.

XP ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ► You get XP mostly for good storytelling. When you fill your last XP, ⌞*level up*⌝.

§ Common Aptitudes

These are exciting things that many could get good at. They broadly cover most things, but no list can be perfect.

○ **Expression** ○ ○ ○ ► Creating, interpreting, or performing representations of emotion or intellect.

○ **Operation** ○ ○ ○ ► Running, piloting, or commanding subtle or intricate mechanisms to reap maximum performance.

○ **Administration** ○ ○ ○ ► Wrangling and managing minutiae—nothing slips through the cracks.

○ **Nurturing** ○ ○ ○ ► Providing just the right encouragement, support, shelter, or kick in the ass.

○ **Fighting** ○ ○ ○ ► Coordinating, applying, and resisting purposeful violence or force with scary familiarity.

○ **Athletics** ○ ○ ○ ► Pushing yourself to the limit as you exert your body.

○ **Research** ○ ○ ○ ► Discovering, examining, and analyzing knowledge that others would overlook.

○ **Engineering** ○ ○ ○ ► Applying knowledge and artifice to synthesize novel techniques and artifacts.

○ **Relations** ○ ○ ○ ► Manipulating, negotiating, or navigating interpersonal relationships with deep empathy and insight—we get it, you fuck.

○ **Shady Shit** ○ ○ ○ ► Practicing the secret tricks of the trade for those who lurk beyond the edge of polite society.

○ **☙Spooky Shit** ○ ○ ○ ► Interacting with the weird, esoteric, and uncanny on its own terms—or at least you think so.

○ **☙Professional Skills** ○ ○ ○ ► Applying the educated, practiced, or specialized knowledge and skills of your trade or profession.

§ Story Moves

"Someone" means a person or anything animate. "Something" means anything inanimate.

Fuck 'em up ► You want someone to get injured or maybe die, so you make it happen.

Compel compliance ► You want someone to do your will, so you direct, entice, coerce, or force them.

Make it chooch ► You want a broken, unreliable, or unfamiliar mechanism or artifact to do something useful, so you roll up your sleeves and get to work.

Go apeshit ► You want some inanimate object to stop working or existing, so you disrupt, ruin, or destroy it.

Get out the way ► You don't want to ⌞*take harm*⌝, so you dodge, evade, or flee an attack or mishap.

Parkour! ► You want to be some other specific place, urgently, so you traverse terrain that's challenging or dangerous in its own right—the terrain need not be concrete.

Medic! ► You want to stabilize or improve someone's ⌞*health*⌝, so you attend to their injuries or illness.

Scope it out ► You want more details and information about your surroundings or their contents and inhabitants, so you survey, observe, and intuit.

Connect the dots ► You want to extract useful information from clues, data, or details you've got, so you apply and collate what you know.

Schmooze 'em ► You want to build rapport, trust, or graces with someone, so you do something you think they'll like or respect.

Fool 'em ► You want to control what someone believes, so you deceive or misdirect them.

Go dark ► You want to avoid the consequences of discovery or detection, so you take precautions or special care.

Common Playbook

§ Common Moves

Resist consequences ► If you don't like the consequences or complications the GM describes when you ↘↓ on a ⌞story move⌝, speak up and **spend 1 Resist** to insist they invent something less drastic instead. This isn't the same as ⌞*dispute fiction*⌝; resist consequences whenever you think it's advantageous in-game.

Buy Resist ► Any time you make a ⌞story move⌝ and ↗→, you can announce that you wish to convert it to ↘ and restore 1 Resist. The GM has veto, but you should suggest the complication or cost.

Lead the group ► Spend 1 Resist. You lead others in a ⌞story move⌝ where you'll succeed or fail as a group. You roll the move as normal and everyone canonically shares your result. Before you continue the story, use your result from the story move below:

↗ You restore 1 Resist and continue the story.
→↘ Everyone else rolls the same story move. They are free to describe their actions individually, along with what aptitudes they're exercising. Their results don't change the story, but if everyone ↗→↘, you restore 1 Resist.

Take harm ► You take ⌞harm⌝ when you're injured or hurt in some way (or if a move says so). Unless a move says specifically how much harm you take, use the harm scale in the Meta playbook.

When you take harm, take these steps:

1. Make any moves you <u>can</u> make.
2. Make any moves you <u>must</u> make.
3. Decide if you have ⌞armor⌝ that applies.
4. If now ⌊harm ≤ 0⌋, this move is over. Otherwise continue.
5. Tell the GM how much harm you're taking. They'll roll some dice and say if anything changes.
6. Write down any status you may have gotten.
7. Lose 1 health for each harm.
8. If you have 0 health, ⌞*you die*⌝ and this move is over.
9. Make any moves you <u>must</u> make when you lose health (vs take harm).

Armor ► Armor is worn to protect you from ⌞harm⌝. Armor has a rating in the range 1-3. If it would make sense for your armor to protect you from the kind of harm you're taking, reduce the harm by the armor's rating.

When determining the rating of armor, look at the harm scale and decide what severity of injury the armor would protect you from.

You die ► You've lost your last ⌞health⌝ or a move says you die. You can go sweetly into the night and build a new character to love. Or…

You're out of the scene for now, but you somehow survived. You come back later with 1 health and a permanent, severe ⌞status⌝ of the GM's choice. Explain what happened to the group.

Earn XP ► When you finish a play session, it's time to decide what ⌞XP⌝ you've earned. Talk as a group about this: maybe they remember something you forgot. Ultimately, though, it's up to you.

You get 1 XP for each item below that you (not the GM) think is true for this play session. You can only take each item once, even if you did the thing multiple times in the session.

• At no point did ⌞*you die*⌝.
• You made a particularly badass or clutch ⌞story move⌝ that reinforced your Concept.
• You suffered a particularly painful (or hilarious) blunder as a result of playing to your Concept— this <u>doesn't</u> have to be a failed roll.
• You made a ⌞story move⌝ to pursue a Drive.
• You offer the GM honest-but-gentle constructive feedback when they do GM XP.

Level up ► When you fill your last XP, you can spend all your XP to fill a ○ in your playbook—you must fulfill all other criteria to buy the item. ✊⚡ Instead of buying a ○, the GM might let you buy or remove a permanent ⌞status⌝. You probably can't buy a △, but you could ask anyway.

Wizard Playbook

You learned your magic through dedication to the craft, laboring to absorb the intricate incantations and gestures needed to cast each spell.

§ Wizard Resources

Mana ► The stored magical energy within your body, Mana powers many of a wizard's ⌐spells¬.

● 1. ☐ ☐ ☐ ☐ ☐ ☐
○ 2. ☐ ☐
○ 3. ☐ ☐

Concentration ► Holding a spell active requires enormous mental effort. You can hold a limited number of ⌐spells¬ active at once. When you spend a Concentration, lose the point, but note the name of the active move. The move's effect is active until a move makes you erase the name.

You cannot write down a new spell's name in an occupied spot. You must ⌐drop concentration¬ on the old spell first.

● 1. ☐ _____

○ 2. ☐ _____

○ 3. ☐ _____

§ Wizard Aptitudes

● **Attainment** ○ ○ ○ ► Shaping, manipulating, controlling, targeting, or applying ⌐cantrips¬ and ⌐spells¬ from this playbook.

§ Wizard Moves

Soak Mana ► You can restore Mana by harmlessly absorbing what's radiated from living creatures. By spending time around people, animals, or very lush vegetation, you gain 1 Mana for every 8 hours—it need not be continuous. If that's not fast enough for you, maybe your power demands that you ⌐reap Mana¬.

Reap Mana ► You forcibly tear the Mana from a living creature to power your magic, stealing its life force with a touch. ⊞**Attainment**.

↗ You pick 1:
   • you draw 3 Mana from a nearby latent leyline instead of your target. They're unharmed.
   • you get 4 Mana and take 3 harm.
→ You get 3 Mana and they take 2 harm.
↘ You get 2 Mana and they take 2 harm.
↓ You don't get any Mana and they're unharmed.

Restore Concentration ► ⌐Drop concentration¬ on all the ⌐spells¬ you're currently holding. You can then gain 1 Concentration by meditating uninterrupted for most of an hour. Alternatively, if you can sleep restfully for a few hours and wake up with full Concentration.

Drop Concentration ► When a move or the GM says so, or whenever you will it, erase a ⌐spell¬ you're holding in Concentration. The spell's effects end more or less immediately.

Lose Consciousness ► If you lose consciousness, you automatically ⌐drop concentration¬ on all ⌐spells¬.

Lose Consciousness ► When you lose ⌐health¬ while you have 1 or more ⌐spells¬ in Concentration, ⊞**Attainment**. On ↓, ⌐drop concentration¬ on one spell at random.

○ **Asbestos Hide** ► You're not injured by heat, electricity, or fire created by your ⌐spell¬ effects.

○ **Night Eyes** ► You permanently have the ⌐status¬ 'completely colorblind', but you can see perfectly even in the absolute absence of light. This doesn't let you see invisible stuff or through obstructions like smoke and fog.

○ **Fairy Torch** ► You can summon or dismiss a floating, torch-bright iconic light source at will. This could be a small creature, spell effect, or artifact; but it's always the same for you.

Iconic light:

§ Cantrips

○ **Fuse** ► You instantly attach two objects by touching them together. The bond is about as strong as epoxy.

○ **Cleave** ► With a touch, you deliver a forceful cut like that of a sharp kitchen knife.

§ Spells

○ **Flame Dart** ► Spend 1 Mana. For the next couple minutes, you can voluntarily launch bullet-fast bolts of fire from your fingertip. Darts impact with a small but forceful explosion and intense heat.

○ **Fireball** ► Spend 1 Mana. You summon a ball of compressed fire to your palm. While you can perceive it, you can mentally move it around in space, including launching it at fast-pitch speeds. Its impact engulfs a 5m sphere in searing flame.

○ **Flame Wall (1)** ► Spend 1 Concentration. ⊞**Attainment** to summon a magical wall of flame no longer than 40m. The wall's path is straight, but you may conjure it anywhere you perceive in any orientation along the ground or any other solid plane.

↗ It's a towering wall of flame, and you can move it at a moderate pace by concentrating.
→ It's a high wall, above your head at least.
↘ It's a waist-high wall.
↓ It's a trail of very hot, ankle-high flames.

○ **Stunning Spark** ► Spend 1 Mana. For the next couple minutes, your touch involuntarily delivers a tremendous, but non-lethal, electrical shock. The shock typically does no serious injury (0 harm), but thoroughly disrupts nerves and circuits.

○ **Searing Arc (2)** ► Spend 1 Concentration. While you hold the spell in Concentration, you can voluntarily emit monstrous arcs of targeted electrical current from your hands. They'll shoot at least 10m, but it's hard to hit small targets. Careful! The electricity arcs between nearby folks and objects.

○ **Maxwell's Demon (3)** ► Spend 2 Mana. You can transfer heat from any source you perceive to any destination within 50m of the source.

○ **Invisibility** ► Spend 1 Concentration. While you hold the spell in Concentration, you're invisible.

○ **Bulletproof** ► Spend 1 Mana. For a moment, blunt projectiles leave only bruises on your skin, no matter their speed or mass.

Wizard Playbook

○ **Deflect Arrows** ► Spend 1 Mana. For the next few moments, any projectiles going no faster than a crossbow bolt are physically deflected away from your body.

○ **Terrify** ► Spend 1 Mana. For the next few minutes, anyone hostile toward you feels overwhelming terror at the sight of you.

○ **Attract** ► Spend 1 Mana. For the next few minutes, anyone not already actively hostile toward you feels overwhelming platonic or romantic attraction—your choice.

○ **X-Ray** ► Spend 1 Mana. Touch something to make its entire exterior surface physically transparent to visible light. It becomes opaque again when you stop touching it.

○ **Glitch** ► Spend 1 Mana. Inside of 50m, every electronic device more complicated than a wristwatch unceremoniously and permanently stops working. Data might be recoverable. Watch out for aeronautics and pacemakers.

○ **Blink** ► Spend 1 Mana. You instantly flick from where you are to any point you can perceive, so long as you have an unimpeded straight path to it that your body could contort to fit through. If it matters, you do not physically traverse the space between source and destination.

○ **Circle of Transit (3)** ► Spend 3 Mana. Inscribe a simple circle on solid ground, up to 3m in diameter. When you trigger the spell, ⊞**Attainment** to near-instantly transport everyone inside the circle to a destination of your choosing. Gear on their persons goes along, but not just loose cargo. One of the people in the circle must already have visited your approximate destination at some point in their life, but they don't have to remember it. It works the same way if you're in the circle or not.

↗ They arrive right on target and you restore 1 Mana.
→ They arrive right on target.
↘ You pick 1.
↓ You pick 2.
- the spell fizzles and they go nowhere.
- they take 1 harm.

- they arrive wildly off-target, maybe by miles—but not someplace immediately fatal.
- they arrive scattered individually to different points within a few hundred meters of each other. You can't choose this if there's only one creature in the circle.

○ **Disrupt Concentration** ► Spend 1 Mana. ⊞**Attainment** to disrupt a magical effect that another Wizard of similar power is holding in Concentration. On ↗→, they ∟*drop concentration*⌐ on that spell.

○ **Suppress Magic (2)** ► Spend 1 Concentration. ⊞**Attainment** to suppress any single magical effect while you hold this spell in Concentration.

↗ You pick 1:
- you permanently end the magical effect, even if you ∟*drop concentration*⌐. If the effect is an intrinsic quality of an item or being, it comes back in 24 hours.
- You fully suppress the magical effect and restore 1 Concentration.
→ You fully suppress the magical effect.
↘ You partially suppress the magical effect.
↓ You partially suppress the magical effect, but you pick 1:
- you spend 1 Mana.
- if you lose sight of the target effect, you ∟*drop concentration*⌐ on Suppress.
- you take 1 harm from backlash.

Mutagen Meta Playbook

Defined and refined ► These rules define some concepts; then name, define, and use different types of them. Types with different names are different: "salty moves" aren't "story moves", but they're both "moves". No need to memorize, but try not to confuse similar names.

[Example text; just visual reference] ► ˻Refers˼ to a text block with (nearly) that heading. *Italics* is a non-meta ˻move˼, not emphasis. Bold for **what** you roll. Math in ⌊ ⌋: get ⌊5 × (bushes ÷ bears)⌋ berries.

Moves ► A move is an action you can take as either a player or a character while playing this game. A move's text describes how the move works. Usually a move has an in-game effect; sometimes it has activation conditions or costs.

Meta moves, like this one, define or explain stuff. You ˻make a move˼ like this one just by reading it.

Aptitudes ► An aptitude is a score representing affinity or proficiency at some challenging activity. ˻Moves˼ are verbs that say what you can do; aptitudes are nouns that track what you're good at. Don't confuse them.

Resources ► A resource is some asset or quality you have in this game. Some resources are just notes you keep, but many are tracked with points that go up and down during play. Some combine both.

Make a move ► You "make" a ˻move˼ by doing something described in a move. You may be required to make a move by its description or by some other move. If there's no move that kinda describes what you're doing, or there is but you don't have it, you can't do that thing.

If a move's description says that some conditions apply, but those conditions aren't met (and you can't meet them), you can't make the move. Same if it says there's a cost that you can't or won't pay.

Move chains ► Sometimes a ˻move˼ (parent) says that it applies when you're making a different move (child) or that you should make another move (child) as a part of the parent. Unless otherwise stated, you're making both moves: first parent, then child. Everything related to the child applies normally, unless the parent move says otherwise.

Respect our limits ► This game is for everyone at the table. If somebody needs to ˻state a limit˼, immediately cut away or fade to black from whatever is upsetting them. Talk as a table about how to continue the story while embracing the limit.

State a limit ► This is a game to have fun. If some theme, activity, or imagery of the story is ruining your fun, speak up. You don't have to explain why, you only have to indicate what.

Think for the camera ► This game works better when we think like we're directing a TV series more than writing a novel. Focus on what we can perceive with our senses here in the moment.

Invent fiction ► This game shines when you speak up to refine, improve, or augment the scenario. It needs to make sense, and the GM has final veto, but the only firm rule is: don't contradict anything already established. **Use this to set up a move or just to make shit cooler.**

Ex. They're wearing my favorite designer. My fur is saturated violet. Lucky I've always got my boot knife. Maybe the roof collapsed in one corner. It's a huge gun, just a fucking giant revolver with shells like Vienna sausages. Surely there's a forklift in this warehouse.

Be curious, not cautious ► This game is more fun when we play to find out what happens than when we play to keep our characters content. Stories about people who never take risks, never get hurt, who never fail leave fewer memories than stories about a hot fucking mess.

Don't sweat the meta ► In this game, it's okay for you to know things that you don't know, and to act on that knowledge when it would make shit cooler. Likewise, don't keep secrets out-of-character. Be open so that folks can appreciate the badass in-character secrets you're keeping.

Dispute fiction ► Sometimes the GM will say something they think is cool, but that would make you turn off a show you were watching. You're trying to ˻be curious, not cautious˼ but whatever the GM said just seems to ruin the whole damn thing for you. Speak up and negotiate an alternative. This is your story too.

Labeled items ► Items that are grouped together in a section might be referred to from inside a ˻move˼ by just the section name. This means any or all the items from that section and its subsections.

Bought and free items ► Some items have a ○ or △; you buy these to select or improve your moves, aptitudes, and resources.

Once bought, they mean the same. The difference is that you buy ○ at creation or with XP; but you cannot buy △ directly, only when a ˻move˼ or the GM says so.

When you buy a ○ or get a △, fill it in solid. This is typically permanent. Items with ● are "pre-bought".

Items with neither △, ○, nor ● are automatically in play if your playbook contains them.

Aptitude Rating ► When you get an ˻aptitude˼, it starts at +0—even this gives you almost a 60% chance of success. Each additional ○ you buy gives you another +1 to your modifier. If you don't have an aptitude, but need to ˻roll˼ it anyway, roll with **-1**.

Some aptitudes have more or less ○ available. Buying more than 4 ○ lets you soak up penalties to rolls, but doesn't let you exceed the maximum total modifier.

Gated moves (0) ► Some moves have a number in parenthesis after the name. In order to buy such a move, you must already have at least that number of moves from the same subsection of your playbook.

❀Consult the GM ► Stuff with a ❀ icon may not be appropriate for your story (at this time)—or it may have special fictional restrictions or implications. Talk to the GM about taking any ❀ option. Please be cool if it's unavailable; boundaries define stories.

(Progress) Bars ► Progress bars are a GM-managed shared ˻resource˼ abstractly representing rising tension or sustained activity. A bar has a title and some number of ticks between 2 and 8. When the last tick is filled, whatever the title says happens.

Tick a bar ► When the GM or a move says to tick a ˻bar˼, fill one tick on it. If they say to tick it some number of times, fill that many ticks.

Mutagen Meta Playbook

Resource points ► If applicable, each point of a particular ∟resource˥ is tracked with a □—maybe with an individual note attached. Some resources come in ranks with ○, permitting you to buy more □.

When you restore or gain a resource, fill a □. You cannot have more of a resource than you have □ for it. If all your □ are full when you're supposed to gain the resource, just don't fill anything.

When you spend or lose a resource, erase a filled □. If you don't have any filled □, you can't do moves requiring you to <u>spend</u> that resource. On the other hand, if a move's effect tells you to <u>lose</u> a resource you're out of, just don't erase anything—any other effects or consequences of the move still happen as normal, though.

Unless stated otherwise, you start the game with all resources full.

Lose what you spend ► Unless stated otherwise and regardless of where the cost appears in the move's description text, you lose a move's cost(s) <u>immediately before you roll</u> and determine results. If there's no roll, you just lose the ∟resource˥ before the effect takes place.

Harm ► Harm is abstract systemic or traumatic damage (not necessarily physical) sustained by something living. A single injury can do 1-3 harm. Unless a move says specifically how much harm it does, just use common sense and the scale below.

The scale is calibrated roughly to the human body. A bunch of small injuries or one serious injury—you want a doctor—1 harm. A life-threatening injury—you <u>need</u> a doctor—2 harm. An injury likely to outright kill a vanilla human—too late for a doctor—3 harm.

That's only for living stuff: if want to "hurt" something inanimate, ∟go apeshit˥ on it.

Status ► A status is a short, free-form phrase describing a condition or state that is true; about you, anybody else, an item, or place. When a move or the GM says you or something of yours gets a status, write it down. As long as it's written down, no aspect of the fiction can violate its truth.

Remove a status ► Erase a ∟status˥ when a move or the GM says you can, or when it no longer makes sense for it to be true.

Exploit a status ► When you make a ∟story move˥, you can describe how you're capitalizing on a ∟status˥ (yours or otherwise) to add +1 on your move. You can only exploit one status per move.

<u>Read the dice</u> ► When you roll, you'll get a number between (-1) and 15. Results are defined not in terms of success and failure, but how your roll affects your metaphorical narrative "momentum" going forward.

Range	Result	Icon
12-15	Gain Momentum	↗
10-11	Carry Momentum	→
7-9	Lose Momentum	↘
(-1)-6	Stall Momentum	↓

Groups written together (e.g. ↗→) mean <u>any</u> of the results in that specific group. Read this like "gain or carry momentum".

<u>Roll</u> ► Rolls are indicated by a ⊞ in move text like:
- with an ∟aptitude˥: ⊞**Nurture**.
- with a number: ⊞**-1** or ⊞**+0**.
- with a new **custom bold term** defined earlier in that move's text.

Roll ⌊2d6 + **bold text**⌋ and ∟read the dice˥.

Unless stated otherwise, the effect of your roll is described by the next momentum icons (↗→↘↓).

Modifiers ► A move or the GM may say you get **±y** on a move. Sum individual modifiers (mind the signs), then cap the total modifier at ±3. Your total roll is ⌊regular roll + total modifier⌋.

Alternate rolls ► If a move says "⊞**something weird** for another move", use the weird roll in the child move instead of whatever the normal roll is. Modifiers apply normally.

Low/Zero Effect ► When you're describing how you make a ∟story move˥, the GM might say you'll have Low Effect or Zero Effect. This means even on ↗→, you won't get (all of) what you want.

⚠Critical Concept⚠

Story moves ► Story ∟moves˥ decide what happens next when you act in the face of conflict, risk, or adversity to get what you want. They serve the same purpose as system rules in other games, but in a flexible way that puts the fiction first. They answer "okay, so what happens then?"

Most moves flatly describe something you can do, but they don't address why you're doing it, what you hope to ultimately achieve. A metaphor: you slam on the brakes while you're driving, but are you trying to <u>avoid</u> or to <u>cause</u> a collision? Another: you fence with the Duchess, but are you trying to <u>kill</u> or to <u>teach</u> her?

Each story move follows the same formula: it states what you want to achieve, and it gives a hint at how you're trying to get it. When figuring out which story move you're making, the hint about method is less important than the part about your <u>intent</u>.

There aren't many story moves; they're mostly in the Common playbook. I intend them to be fairly universal. Please think metaphorically when applying them to weird situations.

Make a story move ► When you make a ∟story move˥, describe how you're trying to achieve your goal in-game. Be specific. Wait a sec before rolling; the GM might have something to say.

If no other move is saying what to roll with, decide if your action description depends <u>logically and primarily</u> on **any appropriate ∟aptitude˥** you've got. Use common sense and talk as a table.

⊞Any appropriate aptitude; <u>or</u> **⊞-1** if you don't have one that applies.

The GM playbook has stuff about what might happen for each story move, but they share this formula:

↗ You get what you want with an unexpected benefit.
→ You get basically what you want.
↘ You get what you want, but there's some trade-off, consequence, or complication.
↓ It might not be your fault, but you don't get what you want—or you do get it, plus something even worse.