

JOBS

(Profit / catastrophe)

Choose 3 paying jobs:

- Bodyguarding (1-budget / embattled)
- Surveillance (1-budget / deceived)
- Raiding (1-budget / embattled)
- Enforcement (1-budget / overthrown)
- Honest work (1-budget / impoverished)
- Companionship (1-budget / entangled)
- Convoy (1-budget / bushwacked)
- Infiltration (1-budget / discovered)
- Scavenging (1-budget / impoverished)
- Brokering deals (1-budget / shut out)
- Technical work (2-budget / shut out)
- Escort (2-budget / entangled)
- Arcology defense (2-budget / infiltrated)
- Doing murders (3-budget / embattled)

And choose 1 obligation job:

- Avoiding someone (you keep well clear / they catch you in a bad spot)
- Paying debts (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 your honor (you keep your word and your name / you cross a line)
- Seeking answers (you get a clue / you chase a red herring)
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BUDGET

1-budget will cover a month's living expenses, if your tastes aren't too grand. 1-budget will also cover your crew's bonus of a couple three four profitable jobs.

As a one time expenditure, 1-budget covers the price of : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodygard service for a week by a ronin, one year taxes to the government, maintenance on a high-tech vehicle, such as a mech or even an engel, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

CREW

Your crew or contacts can consist entirely of the other players' characters, or entirely of the Keeper's characters, or any mix. If they include any of the MC's characters, sketch them out - names (eg Gabble, Jaim, Pe, Wasted) and 1-line descriptions - with the Keeper. Make sure they're competent and suited to the gigs you've chosen.

THE BOSS

You're in charge. Either you work with the law or you try to keep it afar, but you run shit. You have your crew, you run your show and you do real work, not like those fat bastards who rain orders down on you from their comfy offices and flats. You're down there, taking risks. You deserve your share.

Federal Security Bureau, Global Intelligence Agency, Office of Arcane Affairs, plain old police, arcane underground, organized crime or even private dicks, doesn't matter, you and your team are doing it. You're making this happen.



ADDITIONAL RULES

BUDGET MOVES

When you **give 1-budget to someone, but with strings attached**, it counts as manipulating them and hitting the roll with a 10+, no roll required.

When you **negotiate the acquisition of heavy, A-tech or illegal stuff**, looking for some particular thing to buy, and it's not obvious whether you should be able to just like go buy one like that, roll+sharp. On a 10+, yes, you can just go can buy it like that. On a 7-9, the Keeper chooses one of the following:

- it costs 1-budget more than you'd expect
- it's available, but I have to introduce you to that shady Mr. Karpow.
- damn, I used to sell that stuff but no more. Maybe if you go to that guy Aaron, he still have some.
- sorry, I don't have that, but maybe this will do instead?

When you **make known that you want a thing and drop some notes to speed it on its way**, roll+budget spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.

JOBS ON SCREEN

Paying jobs on screen:

- Profit: the Keeper can choose whether to come in on the end of the successful job, or let the whole gig happen in summary, off-screen.
- Catastrophe: the MC can come in on the moment when the job goes south, or you can summarize the job going south and come in on the aftermath.

Obligations on screen:

- Profit: the Keeper can choose whether to come in on the end of your accomplishing it, or let it pass without much remark.
- Catastrophe: the Keeper should come in on the moment when it goes south, as a rule.
- Unworked: an unworked obligation is an opportunity for the Keeper.

If you're law enforcement (GIA, FSB, OAA...) the budget you gain is your superior giving more money to your department and it's yours to redistribute to your crew. If you're a civilian - criminal or otherwise - that's plain cash from your client's pockets to yours.



THE BOSS

CREATING A BOSS

To create a boss, choose name, look, stats, moves, jobs, crew/contacts and gear.

NAME

Choose.

LOOK

Human, Nazzadi or Xenomix.

STATS

Choose one set:

- Cool+2 Hard=0 Hot-1 Sharp+2 Other-1
- Cool+2 Hard+1 Hot+1 Sharp=0 Other-1
- Cool+2 Hard-1 Hot+1 Sharp+1 Other=0
- Cool+2 Hard=0 Hot=0 Sharp+1 Other-1

MOVES

You get all the basic moves. You get **operation** and then choose another boss move.

Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' name.

Go around again for Hx. On your turn, choose 1 or both:

- One of them once faced down dedicated violence to get you out of a fix. Tell that player Hx+2.
- One of them once let you down in a pinch and left you holding the bill. Tell that player Hx-1.

Tell everyone else Hx+1.

On the others' turns:

- Whatever number everyone tells you, give it +1 and write it next to their character's name. You depend upon clear relationships.

At the end, find the character with the highest Hx on your sheet. Ask that player which stat is most interesting, and highlight it. The Keeper will have you highlight a second stat too.

Man, woman, ambiguous, or trans-gressing.

Casual wear, utility wear, vintage wear, signature wear, or standard uniform.

Worn face, pretty face, honest face, rough face, hard face, or open face.

Calculating eyes, warm eyes, sharp eyes, guarded eyes, cold eyes, or weary eyes.

Muscular body, rangy body, full body, energetic body, or sturdy body.

GEAR

You get:

- standard issue CS-40 Defender medium pistol (2-harm close loud) or a signature weapon (detail with the Keeper)
- savings worth 1-budget
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off, you can't choose it again.

NAME

DESCRIPTION

COOL

HIGHLIGHT

Act under fire

HARD

HIGHLIGHT

Take by force • Go aggro

HOT

HIGHLIGHT

Seduce or manipulate

SHARP

HIGHLIGHT

Read sitch • Read person

OTHER

HIGHLIGHT

Open to the other side

Hx

Help or interfere • Session end

BOSS SPECIAL

If you and another character have sex, get a new obligation job: keeping [their name] happy (you keep them happy / you fucking blow it).

If you and the same character have sex again, don't get duplicate jobs. Just the first time.

IMPROVEMENT

Experience: IMPROVE

- get +1cool (max cool+3)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new boss move
- get a new boss move
- add a job and you may change your crew
- add a job and you may change your crew
- abandon or resolve an obligation for good
- get a move from another playbook
- get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves



BROKEN -1sharp
DISFIGURED -1hot
SHATTERED -1cool
CRIPPLED -1hard



OBSESSED -1sharp
DELUDED -1hot
TERRIFIED -1cool
DETACHED -1hard

BOSS MOVES

◆ **OPERATION:** you get 2-focus. Whenever there's a stretch of downtime in play, or between sessions, choose a number of your jobs to work. Choose no more than your focus. Roll+cool. On a 10+, you get profit from all the jobs you chose. On a 7-9, you get profit from at least 1; if you chose more, you get catastrophe from 1 and profit from the rest. On a miss, catastrophe all around. The jobs you aren't working give you neither profit nor catastrophe. Whenever you get a new job, you also get +1focus.

◇ **EXIT STRATEGY:** name your escape route and roll+cool. On a 10+ you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

◇ **IN CHARGE:** when you interfere with someone who's rolling, roll+cool instead of roll+Hx. Asshole.

◇ **EASY TO TRUST:** when you try to seduce or manipulate another player's character, roll+Hx instead of roll+hot. An NPC, roll+cool instead of roll+hot.

◇ **REPUTATION:** when you meet someone important (your call), roll+cool. On a hit, they've heard of you, and you say what they've heard; the Keeper will have them respond accordingly. On a 10+, you take +1forward for dealing with them as well. On a miss, they've heard of you, but the Keeper will decide what they've heard.

GEAR

OTHER MOVES

BUDGET

HOLD