

AVANTGARDISTE GEAR

You get:

- savings worth 1-budget
- fashion suitable to your look (you detail)

Gracious weapons (choose 1):

- sleeve pistol (2-harm close reload loud)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- ornate sword (3-harm hand valuable)
- antique handgun (2-harm close reload loud valuable)

Rare artefacts (choose 2):

- antique jewelry (worn valuable)
- From a civilization long gone.

- dream stone (valuable)

You may use these for +1other when you open yourself to the other side while sleeping, but if you do, you get -1other when you're not sleeping next to it.

- stone tablets (valuable)
- arcane tattoos (implanted)
- charm onguent (applied valuable)

Using it lets you take +1hot forward.

- a familiar (valuable alive)

Your choice and yours to detail.

GEAR

BUDGET

BUDGET

When you're charging someone for your service, 1-budget is the going rate for: a full oeuvre (book, representation, exhibit...) dedicated to a patron, one night's intimate companionship, an evening's or a weekend's entertainment for a group (without touching), a month's casual employment as an enlivening presence.

1-budget will cover a month's living expenses, if your tastes aren't too grand.

As a one time expenditure, 1-budget covers the price of : a night of luxury and company, one heavy hospital bill, any weapon, gear or fashion not valuable or A-tech, bodyguard service for a week by a ronin, one year taxes to the government, 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.

THE AVANTGARDISTE

People know you for the beauty you spread. You're an entertainer, an artist, a conceptor. You're dealing in dreams.

Of course dreams are a dangerous luxury these days. Through dreams, you can reach to the other side. That fascinating other side. You're not quite sure if you're using the other side to bring life to your visions, or if it's the other way around. Maybe it goes both way.



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 MC 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.



THE AVANT GARDISTE

CREATING AN AVANTGARDISTE

To create an avantgardiste, choose name, look, stats, moves and gear.

NAME

Zahn, Erich, Pickman...

STATS

Choose one set:

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

MOVES

You get all the basic moves. Choose 2 arcanotech moves.

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, 2 or all 3:

- One of them is your friend. Tell that player Hx+2.
- One of them is your lover. Tell that player Hx+1.
- One of them is in love with you. Tell that player Hx-1.
- Tell everyone else Hx=0.

On the others' turns:

- For everyone, whatever number they tell you, give it -1 or +1 and write it next to the character's name. Your choice for each.

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.

LOOK

Human, Nazzadi, Xenomix or White.

Man, woman, ambiguous, transgressing, or androgyne.

Display wear, showy scrounge wear, luxe wear, fetish wear, or casual wear.

Striking face, sweet face, strange face, cute face, or beautiful face.

Laughing eyes, mocking eyes, dark eyes, shadowed eyes, troubled eyes, arresting eyes, bright eyes, or cool eyes.

Strong hands, expressive hands, quick hands, calloused hands, or steady hands.

Slim body, toned body, fat body, unnatural body, young body, or lush body.

GEAR

You get:

- 1 gracious weapon
- 2 luxe gear
- savings worth 1-budget
- fashion suitable to your look (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

AVANGARDISTE SPECIAL

If you and another character have sex, choose one:

- You take +1 forward and so do they.
- You take +1 forward; they take -1.
- They must give you a gift worth at least 1-barter.
- You can hypnotize them as though you'd rolled a 10+, even if you haven't chosen to get the move.

HARM
STABILIZED

BROKEN
-1sharp

SHATTERED
-1cool

DISFIGURED
-1hot

CRIPPLED
-1hard

SHOCK
STABILIZED

OBSESSED
-1sharp

TERRIFIED
-1cool

DELUDED
-1hot

DETACHED
-1hard

IMPROVEMENT

Experience: **IMPROVE**

- get +1cool (max cool+2)
- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new avantgardiste move
- get a new avantgardiste move
- get 2 jobs (detail) and **operations**
- get a circle (detail) and **contacts**
- 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

AVANTGARDISTE MOVES

○ **BREATHTAKING**: you get +1hot (hot+3).

○ **CALL FORTH REAL NAME**: when you call someone's true name to the other side, human or not, roll+other. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the Keeper will ask you 3 questions; answer them truthfully.

○ **ARTFUL & GRACIOUS**: when you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+hot. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:

- this person must meet me
 - this person must have my services
 - this person loves me
 - this person must give me a gift
 - this person admires my patron
- On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

○ **ARRESTING PRESENCE**: when you remove a piece of clothing, your own or someone else's, no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

○ **HYPNOTIC**: when you have time and solitude with someone, they become fixated upon you. Roll+hot. On a 10+, hold 3. On a 7–9, hold 2. They can spend your hold, 1 for 1, by:

- giving you something you want
- acting as your eyes and ears
- fighting to protect you
- doing something you tell them to

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1:

- they distract themselves with the thought of you. They're acting under fire.
 - they inspire themselves with the thought of you. They take +1 right now.
- On a miss, they hold 2 over you, on the exact same terms.

OTHER MOVES

HOLD