

## CIRCLE

By default you have 20 or so contacts in your circle, loyal to you but not fanatical. They have their own lives apart of you, integrated in the local society (contact+1, giri: 1-budget, want: desertion).

Characterize them:

8 your cult  
8 your scene

8 your family  
8 your staff

8 your students  
8 your court

Choose 2:

- 8 your contacts are dedicated to you. Giri: +1budget, and replace want: desertion with want: results.
- 8 your contacts are in very high places. +1contact.
- 8 your contacts form a network tearing through the other side. Giri: +breach.
- 8 your contacts are bon vivants. Giri: +party.
- 8 your contacts are rigorous and argumentative. Giri: +intel.
- 8 your contacts are engaged in lucrative operations. Giri: +1budget.
- 8 your contacts are very satisfied with you and spread the word. Giri: +growth.

Then choose 2:

- 8 you have few contacts, maybe 10 or so. Giri: -1budget.
- 8 you work more for them than they work for you. Want: judgement instead of want: desertion.
- 8 your contacts won't do anything without checking with you first. Want: +desperation.
- 8 your contacts are decadents. Giri: +stupor.
- 8 your contacts dabble with the other side. Want: +taint.
- 8 your contacts dabble with the organised crime. Want: +crime.
- 8 your contacts dabble with the cultists scene. Want: +savagery.

### CONTACTS

Description

Giri

Want

CONTACT

BUDGET

### GEAR + HOLD

BUDGET

## THE ADVISOR

The Ashcroft foundation traded unlimited energy for unlimited power. To get the Antigravity Pods and Dimensional Engines, the New Earth Government had to accept the moto of the foundation too : «enhancing all of humanity by the application of knowledge».

And there you are. You are the foundation advisor. You ensure that the NEG understand how the Aeons are different. People listen to you, high ranked people: generals, politicians, educators, people who shape the days to come.

You know better, you have better access, you are better educated than most people you'll ever talk too and more importantly, you have that voice. You know, the voice that make people trust you.

Enhance all of of humanity by the application of your knowledge. That's what they pay you for.



## ADDITIONAL RULES

### BREACH

When you use your contacts or your laboratory to open a **breach** to the other side, roll +other. On a hit, you can choose 1:

- Reach through the other side to something or someone connected to it.
- Isolate and protect a person or thing from the other side.
- Isolate and contain a fragment of the other side itself.
- Insert information into the other side.
- Open a window into the other side.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the other side as it is local to you, and will bleed taint (deals shock as established when first seen). On a 10+ choose 2, on a 7-9 choose:

- it'll persist for a while without you actively maintaining it.
- it reaches deep into the other side.
- it reaches broadly into the other side.
- it's stable and contained, not bleeding (-1shock).

On a miss, whatever happens, your lab or your contacts takes the brunt of it.

### INTEL

When you use your contacts for **intel**, ask your contacts what they think your best course of action is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark experience.



## CREATING AN ADVISOR

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

### NAME

Choose.

### LOOK

Human, Nazzadi or Xenomix.

### STATS

Choose one set:

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

### MOVES

You get all the basic moves. You get both **contacts** and two more advisor 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 :

- any of them who are your contacts, tell their players Hx+2.
- tell every one Hx=0

On the others' turn :

- choose a character you've already figured out. Whatever number that player tells you, ignore it and write Hx+3 next to the character's name instead.
- Everyone else, whatever number they tell you, give it +1 and write it next to their character's name. You're a good and quick judge of others.

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 MC will have you highlight a second stat too.

Man, woman, ambiguous, transgressing or concealed.

Cheap suit, formal suit, casual suit, showy suit or geeky suit.

Innocent face, tainted face, determined face, open face, severe face or ascetic face.

Mesmerizing eyes, dazed eyes, forgiving eyes, suspicious eyes, clear eyes or burning eyes.

Bony body, lanky body, soft body, fit body, graceful body, or fat body.

### GEAR

In addition to your contacts, detail fashion according to your look. You have savings up to 2-budgets and maybe a laptop. You live at some hotel a contact payed for.

### 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

### ADVISOR SPECIAL

When **you have sex with another character**, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at distance or despite any barriers that would normally prevent it.

### IMPROVEMENT

Experience:  IMPROVE

- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new advisor move
- get a new advisor move
- choose a new option for your contacts
- choose a new option for your contacts
- get a company (detail) and **command**
- 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



## ADVISOR MOVES

◆ **CONTACTS:** giri, contact and want all depend on your circle. At the beginning of the session, roll +contact. On a 10+, your circle grant you giri. On a 7-9, they grant you giri, but choose 1 want. On a miss they are in want. If their giri lists budget, like 1-budget or 2-budget, that's your personal share.

◆ **CHARISMATIC:** when you manipulate someone, roll +other instead of +hot.

◆ **AURA:** when you interfere with someone, roll +other instead of +Hx.

◆ **PUBLIC SPEAKER:** when you speak the truth to a public, roll +other. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the public:

- bring people forward and deliver them
- reach for their wallet (up to 1-budget)
- fight as a unit (2-harm 0-armor size appropriate)
- fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.
- go quietly back to their lives.

On a miss the public turns on you.

◆ **ARCANE EXPERT:** you get +1other (other+3).

◆ **HOLISTIC ANALYSIS:** when you read a sitch, roll +other instead of +sharp.

◆ **PREPARED FOR THE UNEXPECTED:** when you're in public, you get 2-stability and 1-armor. When you're alone, you get 1-stability.

### OTHER MOVES

### BUDGET

When you're charging someone for your service, 1-budget is the going rate for: one predictive audit that circumstances proved accurate, a month's employment as an analyst, a month's employment as a PR front.

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 : one heavy hospital bill, any weapon, gear or fashion not valuable or high-tech, reparation on an arcanotech device, bodyguard 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.