

hello, world//the blade

SPECIAL ABILITIES

- **Bodyguard:** When you **protect** a teammate, take **+1d** to your **resistance** roll (if applicable). Whenever you take Level 2 or higher **Harm**, you may clear **1 stress**.
- **Volcano Buster:** When you **push yourself**, you may choose one of the following additional benefits: *shatter bonds or barriers - unleash a close-range blast at Scale.*

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

- find(●●●) filter information, see through illusions, perceive danger
- ping(●●●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
- restore(●●●) rewind an object/place to a previous state, recover from Archives

RESOLUTION {to resist consequences from Mental Strain or Willpower}

- mask(●●●) hide, sneak, steal, physical misdirection and disguises
- echo(●●●) manipulate perception, sway/deceive with misinformation or illusions
- get(●●●) consort, blend in, handle personal connections, utilize public services

STABILITY {to resist consequences from Physical Strain or Disruption}

- buffer(●●●) guard, seize or hold territory, absorb or redirect danger
- crash(●●●) strike, break, duel, or disrupt with close-quarters force and skill
- goto(●●●) run, climb, navigate, operate vehicles, avoid danger

- ⚙ **Level Up!** When the GM tells you to, mark off one of the following:
- ◇ Add 1 **Function** dot
 - ◇ Add 2 boxes of **Items**
 - ◇ Gain a **Memory** slot
 - ◇ Gain a **Stress** box

BREAKER ITEMS

- **Attuned Nodecutter**
- **Lightbarrier** [+armor]
- **Energized Arc Wheel**
- **Killer Jacket**
- **Overflow Shells** ○○
- **Shock Weaponry**

ARMOR



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Spark Mag
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
- ◇ A Monocycle or Glider
- ◇ Documents
- ◇ Grappling Gear
- ◇ Echo Gear
- ◇ Intrusion Tools
- ◇ Modding Tools
- ◇ A Flarebulb
- ◇ A Vox Crystal
- ◇ A User Crest

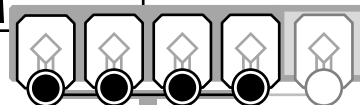
HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

STRESS



MEMORY



FRIENDS/RIVALS

- ▲ **F311x**, a viral cat merchant
- ▲ **Blue**, a prize fighter

GATHER INFO

- ◆ What can I break here?
- ◆ Who's most afraid of me?
- ◆ Who's most dangerous here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

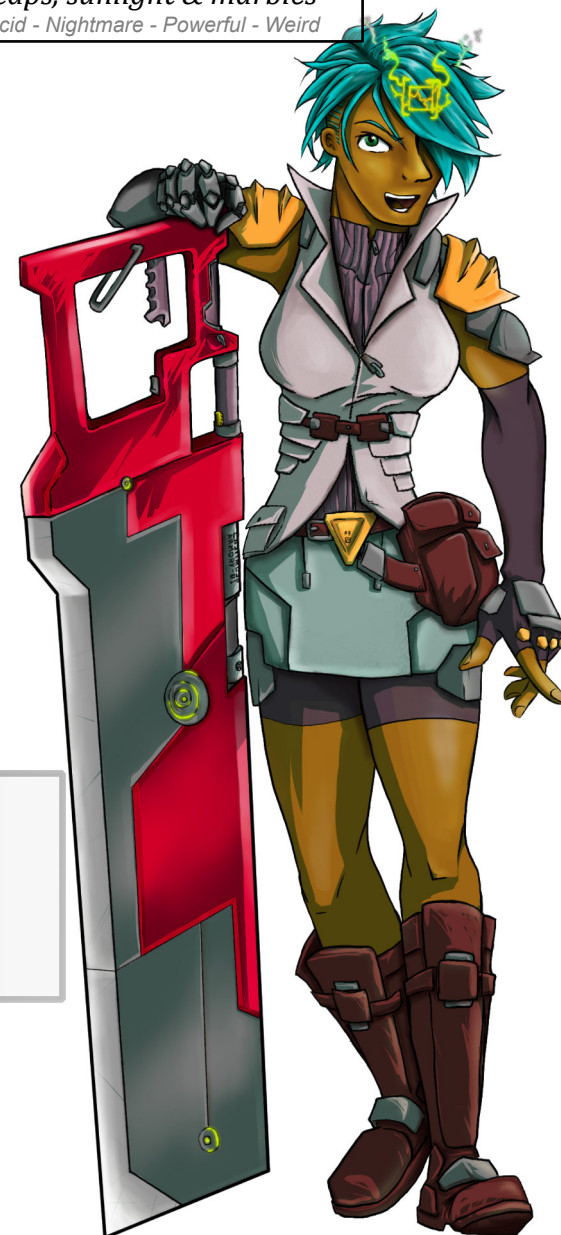
NAME

HERITAGE *Canopus, fashion row*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Seasonally trendy (bags and belts are in), spark forehead sigil (mood coloring)*

HISTORY *Disrupted: I fell defending my crew from the Bluelight Syndicate's enforcers.*

RECALL *Summer: Bottlecaps, sunlight & marbles*
Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird



Breaker Items

Attuned Nodecutter: A finely-crafted heavy blade shaped to your specifications, capable of severing network nodes and Users with equal efficiency. Might take the form of a massive sword, battleaxe, halberd, ōdachi, or similar. More reach and hits harder than any standard melee weapon. [2 boxes]

Energized Arc Wheel: A powered arc wheel which can be thrown with additional velocity to make fancy trickshot ricochets and pierce distant targets. One good flick of the wrist can send it on an unpredictable asymmetric trajectory.

Shock Weaponry: An ominously-sparking lash, mace, chain, or gauntlets that turn the wielder into an unpleasant proposition to face in hand-to-hand combat. Scary but not strictly 'efficient' in the sense of getting a quick and clean derez.

Lightbarrier: Heavier armor than a standard shieldbelt, this hard light construct makes the wearer even harder to injure. Some breakers shape their lightbarriers into anachronistic forms like a shield or suit of armor. [2 boxes, +Armor]

Overflow Shells: Fragmenting Spark Mag shells intended to cause localized buffer overruns upon detonation. Effective for harassment and area control, but poor at stopping determined heavy targets.

Killer Jacket: Sometimes what you do is the message, but a good breaker knows that quite often how you look is all the message you'll ever need. What logo or phrase do you display on the back?

function rolls

Your *position* is...

controlled

You act on your terms. You exploit a dominant advantage.

risky

You go head to head. You act under fire. You take a chance.

desperate

You overreach your capabilities. You're in serious trouble.

You expect to achieve this **effect**...

Great: A big impact or extra results.

Standard: An average result.

Limited: Not everything you wanted.

*If you are not satisfied with your position and effect, ask how you can change the situation. Maybe try a different function, use **Teamwork** or **Gear**, try a less ambitious goal, or use a **Flashback** for planning and preparation.*

Once you are ready to go, gather **dice**...



Start with **1d** for each **Function** rating dot



-1d if you have applicable Level 3 **Harm**



+1d if you receive **Assistance** (ally spends 1 stress)



+1d if you **Push** yourself (spend 2 stress) -or- you accept a **Daemon's Bargain**

*If you rolled a **4 or higher** in the dice pool, you have successfully achieved your **Effect**!*

*If you rolled **less than a 6** in your dice pool, you will suffer consequences! You can choose to **resist** any or all consequences you don't like, but it may cost you **Stress**, **Armor**, or **Harm**.*

STANDARD GEAR

A Memknife or Powerglove: Memory knives are used by thieves to surreptitiously sift memories (Coin blockchain credentials or other valuables) off of unsuspecting marks. They also make good weapons for when a fight escalates above fisticuffs. Powergloves boost the force of hand-to-hand combat, allowing one to punch holes right through unreinforced walls (or throw an adversary through one). Either weapon can critically disrupt a Process, if wielded with proper intention and technique.

An Arc Wheel: A bladed disc used in handheld combat arts that invariably returns to the wielder when thrown. Elegant weapons supposedly used since the earliest iterations of World, arc wheel duels remain a popular sport across social circles and thus they retain their long-standing cultural cachet. Arc wheels are often creatively illuminated and/or carved with intricate details and openly worn as fashion, perhaps at the back of a dress or jacket, integrated into a wide belt or collar, or other imaginative formats.

A Spark Mag: Handheld firearms in a variety of styles, from slender holdouts to hefty revolvers to high-capacity automatics to delicate stiletto-guns. The standard ammunition for these emits a jolting spark upon impact. A well-placed shot can briefly stun an unarmored target or take localized infrastructure offline for a time. A User could be derezzed by one if they're shot a whole bunch. Monitored items whose use may draw Troubleshooter attention, but not illegal.

Ammo to Spare: If you have to shoot a lot of things you'll quickly run out of sparkclips unless you also brought this. Could situationally be burned off for greater effect in a showy display of firepower.

A Heavy Weapon: Something powerful and meant to be held in two hands. An illicitly-modded Sparkblaster shotgun, stolen Ping Repeater rifle, jury-rigged Nodecopper axe, or other two-handed industrial tool turned to violent purpose. Almost certainly illegal, and could draw additional attention from Moderators or Troubleshooters. [2 memory]

A Shieldbelt: Ubiquitous personal defense generators, quite popular among Users in World. The protective effects from multiple shieldbelts can't be stacked due to destructive signal interference and slow boot cycles. [+Armor]

A Monocycle or Glider: Get around in style. If you're feeling anachronistic you might swing for the optional two-wheeled motorcycle DLC. [2 memory]

Grappling Gear: Coils of rope, grappling hooks, a small pressurized launcher. A climbing harness with locking metal D-Rings.

Echo Gear: A wearable harness or wrist device, usually personally customized and based on open-source tech, that allows a user to refine and broadcast echoes across a wider band of sensory inputs than normal. Used by street performers and demonstrators as well as con artists.

Intrusion Tools: A brute-force keypad cracker. A biometric sniffer. Slender manipulation tools for shorting out circuits without triggering hardware alarms. Other items meant to help disable and circumvent locks. Beware: unless you find a way to hide or delete your timestamps, investigators of the timeline will be able to painstakingly recreate every detail of the break-in.

Modding Tools: An array of devices for repurposing or reclaiming lost tech.

Documents: A slate loaded with factional registries, current Admin regulations, and news updates. Pamphlets and publication equipment. Legitimate certifications (or passible forgeries).

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A Vox Crystal: Comm gear that works by molecular entanglement of resonant crystals broken off of the same parent rock. Basically unhackable, unless somebody can acquire one of the crystals from the original formation. [0 Memory cost]

A User Crest: A distinctive badge declaring allegiance to a faction, server, or district, with a personally-unique 'thumbprint' integrated into the design. The imprinted code is designed to warp into illegibility whenever a facsimile is **Restored**, **Masked** or **Echoed**. Respectable users aren't seen in public without one. [0 Memory cost]

Item Details

If you want to include advantages from specific details of your items such as reach, speed, power, adaptability, etc., consider a Devil's Bargain that relates to a detail. If the situation is right for it, the GM may consider elements of your playbook's specialized gear for either improved position or improved effect.

"Can I use my Chameleonsuit here to help out? - Oh sure, you can blend into the shadows real well with that. I guess your position is Controlled instead of Risky."

"I'll empty my Sparkmag into these Process if it gets me +1d, even if I have to burn through all of my ammo!"

"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

hello, world//the muscle

SPECIAL ABILITIES

- **Intimidator:** Your cruelty overrides the natural pain tolerance of World. When you threaten violence against a User or Process, you may **Buffer** them in order to force them to reveal information, focus on you, or flee from you. When you **gather info** through threats or coercion, you get **+1 effect**.

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ARMOR



GEAR

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◇ A Spark Mag ◇ Ammo to spare ◇ Intrusion Tools
◇ A Heavy Weapon ◇ Modding Tools
◇ A Shieldbelt [+armor] ◇ A Flarebulb
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◇ Documents ◇ A User Crest

HARM

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NAME

HERITAGE *Hurting people (wherever the money takes me)*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Dark red duster, ominous eyepatch (no actual visual impairment), a bad attitude*

HISTORY *Fall Guy: when I find the one who sold us out... Well, let's just say it won't be pretty.*

RECALL *Shattering intricately crafted things.*
Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

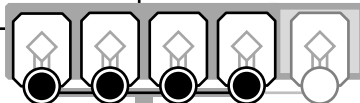
FRIENDS/RIVALS

- ▲▽ *Emm, a rogue process*
▲▽ *Zed, a glitch-scarred hunter*

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hello, world//the ghost

SPECIAL ABILITIES

- **Noclip**: Spend 1 **stress** to briefly dart through obstacles. You may spend additional stress 1-for-1 to add additional features: *It lasts a few minutes rather than moments / You cannot be directly observed while phasing / You can also see beyond barriers before you step through.*
- **Ghosting**: You may spend 1 **memory** to **resist** damage or another consequence from detection or security measures, or to **push yourself** for a feat of stealth.

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FILCHER ITEMS

- ☐ Boosted Grappling Gear
- ☒ Chameleonsuit
- ☒ Encrypted Memory Knife
- ☐ Holo Bomb [+armor]
- ☒ Peeper Shells ○○
- ☐ Infiltrator Goggles

ARMOR



GEAR

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HARM

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STRESS



NAME

HERITAGE *Escaped the Dead Zone, never stopped running*
Jovian - Lunar - Sidereal - **Panoptic**

LOOK *Pale, short, ordinarily very still. Jacket over a polymorphic chameleonsuit*

HISTORY *Vacation: I had to lay low on the Stack when the Administration came for us.*

RECALL *Forced to watch as my friends are taken away.*
Bitter - Deep - **Helpless** - Joyous - Lucid - Nightmare - Powerful - **Worried**

FRIENDS/RIVALS

- ▲▼ **k1t**, a viral cat info broker
- ▲▼ **Sarif**, an Investigator

GATHER INFO

- ◆ Where can I hide here?
- ◆ What's the best way in?
- ◆ What do I need to watch out for?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?



Filcher Items

Boosted Grappling Gear: A high-pressure line gun with powered retraction, load-bearing cables, and slim-fit harness tailored to your center of gravity. No rooftop is safe from this professional kit, but be careful you don't disrupt your arm out of its socket.

Chameleonsuit: Stay still for longer than a couple breaths and this fancy jumpsuit will start to blend right in. Unfortunately it can be confused by strobing lights or other overwhelming environments. Warning: Don't set it down and forget it. [2 boxes]

Encrypted Memory Knife: A perfectly-balanced blade with a sophisticated memory-sifting hilt, capable of both deep cuts and daring thefts. Biometrically locked to answer to you alone.

Holo Bomb: A payload of smoke and distracting clickbait advertisements to confuse the unprepared and enable a stealthy escape. Some are even loaded with chaff tape which can briefly confound even artificial scans. [2 boxes, +Armor]

Peeper Shells: Single-shot specialist munition that can be thrown or propelled from a simple tube launcher (comes included), a peeper sticks to surfaces and transmits audio-visual data back to the source for a few cycles before burning out.

Infiltrator Goggles: Sees into wavelengths invisible to the User's eye so you can prowl around confidently in a total blackout. Dazzled by sudden lighting changes.

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A User Crest: A distinctive badge declaring allegiance to a faction, server, or district, with a personally-unique 'thumbprint' integrated into the design. The imprinted code is designed to warp into illegibility whenever a facsimile is **Restored**, **Masked** or **Echoed**. Respectable users aren't seen in public without one. [0 Memory cost]

Item Details

If you want to include advantages from specific details of your items such as reach, speed, power, adaptability, etc., consider a Devil's Bargain that relates to a detail. If the situation is right for it, the GM may consider elements of your playbook's specialized gear for either improved position or improved effect.

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"I'll empty my Sparkmag into these Process if it gets me +1d, even if I have to burn through all of my ammo!"

"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

hello, world//the scope

SPECIAL ABILITIES

- ☉ **Deadeye:** When you **push yourself**, you may choose one of the following additional benefits:
make a precise ranged attack that just might instantly derez a User / unleash a barrage of rapid fire that could suppress a large gang.
- ☉ **At Any Cost:** You may choose to **push yourself** even when taking a **daemon's bargain**. While doing so, you cannot receive **assistance** but if any die rolls a 6, **clear 1 stress**.

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

- find(●●●) filter information, see through illusions, perceive danger
- ping(●●●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
- restore(●●●) rewind an object/place to a previous state, recover from Archives

RESOLUTION {to resist consequences from Mental Strain or Willpower}

- mask(●●●) hide, sneak, steal, physical misdirection and disguises
- echo(●●●) manipulate perception, sway/deceive with misinformation or illusions
- get(●●●) consort, blend in, handle personal connections, utilize public services

STABILITY {to resist consequences from Physical Strain or Disruption}

- buffer(●●●) guard, seize or hold territory, absorb or redirect danger
- crash(●●●) strike, break, duel, or disrupt with close-quarters force and skill
- goto(●●●) run, climb, navigate, operate vehicles, avoid danger

- ⚙ **Level Up!** When the GM tells you to, mark off one of the following:
- ◇ Add 1 **Function** dot
 - ◇ Add 2 boxes of **Items**
 - ◇ Gain a **Memory** slot
 - ◇ Gain a **Stress** box

SEEKER ITEMS

- ☐ Fine Sparkmag (or Pair)
- ☒ Particle Accelerator
- ☒ Shimmercloak [+armor]
- ☐ Softlock Restraints
- ☐ Survival Gear
- ☐ Tracer Shells ○○

ARMOR



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Spark Mag
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
- ◇ A Monocycle or Glider
- ◇ Documents
- ◇ Grappling Gear
- ◇ Echo Gear
- ◇ Intrusion Tools
- ◇ Modding Tools
- ◇ A Flarebulb
- ◇ A Vox Crystal
- ◇ A User Crest

HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

STRESS



NAME

HERITAGE *Hunting marks in Achora Heights*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Cloaked, tech-wear and headset. Gadgets & gear. Hair like drifting fog.*

HISTORY *"Accident": I got too close to Bluelight's black market memory racket.*

RECALL *Sightless: Sand and saltwater washing over me*
Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

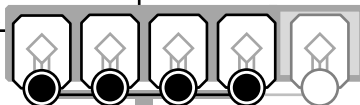
FRIENDS/RIVALS

- ▲▼ **Aile**, a timeline cleaner
- ▲▼ **Xor**, a turncoat informant

GATHER INFO

- ◆ Where can I find [X]?
- ◆ What's the threat here?
- ◆ Where are they most vulnerable?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

MEMORY



Seeker Items

Fine Sparkmag: Customised or exotic, tuned for accuracy. Having two basically makes you a gun-fu sensie star. You might still need to bring Ammo to Spare from the common gear list if used heavily.

Particle Accelerator: Fires hyper-density packets at long range. Scoped and highly destabilizing. Regulated ownership, is your license legit? [2 boxes]

Shimmercloak: Confounds violent attackers and camera-laden paparazzi alike with shifting mirages. Practical and stylish, in a rugged survivalist-chic sort of way. [2 boxes, +Armor]

Softlock Restraints: When a softlock is tightened around a subject's wrists it hijacks their higher-order thought cycles and makes them numbly compliant. Extremely effective against Process, but some high-level Users may be able to resist the mental effect and break the lock. Admins won't even notice.

Survival Gear: Things that Users accustomed to World's central amenities would never think twice about. Bandages, lures and traps, camouflage netting, holo-fire camping gear, etc. A necessity of living out beyond the known grid.

Tracer Shells: Single-shot specialist munition that can be thrown or propelled from a simple tube launcher (comes included), a Tracer affixes to its target and surreptitiously marks their timestamp for tracking purposes.

function rolls

Your *position* is...

controlled

You act on your terms. You exploit a dominant advantage.

risky

You go head to head. You act under fire. You take a chance.

desperate

You overreach your capabilities. You're in serious trouble.

You expect to achieve this **effect**...

Great: A big impact or extra results.

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*If you are not satisfied with your position and effect, ask how you can change the situation. Maybe try a different function, use **Teamwork** or **Gear**, try a less ambitious goal, or use a **Flashback** for planning and preparation.*

Once you are ready to go, gather **dice**...



Start with **1d** for each **Function** rating dot



-1d if you have applicable Level 3 **Harm**



+1d if you receive **Assistance** (ally spends 1 stress)



+1d if you **Push** yourself (spend 2 stress) -or- you accept a **Daemon's Bargain**

*If you rolled a **4 or higher** in the dice pool, you have successfully achieved your **Effect**!*

*If you rolled **less than a 6** in your dice pool, you will suffer consequences! You can choose to **resist** any or all consequences you don't like, but it may cost you **Stress**, **Armor**, or **Harm**.*

STANDARD GEAR

A Memknife or Powerglove: Memory knives are used by thieves to surreptitiously sift memories (Coin blockchain credentials or other valuables) off of unsuspecting marks. They also make good weapons for when a fight escalates above fisticuffs. Powergloves boost the force of hand-to-hand combat, allowing one to punch holes right through unreinforced walls (or throw an adversary through one). Either weapon can critically disrupt a Process, if wielded with proper intention and technique.

An Arc Wheel: A bladed disc used in handheld combat arts that invariably returns to the wielder when thrown. Elegant weapons supposedly used since the earliest iterations of World, arc wheel duels remain a popular sport across social circles and thus they retain their long-standing cultural cachet. Arc wheels are often creatively illuminated and/or carved with intricate details and openly worn as fashion, perhaps at the back of a dress or jacket, integrated into a wide belt or collar, or other imaginative formats.

A Spark Mag: Handheld firearms in a variety of styles, from slender holdouts to hefty revolvers to high-capacity automatics to delicate stiletto-guns. The standard ammunition for these emits a jolting spark upon impact. A well-placed shot can briefly stun an unarmored target or take localized infrastructure offline for a time. A User could be dazed by one if they're shot a whole bunch. Monitored items whose use may draw Troubleshooter attention, but not illegal.

Ammo to Spare: If you have to shoot a lot of things you'll quickly run out of sparkclips unless you also brought this. Could situationally be burned off for greater effect in a showy display of firepower.

A Heavy Weapon: Something powerful and meant to be held in two hands. An illicitly-modded Sparkblaster shotgun, stolen Ping Repeater rifle, jury-rigged Nodechopper axe, or other two-handed industrial tool turned to violent purpose. Almost certainly illegal, and could draw additional attention from Moderators or Troubleshooters. [2 memory]

A Shieldbelt: Ubiquitous personal defense generators, quite popular among Users in World. The protective effects from multiple shieldbelts can't be stacked due to destructive signal interference and slow boot cycles. [+Armor]

A Monocycle or Glider: Get around in style. If you're feeling anachronistic you might swing for the optional two-wheeled motorcycle DLC. [2 memory]

Grappling Gear: Coils of rope, grappling hooks, a small pressurized launcher. A climbing harness with locking metal D-Rings.

Echo Gear: A wearable harness or wrist device, usually personally customized and based on open-source tech, that allows a user to refine and broadcast echoes across a wider band of sensory inputs than normal. Used by street performers and demonstrators as well as con artists.

Intrusion Tools: A brute-force keypad cracker. A biometric sniffer. Slender manipulation tools for shorting out circuits without triggering hardware alarms. Other items meant to help disable and circumvent locks. Beware: unless you find a way to hide or delete your timestamps, investigators of the timeline will be able to painstakingly recreate every detail of the break-in.

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Item Details

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"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

hello, world//the racer

SPECIAL ABILITIES

☉ **Daredevil**: When you attempt a **desperate** function, you get **+1d** to your roll.

Your **ride** is the *Blades*, a Scale **0** boost-assisted personal transport system. Acceleration and top speed depend on managing your energy state, though yours are much **Faster** than normal. Goes anywhere, even indoors. No passengers.

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

find(●●●) filter information, see through illusions, perceive danger
ping(●●●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
restore(●●●) rewind an object/place to a previous state, recover from Archives

RESOLUTION {to resist consequences from Mental Strain or Willpower}

mask(●●●) hide, sneak, steal, physical misdirection and disguises
echo(●●●) manipulate perception, sway/deceive with misinformation or illusions
get(●●●) consort, blend in, handle personal connections, utilize public services

STABILITY {to resist consequences from Physical Strain or Disruption}

buffer(●●●) guard, seize or hold territory, absorb or redirect danger
crash(●●●) strike, break, duel, or disrupt with close-quarters force and skill
goto(●●●) run, climb, navigate, operate vehicles, avoid danger

⚙️ **Level Up!** When the GM tells you to, mark off one of the following:
◆ Add 1 **Function** dot ◆ Add 2 boxes of **Features**
◆ Gain a **Memory** slot ◆ Gain a **Stress** box

RIDE FEATURES

- ☑️ **Armored** [+armor]
- ☐ **FX Package, Nice Paint**
- ☑️ **Really, Really Fast**
- ☐ **Mag Harpoon**
- ☐ **Sarcastic Autopilot**
- ☑️ **Shock Barrage** ○○

ARMOR



GEAR

- ◆ A Memknife or Powerglove
- ◆ An Arc Wheel
- ◆ A Spark Mag ◆ Ammo to spare
- ◆ A Heavy Weapon
- ◆ A Shieldbelt [+armor]
- ◆ A Monocycle or Glider
- ◆ Documents
- ◆ Grappling Gear
- ◆ Echo Gear
- ◆ Intrusion Tools
- ◆ Modding Tools
- ◆ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

NAME

HERITAGE *Arcturus, Canton Gladium*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Armored racing suit with Gladium duelist colors; Nervous energy when not in motion.*

HISTORY **'Accident'**: *taken out in a high-profile street race. It... had to be fixed, right?*

RECALL *Sleep paralysis; Intense tactile sensations*
Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Widespread

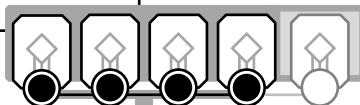
FRIENDS/RIVALS

- ▲▽ **Chops**, hell on two wheels
- ▲▽ **b0r1s**, a viral cat loan shark

GATHER INFO

- ◆ What's the best route through?
- ◆ How might they try to stop us?
- ◆ What aren't they expecting?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

MEMORY



STRESS



Ride Features

Armored: Stabilized and shock-absorbed so that it can take a hit. (2 item boxes)

FX Package, Nice paint: People *notice* when you roll up. Does it advertise your crew, a personal brand, or is it just a classic icon of style? Flip a switch to go back into dark mode.

Really, Really Fast: Tuned up, streamlined, and overclocked. Nobody can outpace you. The secret sauce is a complementary set of powerful brakes. [2 boxes]

Mag Harpoon: Sticks to some surfaces and other vehicles. If your Scale is lower than your target, you can use their momentum to slingshot yourself. If your Scale is higher, you can use the high-power motor to reel them in.

Sarcastic Autopilot: Drives the ride around damn near as good as you, and won't let you forget it. Likes to plug into your vox network and offer helpful advice. Tends to overshare with the passengers.

Shock Barrage: A battery of stored concussive energy that lets you blast the competition off the road. Destructive potential is equivalent to the Scale of the Ride.

function rolls

Your *position* is...

controlled

You act on your terms. You exploit a dominant advantage.

risky

You go head to head. You act under fire. You take a chance.

desperate

You overreach your capabilities. You're in serious trouble.

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"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

hello, world//the mirage

SPECIAL ABILITIES

- **Mesmer's Gambit:** Take 2 stress to roll your best function rating (*Echo*) while performing a different function. Say how you adapt your skill to this use.
- **Don't You Remember Me?:** You get +1d against any target you have had an intimate relationship with. If they do not recall you, spend 1 memory to remind them just before you act.

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

- find(●●●) filter information, see through illusions, perceive danger
- ping(●●●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
- restore(●●●) rewind an object/place to a previous state, recover from Archives

RESOLUTION {to resist consequences from Mental Strain or Willpower}

- mask(●●●) hide, sneak, steal, physical misdirection and disguises
- echo(●●●) manipulate perception, sway/deceive with misinformation or illusions
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STABILITY {to resist consequences from Physical Strain or Disruption}

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- ◇ Add 1 **Function** dot
 - ◇ Add 2 boxes of **Items**
 - ◇ Gain a **Memory** slot
 - ◇ Gain a **Stress** box

SQWKER ITEMS

- **Concealed Holster**
- **Disarming Wit** [+armor]
- **Dressed To Kill**
- **False Memory** ○
- **Luxury Items** ○○
- **Moderator Credentials**

ARMOR



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Spark Mag
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
- ◇ A Monocycle or Glider
- ◇ Documents
- ◇ Grappling Gear
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- ◇ A Flarebulb
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HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

STRESS



NAME

HERITAGE

Sirius: high
society cons
Jovian - Lunar - Sidereal - Panoptic

LOOK

Shifting, chimeric. Conventionally beautiful... Or am I? You'll never get close enough to find out.

HISTORY

Convicted: Bluelight framed us for memory theft. I was caught in the sting.

RECALL

The names and faces of my accusers.

Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

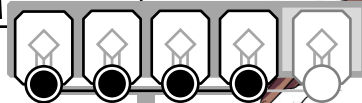
FRIENDS/RIVALS

- ▲ **Retko**, a confidence artist
- ▲ **3.1.0.h.im**, an Administrator

GATHER INFO

- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What do they really care about?
- ◆ Are they being honest?
- ◆ How can I blend in around here?

MEMORY



Squawker Items

Concealment Holster: Not actually a physical holster, but an encrypted memory loop that hides the presence of a one-handed weapon of your choice from observation and provides a quick-draw function. Burns itself out the first time the weapon is pulled, however.

False Memory: A manipulated memory card with altered content. If a spoofed recollection, it might work in tandem with other techniques to trick or confuse a User. If it resembles a piece of equipment, it could fail on the wielder with dramatic consequences. Usually needs to be planted in advance as a replacement for maximum effect.

Dressed to Kill: Nobody in this town will take you seriously unless you look the part. A rotating stock of current-fashion gowns, suits, capes, silks, footwear, faces, hairstyles etc.

Moderator Credentials: Completely legitimate identification that put you above suspicion with Troubleshooters (unless proven otherwise). Are you still living a double-life in that role or have you left the Mod team? [2 boxes]

Disarming Wit: A ready quip to defuse suspicion or brush off an aggressor. Be sure to remind everyone that *you're* still alright, at least. [2 boxes, +Armor]

Luxury Items: Fine drink, thoughtful gifts, perfumes, works of art, orbiting jewelry, designer micro-memories, etc.

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Item Details

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"You can take +1d with your memknife, in close, to shank them repeatedly, but you'll still be right there with the weapon in hand when they derez in a flash. And that's if you succeed! Either way, there will be no time to hide in the crowd."

hello, world//the nightmare

SPECIAL ABILITIES

● **Shadow Conductor:** When you **push yourself**, you may choose one of the following additional benefits: *Unleash a gang of phantoms to swarm or confound a foe - Summon choking darkness or grasping mist in your immediate vicinity.*

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

find(● ● ●) filter information, see through illusions, perceive danger
ping(● ● ●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
restore(● ● ●) rewind an object/place to a previous state, recover from Archives

RESOLUTION {to resist consequences from Mental Strain or Willpower}

mask(● ● ●) hide, sneak, steal, physical misdirection and disguises
echo(● ● ●) manipulate perception, sway/deceive with misinformation or illusions
get(● ● ●) consort, blend in, handle personal connections, utilize public services

STABILITY {to resist consequences from Physical Strain or Disruption}

buffer(● ● ●) guard, seize or hold territory, absorb or redirect danger
crash(● ● ●) strike, break, duel, or disrupt with close-quarters force and skill
goto(● ● ●) run, climb, navigate, operate vehicles, avoid danger

⚙ **Level Up!** When the GM tells you to, mark off one of the following:
◇ Add 1 **Function** dot ◇ Add 2 boxes of **Items**
◇ Gain a **Memory** slot ◇ Gain a **Stress** box

WIELDER ITEMS

- **Endless Keyring**
- **Firewall Charm** [+armor]
- **Glitching Artifact**
- **Hunting Daemon Pet**
- **Reconstruction Amp**
- **Useful Knick-knacks**



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Spark Mag ◇ Ammo to spare
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
- ◇ A Monocycle or Glider
- ◇ Documents
- ◇ Grappling Gear
- ◇ Echo Gear
- ◇ Intrusion Tools
- ◇ Modding Tools
- ◇ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

HARM

1 : Instability	2 : Error	3 : Fault	4 : Crashing
+1 Heat, recover for free	Less Effect	-1D	Need Help

STRESS



NAME

HERITAGE *Argus, Old Town haunts*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Gloomy; dark coal skin and white hair, surrounded by phantoms, fox-like Daemon pet.*

HISTORY *Vacation: Disappeared into the shadows when the heat got too oppressive.*

RECALL *I've seen things you people wouldn't believe.*
Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird

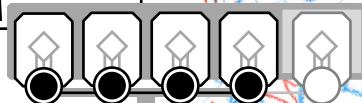
FRIENDS/RIVALS

- ▲ ▼ **NullValue**, a User's shade
- ▲ ▼ **Jarl Eruk**, a mighty Daemon

GATHER INFO

- ◆ What is forgotten or lost here?
- ◆ What do they fear most?
- ◆ What is really going on here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

MEMORY



Wielder Items

Endless Keyring: A numeric generator that outputs ancient ordinal values of power that can unlock World's hidden backdoors. You always have to try quite a few before you find the right one.

Firewall Charm: This ward keeps your data safe from external manipulation. Abjures even the Glitch for a short time. [2 boxes, +Armor]

Glitched Artifact: A frozen error of the dark flame's passing. Most Users would prefer to avoid these hazards, yet you seek value in such anathema.

Hunting Pet: A demi-sized daemon that is fiercely loyal to you either through a lucky fluke of source code tinkering or some other inscrutable connection. Treat as a Cohort with prowess in hunting, screeching, and fetching. [2 boxes]

Reconstruction Amp: Outlawed archaeotech device that improves your scale when Restoring sections of World to prior architectural states. You can bring life to the faded ghost structures of What Once Was And Could Be Again.

Useful Knick-Knacks: Things cast aside by society's endless pursuit of the next fashionable thing. Still useful.

function rolls

Your **position** is...

controlled

You act on your terms. You exploit a dominant advantage.

risky

You go head to head. You act under fire. You take a chance.

desperate

You overreach your capabilities. You're in serious trouble.

You expect to achieve this **effect**...

Great: A big impact or extra results.

Standard: An average result.

Limited: Not everything you wanted.

*If you are not satisfied with your position and effect, ask how you can change the situation. Maybe try a different function, use **Teamwork** or **Gear**, try a less ambitious goal, or use a **Flashback** for planning and preparation.*

Once you are ready to go, gather **dice**...



Start with **1d** for each **Function** rating dot



-1d if you have applicable Level 3 **Harm**



+1d if you receive **Assistance** (ally spends 1 stress)



+1d if you **Push** yourself (spend 2 stress) -or- you accept a **Daemon's Bargain**

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hello, world//the architect

SPECIAL ABILITIES

- **Amplify:** You are an expert at remotely boosting your allies. Twice per score, **Assist** an ally without spending Stress or risking yourself due to consequences.
- **Twisting:** You can selectively alter or degrade local environmental factors (gravity, lighting, magnetics, etc.). Take **+1d** when performing **Setup** or **Flashback** functions that manipulate terrain or environmental conditions to benefit you.

FUNCTIONS

COMPUTATION {to resist consequences from Deception or Understanding}

- find(●●●) filter information, see through illusions, perceive danger
- ping(●●●) ranged combat, suppress/overwhelm with rapid strikes, crack locks
- restore(●●●) rewind an object/place to a previous state, recover from Archives

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CPCTR ITEMS

- Corroder Shells ○○
- **Enviro Seal** [+armor]
- **Sparkblaster Custom**
- **Glyph Cube**
- Utility Spheres ○○
- **Volt Imp**

ARMOR



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Spark Mag
- ◇ Ammo to spare
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
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NAME

HERITAGE *Where I'm... from?*
Jovian - Lunar - Sidereal - Panoptic

LOOK *Acolyte's garb, stability-enhancing boots and gauntlets. Things tend to levitate near me.*

HISTORY ***Amnesia:** Sealed away my Memories.. not sure why, but I must have good reasons.*

RECALL *Somewhere in these halls I'll find my purpose.*
Bitter - Deep - Helpless - Joyous - **Lucid** - Nightmare - Powerful - Weird

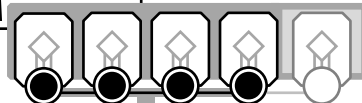
FRIENDS/RIVALS

- ▲ ▼ **Alastor**, viral Backstage cat
- ▲ ▼ **Varik**, a Static Cultist

GATHER INFO

- ◆ What is unstable here?
- ◆ What aren't they expecting?
- ◆ What might happen if I [X]?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?

MEMORY



STRESS



Capacitor Items

Corroder Shells: Nasty pieces of work primed with acid or incendiary elements. Can be loaded into a properly adapted Sparkmag or chamber-injected to juice up the collateral damage potential of a Sparkblaster. Adds troublesome additional maintenance cycles to any weapon they are fed through.

Enviro Seals: Commonly seen on Explorator teams probing the edges of Glitch sites, off-line partitions, and other hazardous fringe zones. Replace the filters and distortion sinks regularly when in active use. [2 load, +armor]

Glyph Cube: A palm-sized artifact that periodically rearranges itself according to inscrutable higher-dimensional logic. Used as a focus it lets you warp nearby physical spaces and move things with your mind, whether for constructive or destructive purposes. [2 load]

Sparkblaster Custom: A modded weapon on a hair trigger, this volatile electron blunderbuss has had it's "unnecessary" power cell limiters and safety blocks removed. Beware of self-disruptive feedback if mishandled. [2 load]

Utility Spheres: Balls of memory-fluid adaptive material. Can be restored to adhere to surfaces, assume rough approximations of various common shapes, and harden as needed. Often used as temporary patches for infrastructural issues by World's maintenance process.

Volt Imp - An ugly, cherubesque pico-daemon with a jolting cackle that won't stop following you around. Literally only useful for acts of uncoordinated mischief and mayhem, at the accomplishment of which it is considered an **Expert Cohort**. Cannot be trusted near sensitive equipment.

function rolls

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