

# hello, world//black hats

NAME

REPUTATION

FUNCTION

AIR

AUTHORITY {0 1 2 3}

REP

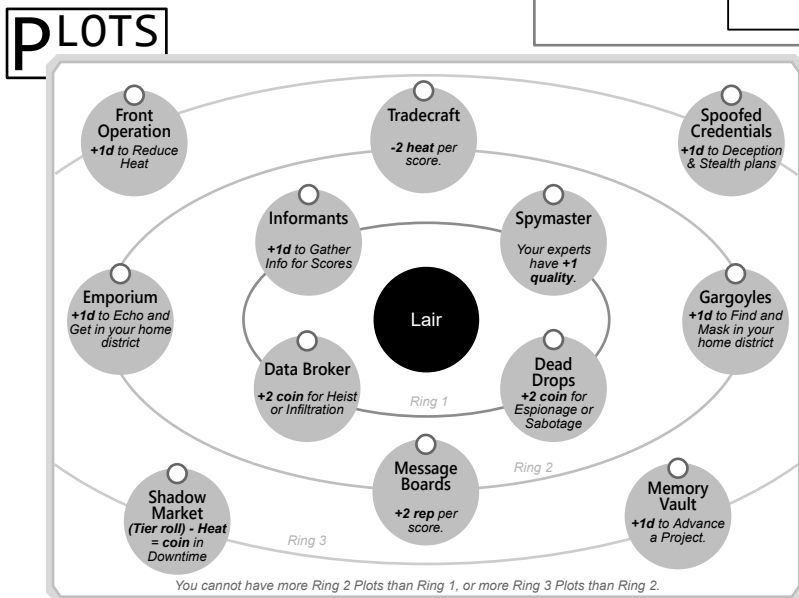
LEVERAGE

TIER

compile( )

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HEAT

CHAOS LEVEL

PROCESS COHORTS

Expert Gang

Weak Disrupted Derezzed

Expert Gang

Weak Disrupted Derezzed

Expert Gang

Weak Disrupted Derezzed

Expert Gang

Weak Disrupted Derezzed

Blackmail

Bribery

Double Agent

Mole

COIN

Laundrying

CREW CONTACTS

Armond, a cleaner

Evelynn, an intelligence agent

Fauxe, an anarchist

Lassiter, a currency fixer

Malworth, a data corrupter

EXPERIENCE

CREW XP

At the end of each session, mark 1 xp if an item below applies, or 2 xp if that item occurred multiple times.

Execute a successful espionage, heist, infiltration, or sabotage operation.

Contend with challenges above your current station.

Bolster your crew's reputation or develop a new one.

Express the goals, drives, inner conflict, or essential nature of your crew.

## ROGUES & ROOKS

You aren't looking to overthrow the systems of World, but to surreptitiously profit from within them. Black Hats siphon away thin slivers of Authority to cover up their activities and achieve selfish goals. You'll earn Coin by selling the profitable secrets of other factions and the Administration on the black market, and Rep from pulling off daring heists and infiltrations.

In order to wield Authority, first spend Coin = 4 - Leverage and Rep = Tier x 2 (then follow normal rules for determining Magnitude, etc.). At each Tier you can only wield Authority a certain number of times before you draw Administration onto you (see the Tier graphic).

In order to increase your Tier, spend Coin = New Tier and Rep = 12 - Leverage. You must have just enacted a Score that sabotages or frames the existing Faction in the Tier you wish to occupy.

## BLK HAT ABILITIES

- Criminal Minds: Each PC may add +1 function rating to Mask, Echo, or Goto (up to a max rating of 3).
- Deep Cover: When you keep a score completely quiet or make it look like an accident, you do not take the ordinary rep penalty (-2). Whenever this happens you also earn +1 coin.
- Paradox Sight: Through mysterious means your crew can see the signs of Glitch before it manifests in World, and predict it's movements. When you act on this knowledge to sabotage an enemy or protect allies or innocents, take +2 rep.
- Grey Hats: Your crew is semi-legitimate. Take +1d to resistance rolls with Authority and +1d to engagement rolls that involve manipulating or subverting Moderator factions from within. Unfortunately, your criminal ties are hurt by the uncertainty of your allegiances and you also take -1 Rep to all Score payoffs.
- Hidden Lair: Your home is a shifting maze with a sophisticated monitoring grid. Whenever a faction other than the Administrators takes action against you, you have time to prepare. You take +1d to engagement rolls against adjacent targets on the faction map.
- Script Kiddies: Your crew wields influence over some easily-swayed Process who seek to imitate you. Once per score, you can employ their 'talents' as a distraction. Treat their assistance as a free flashback with Scale = Tier +1.
- Slippery: When you reduce heat on the crew, take +1d to the function roll. When you end downtime with zero heat, take +1 rep.
- Synchronized: When you perform a group function, you may count multiple 6s from different rolls as a critical success.
- Master Thieves: Select two of the following.
  - Ancient Port Mapping (Hidden passages between Servers)
  - Spy Rigging (1 Tools or Gear choice per score is concealed & costs no Memory)
  - Mastery (May advance PC's function ratings to 4 in chosen Attribute)
  - Mastery (May advance PC's function ratings to 4 in another chosen Attribute)
- Veteran: Choose a special ability from another crew (write it in below).

When the crew reaches full XP, level up by marking off one of the following. Only make each choice once:

Choose a new Special Ability

Choose a new Special Ability

Choose a new Special Ability

Choose a new Special Ability

Choose a new Special Ability

Gain a new Cohort

Gain a new Cohort

Give a Cohort an additional type (up to 2)

Improve an Expert Cohort to Tier+2 Quality

Improve a Gang Cohort to Tier+1 Scale

Improve an Authority function to 1 (from 0)

Improve an Authority function to 1 (from 0)

Improve an Authority function to 2 (from 1)

Improve the crew's Authority Resistance by 1

# BLACK HATS//downtime

After the **Score** concludes, perform the below actions. Follow the suggested order of events, but take detours whenever desired for **Free Play**: resolve a scene or trigger in more detail, explore a relationship or rivalry, interact with a faction.

- 1 Payoff:** The crew earns 2 REP per score by default, modified by +/- 1 REP per Tier of the Target higher/lower than the crew's Tier. If you kept the job completely quiet, take -2 REP (publicity is best earned in the moment, but rumors will spread regardless).

Earn a COIN reward based on the nature of the operation.

- 2 COIN - Minor theft, disconnected scraps of information.
- 4 COIN - Small heist, an influential User's embarrassing secrets.
- 6 COIN - Standard heist, an average faction's operation or details of one of their plans.
- 8 COIN - Major data breach, intimate secrets of a faction and their plots exposed.
- 10+ COIN - Massive data breach, a powerful faction utterly humiliated.

Subtract COIN equal to your Tier+1 if you either pay a tithe to someone or share some of the profit with one of your Allies. If you do neither, Reduce Status and/or advance a clock with an appropriate faction.

- 2 Purchase Plots/Leverage:** If the outcome of the score gave the crew an opportunity to gain **Leverage** or a new **Plot**, the crew may choose it now. Spend **1 coin** for fresh **Leverage** and **4 coin** for a new **Plot**. *This normally only occurs once per score. Leverage is fleeting, and you may sometimes need to defend your Plots!*

- 3 Heat:** After a score or conflict with opposition, the crew takes HEAT. Add +1 HEAT if Moderators or Administrators were involved. Add +1 HEAT if Derezzing of a User occurred. Add +2 HEAT if Authority Functions were invoked by the Crew.

- 0 HEAT: Smooth & quiet; low exposure
- 2 HEAT: Contained; standard exposure
- 4 HEAT: Loud; high exposure
- 6 HEAT: Wild; devastating exposure
  - If HEAT ever exceeds available slots on the Crew sheet, increase WANTED level by one then clear the HEAT track and carry over any excess.

- 4 Entanglements:** After the Payoff, roll dice equal to the CHAOS level and read results according to the crew's HEAT.

Low Heat (1-3)	Medium Heat (4-6)	High Heat (7-9)
1-3 - Contact Rumors	1-3 - Hostile Faction Tests You	1-3 Mods gather info/obstruct
4/5 - Neutral Faction Favor	4/5 - Hostile faction attack	4/5 - Admins cut power
6 - Hostile Faction powerplay	6 - Glitch infects a friendly C/F	6 - Glitch manifests close by
CRIT - Mods make a move	CRIT - Admins make a move	CRIT - Glitch ravages home

**Faction Turmoil roll:** Dice = **Status** with Crew (invert negatives, ie. A hostile faction at -2 status with the Crew rolls 2 dice for Turmoil)  
*[Intent: turmoil occurs faster for factions that are still in the background, once the Crew has made a major enemy or ally they become more stable]*

**Suggested Usage:** Roll for up to 2 factions: one the Crew recently interfered with (not already involved in previous Entanglement) and one the Crew has no current interest in. Otherwise, simply advance clocks and narrate outcomes that follow from the present fictional state.

Low Tier (0-1)	Medium Tier (2-3)	High Tier (4-5)
1-3 - Absorbed/Smashed	1-3 - Infighting/Weakness	1-3 Coup/Collapse
4/5 - Alliance/Tick Clock	4/5 - Preparations/Tick Clock	4/5 - Fend off Upstarts
6 - Going up in the World	6 - Attack a Rival/Superior	6 - Five Minutes of Fame
CRIT - +1 Tier movement	CRIT - Rival/Superior removed	CRIT - Admin Function!

- 4 Refresh:** Users recover all Armor boxes and Memory slots they had filled on the previous score. Clear any Level 1 Harm boxes.

- 5 Downtime:** When the crew is at liberty between scores and finds some respite from peril, the Users may each pursue two downtime activities from the list below. A user may perform additional activities from the list by spending 1 Coin or 1 Rep each. For any downtime roll, add +1d to the roll if they get help from a **friend** or **contact**. After the roll, they may increase the result level by one for each Coin spent, by hiring assistance, paying a bribe, etc. (so a 1-3 result becomes a %, % becomes 6, 6 becomes a Critical).

• **Acquire Asset** - State a non-opposed faction you are acquiring the **asset** from. Roll their **Tier** (-1d if you are 2 or more Tiers lower than them, -1d if not Allied and **additional -1d** if Neutral). The result level indicates the quality of the asset (**1-3**: Tier 1, **4/5**: Tier 2, **6**: Tier 3, **Crit**: Tier 4).

• **Long Term Project** - Advance a project by rolling an appropriate function. Ticks on the relevant clock according to result level (**1-3**: 1, **4/5**: 2, **6**: 3, **Crit**: 5).

• **Frame a Scene** - Describe a scene involving your character that tells us something about them or opens up new questions. **Mark 1 XP**. If your scene also created a **setback** or **complication** that the Crew will have to overcome later, instead mark **2 XP**.

• **Patch Harm** - Take **stress** equal to the **highest** Harm block filled, then **remove** all Harm. *It is possible to Derez when doing this! Clear stress first if needed.*

• **Indulge Memories** - Choose to either: Purchase a disposable memory or experience from a Purveyor (**spend 1 Coin**), or else draw the Memory from your personal collection (**mark 1 Memory slot**, it remains marked into the next score). *Describe the memory you dwell on.* You then may **clear Stress** equal to **6 minus the # of Traumas** you have.  
*So if you have 2 Traumas, you would clear 4 Stress. If you have 0 Trauma, you clear 6 stress.*

• **Reduce Heat** - Say how you reduce **Heat** on the crew and roll the appropriate function. Reduce heat according to result level (**1-3**: 1, **4/5**: 2, **6**: 3, **Crit**: 5).

- 6 Engagement:** Choose a plan for your next **Score**, and provide the **missing detail**.

**assault**

Do violence to a target. *Detail: the point of attack.*

**deception**

Lure, trick, or manipulate. *Detail: the method of deception.*

**deus ex**

Engage a non-User entity. *Detail: the method of approach.*

**stealth**

Trespass unseen. *Detail: the point of infiltration.*

**social**

Negotiate, bargain, or persuade. *Detail: the social connection.*

**transport**

Carry cargo or people through danger. *Detail: route & means.*

**1d for sheer luck.**

Is the plan: particularly bold or daring? **+1d**. Overly complex/contingent? **-1d**.

Plan's **detail**: expose a vulnerability or hit a weak spot? **+1d**. Is the target strong against this approach, or have they made special preparations? **-1d**.

**Friends** or **Contacts** providing aid or insight? **+1d**. **Enemies** or **Rivals** interfering? **-1d**.

Consider other factors: situation in the server/district, major Tier differential. Add or subtract 1d for a major factor as needed.

hello, world//dynasty

NAME

REPUTATION

FUNCTION

AUTHORITY {●●●●●●●●●●}

compile(□□)

format(□□)

kill(□□)

L AIR

REP

TURF

TIER

CLAIMS

**CITADEL OF THE BLACK LEGION**

**HQ**

**Reception Hall**  
+2 Rep per score

**War Room**  
+1d engagement for Assault plans

**Forward Observation**  
+1d to Find or Ping on your turf

**Turf**

**Forager Ravens**  
+2 coin for Battle or Extortion

**Stockpiles**  
+1d to Acquire Asset

**Armoury**  
Your Cohorts have 1 Armor

**Barracks**  
+1 Scale for your Striker cohorts

**Honored Ground**  
+1d to Buffer or Crash on your turf

**Turf**

**Tithe Collectors**  
(Tier roll) - Heat = coin in Downtime

**Foreign Affairs**  
+2 coin for Negotiation or Subjugation


**Diplomatic Quarter**  
-2 Heat per score

**Both**

The diagram shows two scales. The 'HEAT' scale is a horizontal bar with eight vertical slots, each containing a card with a black top half and a white bottom half. The 'CHAOS LEVEL' scale is a horizontal bar with four vertical slots, each containing a card with a white top half and a black bottom half, numbered 1, 2, 3, and 4 from left to right.


# PROCESS COHORTS

☐ Expert ☒ Gang **Strikers**



*Weak* *Disrupted* *Derezzed*



☐ Expert ☐ Gang



*Weak* *Disrupted* *Derezzed*


☐ Expert ☐ Gang \_\_\_\_\_

 \_\_\_\_\_

*Weak*  *Disrupted*  *Derezzed* 

☐ Expert ☐ Gang \_\_\_\_\_

 \_\_\_\_\_

*Weak*  *Disrupted*  *Derezzed* 

The diagram illustrates the concept of a vault. It shows two identical vaults, each containing four coins. A label 'COIN' is placed above the left vault, and a label 'Vault' is placed above the right vault. The vaults are represented by gray rectangular boxes with a grid of four coin slots. The coins are represented by small gray rectangles with a vertical line through the center.

## CREW CONTACTS

- ▷ **Abell**, a negotiator
- ▷ **Gant**, a Troubleshooter
- ▷ **Lazarus**, an Architect
- ▷ **Robin**, a dilettante
- ▷ **Tzu**, a strategist

## EXPERIENCE

At the end of each session, mark 1 xp if an item below applies, or 2 xp if that item occurred multiple times.

- ◆ *Execute a successful battle, extortion, negotiation, or subjugation operation.*
- ◆ *Contend with challenges above your current station.*
- ◆ *Bolster your crew's reputation or develop a new one.*
- ◆ *Express the goals, drives, inner conflict, or essential nature of your crew.*

## CONQUERORS & COURTIER

*This World has wallowed in self-serving decadence for too long. It deserves a firm hand at the wheel... perhaps even yours? Whether your ambitions are local or global, the fact remains that staking a claim to self-rule in World is going to be seen by many as an invitation to endless war.*

**In order to wield Authority**, first spend **Coin** = 6 - Turf and **Rep** = Tier + 1 (then follow normal rules for determining Magnitude, etc.). At each Tier you can only wield Authority a certain number of times before you draw Administration onto you (see the Tier graphic).

**In order to increase your Tier**, spend **Coin** = New Tier + 2 and **Rep** = 12 - Turf. You must have just enacted a Score that decimates or vassalizes the existing Faction in the Tier you wish to occupy.

## DYNASTY ABILITIES

- **Nolesse Oblige:** Each PC may add +1 function rating to *Buffer*, *Get*, or *Restore* (up to a max rating of 3).
- **Bonds of Blood:** Each PC has sworn themselves to a sacred oath via shared memories. Take **+1d** to resistance rolls (other than *Authority*).
- **For the Alliance:** You have brokered an unprecedented peace between your allies. You may count up to three **+3 faction statuses** as if they are **turf**.
- **Fortified HQ:** Your home is a hardened bastion with automated traps and tunnel networks. Whenever a faction other than the Administrators takes action against you, you have time to prepare. Take **+1d** to any **engagement** rolls that take place within your turf.
- **Itinerant Court:** The process who attend to lesser governmental matters and courtly luxuries mobilize alongside you. Whenever you execute a Social plan, take **+1d** to the **engagement** roll.
- **Legion's Pride:** When you fight alongside your **cohorts** in combat, they get **+1d** for teamwork rolls (**setup** and **group** functions). All of your cohorts get the *Strikers* type for free (if they're already Strikers, choose another type for them).
- **Mandate of Heaven:** For unknown reasons the Administration tolerates your crew's claims of legitimacy. Mark **+1d** to **Authority resistance** rolls. Whenever you gain any rep, take **+1 rep**.
- **Polarized Trueteel:** Your weapons were forged using techniques lost to World. Trueteel grants every PC **potency** in armed combat against the Glitch, and may awe lesser Process upon sight. Loss of a Trueteel weapon causes **-1 crew xp** every session until recovered (only assess once no matter how many are lost).
- ○ **Venerable Order:** Select two of the following.
  - ☐ **Battle Rigging** (1 *Armor* or *Weapon* memory diamond per score is free)
  - ☐ **Endurance Mantra** (+1d to Deresolution rolls)
  - ☐ \_\_\_\_\_ **Mastery** (May advance PC's function ratings to 4 in chosen Attribute)
  - ☐ \_\_\_\_\_ **Mastery** (May advance PC's function ratings to 4 in another chosen Attribute)
- **Veteran:** Choose a special ability from another crew (write it in below).

\_\_\_\_\_

**When the crew reaches full XP, level up by marking off one of the following. Only make each choice once:**

- ☐ Choose a new Special Ability   ☐ Choose a new Special Ability   ☐ Choose a new Special Ability  
☐ Choose a new Special Ability   ☐ Choose a new Special Ability   ☐ Gain a new Cohort  
☐ Gain a new Cohort   ☐ Gain a new Cohort   ☐ Give a Cohort an additional type (up to 2)  
☐ Improve an Expert Cohort to Tier+2 Quality   ☐ Improve a Gang Cohort to Tier+1 Scale  
☐ Improve an Authority function to 1 (from 0)   ☐ Improve an Authority function to 1 (from 0)  
☐ Improve an Authority function to 2 (from 1)   ☐ Improve the crew's Authority Resistance by 1

# DYNASTY//downtime

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- 1 Payoff:** The crew earns 2 REP per score by default, modified by +/- 1 REP per Tier of the Target higher/lower than the crew's Tier. If you kept the job completely quiet, take -2 REP (you'll need to do better than that to spread your name).

Earn a COIN reward based on the nature of the operation.

- 2 COIN - Minor excursion; limited plunder or a small pittance.
- 4 COIN - Small victory; a modest extortion or minor concessions.
- 6 COIN - Standard score; an average faction's holding looted or decent political victory.
- 8 COIN - Sizable victory; an adversary's Headquarters sacked or serious alliance.
- 10+ COIN - Legendary victory; a military campaign decisively ended or impressive war-chest.

Subtract COIN equal to your Tier+1 if you either pay a tithe to someone or share some of the profit with one of your Allies. If you do neither, Reduce Status and/or advance a clock with an appropriate faction.

- 2 Purchase a Claim:** If the outcome of the score gave the crew an opportunity to gain a new *Claim*, the crew may choose it now. Spend **3 rep and 1 coin** for a Claim connected to HQ or an existing Claim you already hold, or instead spend **4 rep and 2 coin** for a Claim that is **not** connected. *You may have to defend your claims!*

- 3 Heat:** After a score or conflict with opposition, the crew takes HEAT. Add +1 HEAT if Moderators or Administrators were involved. Add +1 HEAT if Derezing of a User occurred. Add +2 HEAT if Authority Functions were invoked by the Crew.

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6 - Going up in the World	6 - Attack a Rival/Superior	6 - Five Minutes of Fame
CRIT - +1 Tier movement	CRIT - Rival/Superior removed	CRIT - Admin Function!

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**stealth**

Trespass unseen. *Detail: the point of infiltration.*

**social**

Negotiate, bargain, or persuade. *Detail: the social connection.*

**transport**

Carry cargo or people through danger. *Detail: route & means.*

Start with **1d** for **sheer luck**.

Is the operation: particularly bold or daring? **+1d**. Overly complex/contingent on factors? **-1d**.

**Plan's detail:** Does it expose a vulnerability or hit a weak spot? **+1d**. Is the target strong against this approach or have they made special preparations? **-1d**.

Are **Friends** or **Contacts** providing aid or insight? **+1d**. Are **Enemies** or **Rivals** interfering? **-1d**.

Consider other factors: situation in the server/district, major Tier differential. Add or subtract **1d** for a major factor as needed.