

hello, world//breaker

BREAKER ABILITIES

- **Overflow Protection:** You may spend 1 **memory** to **resist** damage or another consequence from physical attacks, or to **push yourself** for a feat of endurance.
- **Bodyguard:** When you **protect** a teammate, take +1d to your **resistance** roll. Whenever you take Level 2 or higher **Harm**, you may clear 1 **additional stress**.
- **Distortion Field:** You can sheathe your avatar in a powerful energy field. While doing so, you gain **potency** in combat against Administrators. You may grapple with manifestations of the Glitch in order to halt or direct its progress.
- **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**.
- **Reactive Defense:** While you already have Level 2 or higher Harm, take -1 to all incoming **Damage** (minimum of 1).
- **Restoration Protocol:** During **refresh** in Downtime, you or an ally you choose may clear their lowest level of **Harm** for free (after clearing Level 1 Harm as normal).
- **Soul Edge:** One of your weapons is alive. Name it and choose two of the following traits for it: *glitched / irrational / melancholy / noisy / sadistic / treacherous*. You gain an additional **xp trigger**: *You experienced complications due to your living weapon's traits*. If the entire crew was impacted by those complications, also mark **crew xp**.
- **Stack Smasher:** When you **push yourself**, you may choose one of the following additional benefits: *shatter bonds or barriers - unleash a close-range blast at Scale*.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

NOTES

BREAKER ITEMS

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

Purchase +2 Item boxes with Playbook advance.

FUNCTION

COMPUTATION

find(● ● ● ●)

ping(● ● ● ●)

restore(● ● ● ●)

RESOLUTION

mask(● ● ● ●)

echo(● ● ● ●)

get(● ● ● ●)

STABILITY

buffer(● ● ● ●)

crash(● ● ● ●)

goto(● ● ● ●)

- ◆ Every time you roll a Desperate function, mark 1 xp in that function's attribute (ie. 'Stability').

When you fill one of your attribute xp tracks, you may add a dot in one of the three associated Functions, then clear the track.

EXPERIENCE

PLAYBOOK

At the end of each session, mark 1 xp if an item below applies (in your playbook or an attribute), or 2 xp if that item occurred multiple times. You may place end of session XP in the Playbook track, or in an attribute track as you wish.

- ◆ You addressed a challenge with force or protection.
- ◆ You expressed your beliefs, recall, heritage, or history.
- ◆ You struggled with issues relating to your rivals or drifts.

When you fill your Playbook experience track, you may do one of the following, then clear the track:

- Gain a new Special Ability.
- Gain another Memory slot (up to 6 total).
- Gain another Stress box (up to 10 total).
- Fill in 2 more boxes of Playbook Items.
- Take a Function dot in any attribute (max of 3 unless your crew has Mastery).

NAME

HERITAGE

Jovian - Lunar - Sidereal - Panoptic

LOOK

HISTORY

RECALL

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

ARMOR



DRIFT



disconnected - glitched - infected - lagging
overclocked - sentimental - timeslip - volatile

STRESS

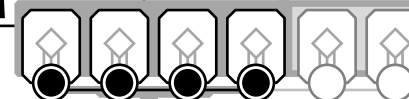


Purchase +1 stress box with Playbook advance, up to 2x.

HARM

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

MEMORY



Purchase +1 MEM with Playbook advance, up to 2x.

GEAR

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

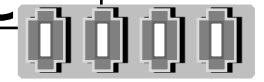
FRIENDS/RIVALS

- △▽ Blue, a prize fighter
- △▽ Emm, a rogue Process
- △▽ F311x, a viral cat merchant
- △▽ Reynauld, a beggar knight
- △▽ Zed, a glitch-scarred hunter

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]?

COIN



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hello, world//filcher

FILCHER ABILITIES

- 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.
- Legwork:** When you **gather info** through clandestine observation, gain +1 **effect level**. Your **flashbacks** involving prior preparation of a target area cost 1 less stress (to a minimum of 0).
- Lost Cycles:** Whenever you socially interact with a User or Process, you may spend 1 **stress** to ensure that they subsequently lose all memory of the encounter.
- Mindcrime:** Your fingers are so light they can lift things that cannot be stolen. After you steal a **sliver of Order** from an Admin, you may spend it to use one of the crew's **Authority** functions. Gain **potency** against the security measures of **Helios**.
- Noclip:** Spend 1 **stress** to briefly dart through obstacles. You may spend additional stress 1-for-1 to add additional features: *It lasts for cycles rather than a few ticks / You cannot be directly observed while phasing / You can also see through barriers.*
- Null Actor:** When you strike from hiding, take +1d. Whenever you derez a User, no matter the method, it is always logged as "accidental injury" (take **no additional Heat** in Payoff if you were the only one to cause a derez).
- Shadow Dance:** When you **push yourself**, you may choose one of the following additional benefits: *perform a legendary feat of acrobatics - maneuver to confuse your enemies so they attack each other.*
- Steady Handed:** Whenever you **roll a 6** on a **controlled function**, you may **clear 1 stress** (if you had **pushed yourself** on the roll, instead clear 2 stress).
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

NOTES

FILCHER ITEMS

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

Purchase +2 Item boxes with Playbook advance.

FUNCTION

COMPUTATION

find(●●●○)

ping(●●●○)

restore(●●●○)

RESOLUTION

mask(●●●○)

echo(●●●○)

get(●●●○)

STABILITY

buffer(●●●○)

crash(●●●○)

goto(●●●○)

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When you fill one of your attribute xp tracks, you may add a dot in one of the three associated Functions, then clear the track.

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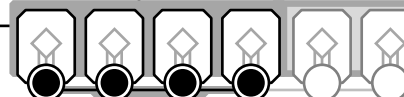


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HARM

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MEMORY



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GEAR

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

FRIENDS/RIVALS

- △▽ **Getr**, an art thief
- △▽ **Sarif**, an investigator Mod
- △▽ **k1t**, a viral cat info broker
- △▽ **Jayel**, a lockpad smith
- △▽ **Penel**, an aristocrat

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]?

COIN



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hello, world//roller

ROLLER ABILITIES

- **Daredevil:** When you attempt a **desperate** function, you get **+1d** to your roll.
- **Always Be Rolling:** The folks you ride with cannot be pinned down by authorities. When you **reduce heat** or **acquire asset** in downtime, take **+1 effect level** and you get to hear a rumor, which is either: *potentially bad for someone you dislike* -or- *potentially good for someone you like*.
- **Courier License:** Movement of goods or people across server or district boundaries draws no suspicion for you, except in extraordinary circumstances. When you are present for the execution of a **Transport** plan, take **+1d** to the **engagement** roll.
- **Dynamic Entry:** You may **take 2 stress** at any time to do one of the following: *Crash into an ongoing scene, ignoring all barriers / Name an exit and get out of here, right the hell now.*
- **Prime Mover:** Due to the energy you bring to the crew, during downtime you may give yourself or another crew member **+1 downtime activity**.
- **Roll With The Blow:** So long as you have room to maneuver, any **damage** you would take as a **consequence** starts out 1 level lower than normal (minimum of 1).
- **Shot Caller:** When you lead a **group function**, you can suffer only **1 stress** at most regardless of the number of failed rolls.
- **Thrillseeker:** When you mark **desperate** function xp, you may place it in any **xp track** that you wish. This extends to any allies who participate in a **Desperate group function** that includes you.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

NOTES

ROLLER'S RIDE

- **Board/Blades** (0 Passengers)
- **Wheels** (3 Passengers)
- **Rotors** (2 Passengers)

RIDE FEATURES

- **Armored** [+armor]
 - **FX Package, Nice Paint**
 - **Really, Really Fast**
 - **Mag Harpoon**
 - **Sarcastic Autopilot**
 - **Shock Barrage** ○○
- Purchase +2 Item boxes with Playbook advance.

FUNCTION

COMPUTATION

find(● ● ● ●)
ping(● ● ● ●)
restore(● ● ● ●)

RESOLUTION

mask(● ● ● ●)
echo(● ● ● ●)
get(● ● ● ●)

STABILITY

buffer(● ● ● ●)
crash(● ● ● ●)
goto(● ● ● ●)

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HARM

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MEMORY

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GEAR

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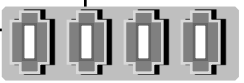
FRIENDS/RIVALS

- △▽ **b0r1s**, a viral cat loan shark
- △▽ **Chops**, hell on two wheels
- △▽ **J.T.**, a delinquent courier
- △▽ **Rarity**, a lux ride sculptor
- △▽ **Takura**, a street racer

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]?

COIN



hello, world//seeker

SEEKER 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**. You cannot receive **assistance** when you do so. When any of your dice roll a 6 while using this ability, also **clear 1 stress**.
- **Dampened Responses:** You may spend **1 memory** to **resist** damage or another consequence of mental harm (surprise, alarm, losing track of something), or to **push yourself** for a feat of concentration.
- **Dark Past:** Gain 1 Trauma and choose an additional Rival. Add the following **xp trigger** to the Crew Playbook: *A crewmember's Dark Past caused them to refuse help and act independently, or caused other complications for the whole crew.*
- **Have the Scent:** Once per score, declare a target you have previously **gathered info** on to be your Mark. Until the end of the score, you may **push for free** whenever you engage in direct action to track, pursue, or take down your Mark.
- **Reflexes:** Whenever there is a question about who acts first, the answer is you. Take **+1d** to **resistance** rolls with *Stability*.
- **Scarred:** Through hard won experience or unusual adaptation, you can survive for extended periods in Glitched environments without succumbing to data corruption. You get **+1 stress capacitor box** (to a maximum of 10).
- **Tough As Nails:** Penalties from Harm are one level less severe (Level 2 Harm causes +1 Heat but does not clear automatically during Refresh).
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

NOTES

SEEKER ITEMS

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

Purchase +2 Item boxes with Playbook advance.

FUNCTION

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RESOLUTION

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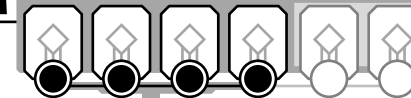


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- ◆ Echo Gear
- ◆ Archival Tools
- ◆ Intrusion Tools
- ◆ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

FRIENDS/RIVALS

- △▽ Aile, a timeline cleaner
- △▽ Cleir, an Overwriter
- △▽ Kyta, a lead Troubleshooter
- △▽ Thane, a retired seeker
- △▽ 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]?

COIN



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hello, world//squawker

SQUAWKER ABILITIES

- **Rook's Gambit:** Take 2 stress to roll your best function rating while performing a different function. Say how you adapt your skill to this use.
- **Binary Voice:** You know the secret language to converse with Administration on their own level. You are immune to the commanding hypnosis that Admins inflict on sight, and gain **potency** in verbal interactions with them.
- **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.
- **Gambler:** When you fail a **controlled** roll with a 1-3 result and proceed by **seizing a risky opportunity**, you may **push yourself** on that **risky** roll for free.
- **I Owe Them One:** People know you and expect things from you. Choose an additional Friend from your Friends list. You gain an additional **xp trigger**: *You experienced complications due to your social debts or public persona*. If the entire crew was impacted by those complications, also mark **crew xp**.
- **Premium Currency:** You have come into possession of a tiny share of "Credit". Gain +1 **memory limit**. In addition, at the end of each **downtime**, get +1 **Coin**.
- **Subtle Mind:** You may **spend 1 memory** to **resist** damage or another consequence of suspicion or doubt, or to **push yourself** for a feat of deception.
- **Terms of Service:** When you shake on a deal, you and your partner (User or otherwise) both bear a mark of the oath. **If one breaks the contract**, they take Level 4 Harm, "*Sanctioned*" that can not be cleared until the other party either consents to clear the sanction, or has their memory of the Sanction destroyed.
- ○ **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

NOTES

SQUAWKER ITEMS

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

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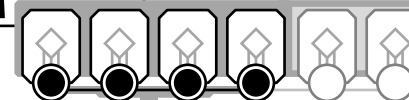


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- ◆ A User Crest

FRIENDS/RIVALS

- △▽ 3.1.0.h.im, an Administrator
- △▽ Emm, a rogue process
- △▽ Nand, a political sophist
- △▽ Retko, a confidence artist
- △▽ y0shi, a viral cat influencer

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?

COIN



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