

MOON PUNK



A GAME ABOUT PUNKS FIGHTING OPPRESSION ON THE MOON

BY

JESSICA GEYER & ALEX SPRAGUE

Jessica Geyer
@Jawska

Game Design, Writing, Editing, Layout
There Ain't No Such Thing as a Free Lunch
Winner of most titles on this game

Alex Sprague
@KittyCrusade

Game Design, Writing, Cover Art

Jamila R. Nedjadi
@TemporalHiccup
Layout

Mona
@MonaonthaMoon
Interior Art

Maggie Herskowitz
@Maggie_Julienne
PAW-LAWS: A Voice for the Voiceless

Juan Ochoa
@juanJuanchoa
Interior Art

Ennis R. Bashe
@EnnisRookBashe
Theatre of the Oppressed

Kaylee Rowena
@KayleeRowena
Interior Art

Kristin Devine
@KristinIsNoJedi
Welcome to Moontopia

Raven Warner
@ravenwarner
Interior Art & Back Cover

Adam Sprague
@Spregg0
Playbook Art

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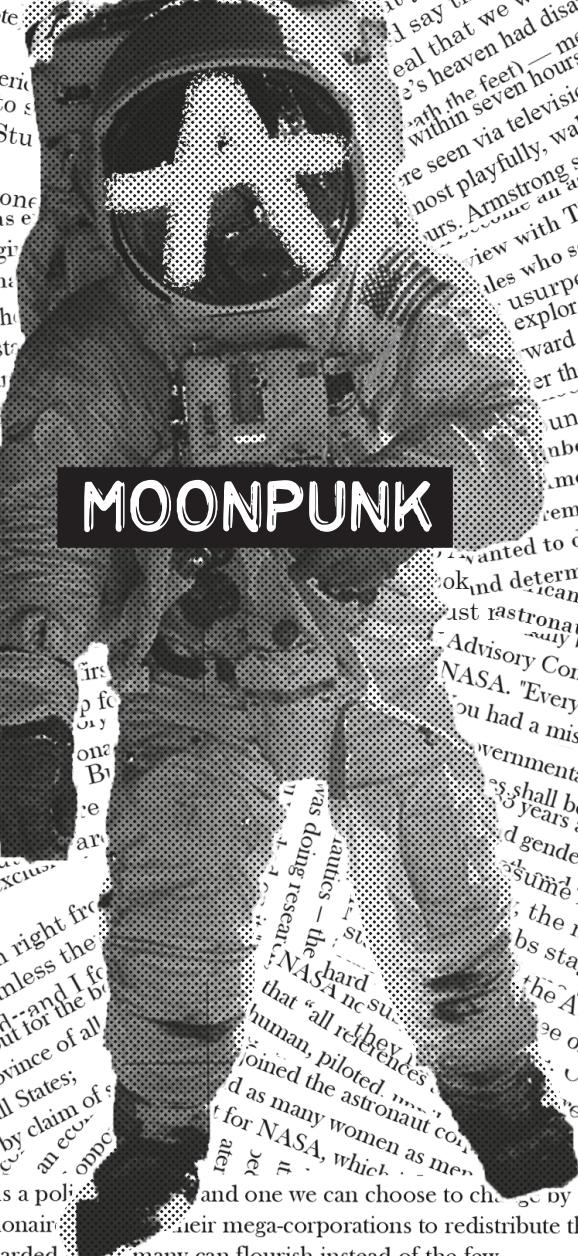


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WELCOME TO THE MOON!

Congratulations on becoming a permanent resident of The Moon Colony! On behalf of The Lunar Authority, we welcome you and wish you the greatest success.

The Moon has always been a land of immigrants. The Lunar Authority values and emphasizes the effort immigrants have made to enrich and enlighten the quality of life on The Moon.

As a permanent resident of The Moon, you will want to make a stop at the Praxis Dome to get an employment designation based on the skills you have cultivated on Earth. It takes the work of many to ensure the future success of The Moon Colony! At the customs dome, you may also receive a housing assignment.

GETTING YOUR FEET ON THE GROUND!

Things are a bit different here on The Moon, as you have probably already noticed. You weigh approximately 16% of the weight you did Earthside, so if you weighed about average (137 lbs) you now weigh about as much as a car tire (20 lbs).

This difference of gravity will take some getting used to. We recommend doing 30 minutes of daily practice walking and light calisthenics. You should refrain from jumping until you're comfortable with lunar gravity, as crash landings are a common cause of injury to new immigrants.

FUN FACT! Because The Moon originated from a collision The Earth had with another celestial body 4.5 billion years ago, it is part of The Earth and is therefore subject to its laws!

WE THE PEOPLE: YOUR RIGHTS AND RESPONSIBILITIES ON THE MOON

As a lawful citizen of The Moon you must abide by the rules and regulations of The Authority and all within The Authority's employ. At times, you may be ordered to comply with curfews, random searches, and other enhanced security procedures. **This is for your safety.** Failure to obey an order issued by The Lunar Authority will result in fines or jail time.

Remember: Dissent is dangerous and disruptive to civil society! As such, please report any suspicious or subversive activities to The Authority. We rely on all lunar citizens to keep a watchful eye on their neighbors.

While debate continues earthside, keep in mind that The Lunar Authority has complete sovereignty on The Moon and our decisions our policies are final. Leaders of The Lunar Authority are duly appointed representatives from Earth. If you have any questions, you can leave a message on the automated petition line.



WELCOME HOME!



WELCOME TO THE RESISTANCE

NEVER TRUST THE AUTHORITY!!!

HEY, NEW MOONER!

What life is REALLY like on The Moon

The Moon is the most efficient prison labor facility of all time. The resources taken from The Moon funnel more power and money to the rich and influential both here and on Earth. Meanwhile, the working class is kept in debt to those that control the resources. We're promised that, if we work hard, we can succeed, but that's a lie. The system is built to fight against us. When we speak out and push back, The Authority tightens its grip. So, we have started digging out small enclaves of power to eventually control our own destiny. You need to, as well.

Get Ready for the Long Haul

You have been given a life sentence. Unless you already have a ticket back to Earth, you will never be able to afford one. If by some stroke of luck you are able to scrounge up the money later in life, it will still be impossible for you to return: your bones will have deteriorated to the point that you will be literally too weak to survive on Earth. So get used to a long, lightweight life on The Moon.

WE THE PEOPLE: YOUR RIGHTS AND RESPONSIBILITIES ON THE MOON

TODAY

Who or What to watch out for

The Authority can never be trusted. Every single person on The Moon has to deal with The Authority in some aspect of life—we can't survive without it. But that doesn't mean we have to like it, support it, or ever make it easy for The Authority. Fight back where you can, but pick your battles wisely. And watch out for those who say that you shouldn't rock the boat. Standing at a "neutral center" is cowardly and unethical in an oppressive society, and these so-called centrists are not your allies.

Where You Can Find Help

Looking down the barrel of an Authority gig, not knowing a person in the world, smelling the recycled breath of an entire city... You're probably scared. It's ok. You're not alone. You can take your first step out of this dark place by going to any bar and asking a local if they have a job. If they point you towards The Authority, wait and ask someone else. This world was founded by taking a chance on people. Someone will offer you a hand.

We're Fighting for Everyone

If this isn't your shtick, you can wait, work for The Authority, and bide your time. When the revolution comes, we are going to need every hand we can get. Until then, know we are fighting for you. Once we take control, we can have what no people in the history of the world have ever had: true freedom. No neighbors going after what we have, no gods, no masters, no strings attached.

The Moon is your home now. Welcome! You're going to fit right in.



MOONPUNK IS ABOUT PUNKS FIGHTING
OPPRESSION ON A RETROFUTURISTIC MOON.
SO LET'S ANSWER SOME QUESTIONS.

WHAT IS OPPRESSION?

Oppression is a systemic abuse of power. Sexism, racism, homophobia, transphobia, ableism—these are only a few examples. There are too many systems of oppression that exist in the world to list here.

Oppression is tricky. It fools people into believing in a hierarchy, that there are certain people who are better than others. This is a lie, but it's a powerful one.

It's a difficult cycle to break. The people who have the most power to disrupt the system have incentive not to, and the people who are hurt by it have little power. But change is possible. That's what we hope to demonstrate with this game. You can find some of these tools in this book, and we hope that playing MoonPunk will inspire you to fight oppression outside of the gaming table, too.

WHAT DOES IT MEAN TO BE PUNK?

Metal studs and hair spikes. Lacing up big boots and sewing on patches. The smell of stale beer, not knowing where you're sleeping tonight, getting so fucked up you can't see straight. The B side to every Dead Kennedys album, not showering, breaking your nose on someone else's hand. The taste of pennies as you bare your teeth to the crowd to show you don't give a fuck. That's punk right?

Maybe it's what it often looks like, but here are 3 aspects of being punk we actually consider important:

PUNK IS>>> A DO IT YOURSELF MINDSET

Wish a song went harder? Play it. Wish your clothes looked different? Cut em. Wish you didn't have to take any shit? Don't. DIY culture is the idea that in a world that is trying to sell you everything and treat you in a specific way. The easiest way to break the mold is to start creating for yourself.

PUNK IS>>> NONCONFORMITY

This is an often misunderstood aspect of punk. Being punk is not saying you have to look different; it's saying you don't have to look like society tells you to. Nothing screams punk like a glam rocker, a denim vester, and a flannel wearer all sharing a beer at a show. Nonconformity must be upheld with violent rigor. Some will try to co-opt punk ideals and bend them to their own ends, but gatekeeping is a baby step toward authoritarianism.

PUNK IS>>> ANTI-AUTHORITARIANISM

This is the final, most important aspect of being punk. Nothing is more laughable than the attempts at racists, fascists, and nazis to infiltrate the punk scene. They are the antithesis of punk. You can't believe in putting people down without believing in the power of the authority. As their beliefs are inherently violent towards a large group of people, the backlash against these hateful groups is morally just in being violent. Publicly denounce these people. Explain to others what they are doing. Tolerance does not extend to those who are intolerant of how people were born. Keep up the fight.

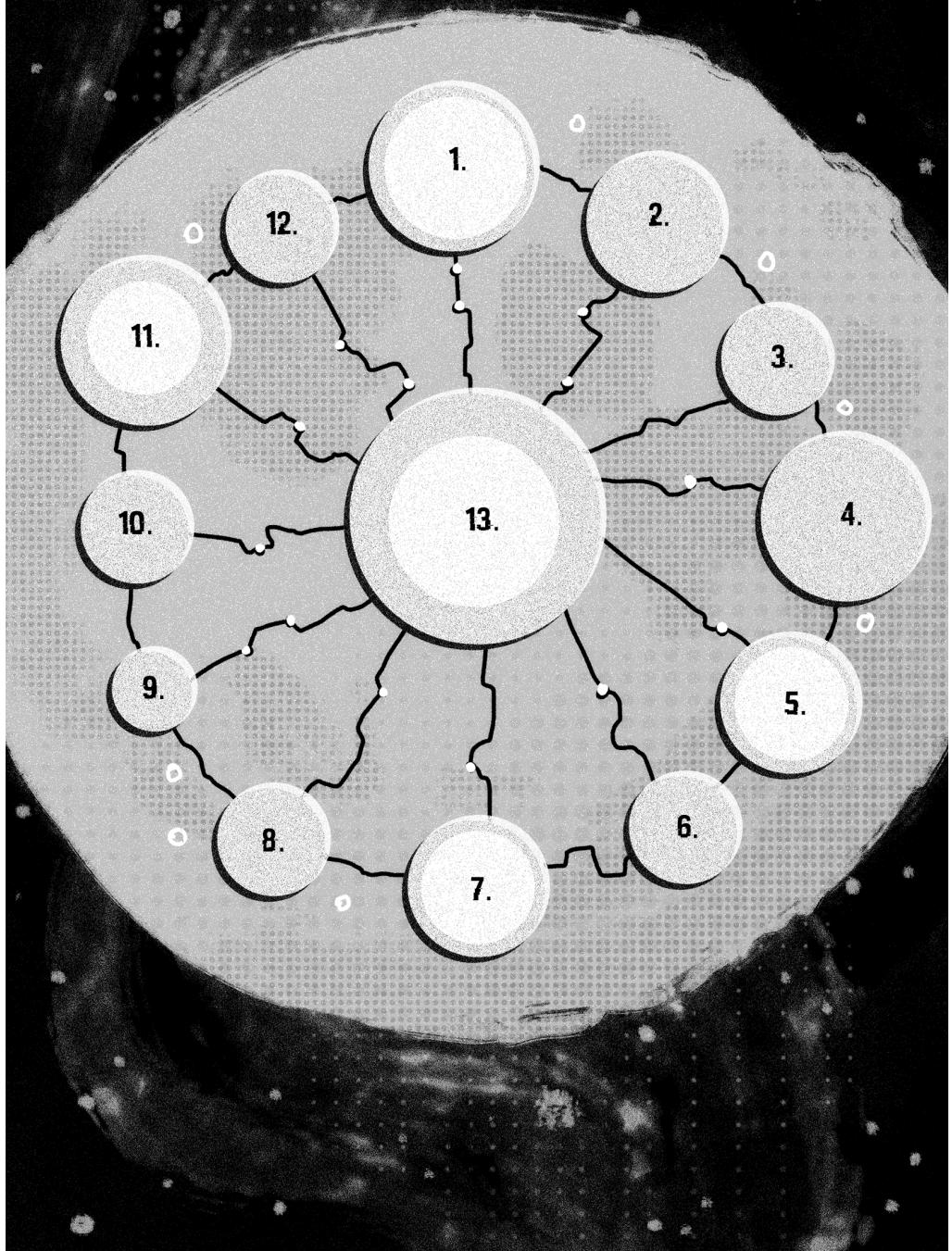
WHAT IS RETROFUTURISM?

Retrofuturism is an art style you may have seen on the cover of old sci-fi pulp books. In essence, it is what your grandparents or great-grandparents might have imagined the future to look like. It's helpful to think of this retrofuturistic world as high tech, but they never made the switch to digital. It gives the players some leeway in describing their relationship with technology in a more abstract way. You can decide how the things you make work—don't let any bullshit like physics get in your way.

WHAT IS THE MOON?

Wait, really? You don't know? That's absolutely wild.

THE THIRTEEN DOMES OF LUNA



The 13 Domes are the result of various personal, political, and corporate enterprises that started the habitation of The Moon.

The giant hermetically sealed domes are interconnected via airlocks for safety concerns. Some well-off citizens and many corporations even maintain smaller private domes branching off from the main city-sized domes.

The Domes can have vastly different styles and cultures. This is true even within single neighborhoods. The vast majority of people live and work in a tangle of housing and branching subterranean neighborhoods. As a rule of thumb, the higher up you live, the richer you are.

While many domes have become filled with corruption, pollution, and poverty, they were often founded on lofty principles. Here are the brief histories of The 13 Domes founding.

1. Artemis Johnson Dome:

Home of the first Lunar spaceport, this was the first dome built on The Moon.

2. Verne-Méliès Dome:

Founded to support and advanced research of all types, much of the scientific and artistic achievements of The Moon have come out of this dome.

3. Haymarket Dome:

Originally founded as farmland, this dome at one point provided 100% of lunar crops.

4. Champagne Dome:

The first brewery on The Moon was created here. Very soon the profits allowed the founders to live the high life, even if they were selling cheap swill.

5. O'Kelly Dome:

The heart of labor on The Moon and home to most guildy unions.

6. Belly Dome:

Founded and paid for by the legalization and of gambling. This dome has a great music scene characterized by going as hard and as fast as they can.

7. Nannykins Dome:

Known for its vibrant queer community, this dome is the most subversive and outspoken on Luna.

8. Blasius Dome:

Named after Ben Blasius, who saved all the life of Luna... by bringing a cat. That cat put a stop to crop-eating vermin single pawed.

9. ThunderGoose Dome:

Founded by a famed Earth footballer Magnus ThunderGoose. This dome is the birthplace of bashball and lunar knock offs of fast food chains. Eventually, copyright law and tax evasion would take Magnus ThunderGoose down.

10. The Kang-Dome:

Despite its name, the Kang-Dome is known not for fealty, but as a haven for misfits. It was founded by a doctor who was always down to grab a beer.

11. Maximillian Dome:

The founder died in a duel. This dome is known for its industrious and capitalistic nature.

12. Mashgalénde Dome:

Founded by members of the Mashgalénde tribe and home of the first duster guild.

13. Praxis Dome:

The second dome founded, it quickly became the hub of government control, and is to this day the home of The Authority.



the
BASICS

PLAYERS & GAME STYLE

There are two types of **players** in MoonPunk: **Punks** and **The Authority**.

Punks play a single character, which we also call Punks. The Punks have a responsibility to develop both their characters and the story.

The Authority plays the environment and all other people in the game (which we call NPCs). Their job is not to be an enemy of the Punks, but to act as a master of ceremonies, filling in narrative spaces, helping the Punks develop the story, and giving the Punks something to fight against.

The Authority also stands for the **vague, evil, authoritarian force** that brings about oppression in MoonPunk. Whether you give it a different evil name, like Shin-Ra or Nestlé, is up to you. As far as this book goes, both will be named The Authority.

MoonPunk is a **Powered by the Apocalypse (PbtA)** game, which means that it's a hack of Apocalypse World by Vincent and Meguey Baker. In MoonPunk, all players help narrate the story and make moves to resolve certain actions.

There is no turn order in MoonPunk, even in combat. Rather, players should narrate and make moves when it makes sense. It might take you a while to get into the groove if you're used to games with a stricter turn or initiative order, but as long as everyone shares the spotlight equally, you won't go wrong.

PUNK RESPONSIBILITIES

So you're going to be a Punk. What does it mean to play one? Here's a list of what you'll do in the game.

Never abide fascism. Your main job is to fight against all forms of oppression.

Engage in direct action. Use the principles outlined on pages 77-79 to make real change.

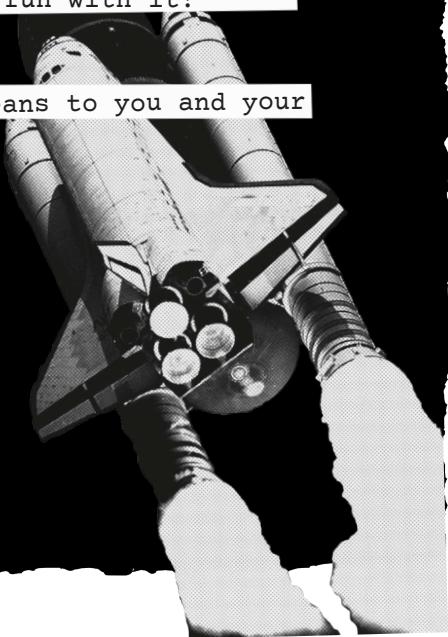
To do it, you have to do it. Don't just say what move you want to use. Always describe what you're doing and how.

Help build the story. Engage with your imagination and provide those little details that create the world. Have fun with it!

Be a punk. Whatever that means to you and your character.

"You don't need talent, just the attitude."

-NOFX



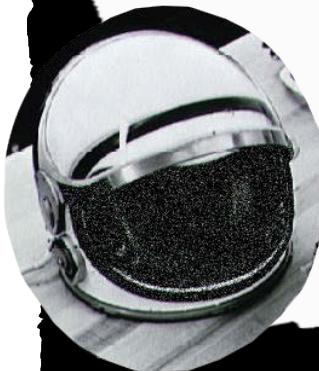
ROLLS & RESULTS

Often throughout the game you will be asked to "roll" something. This will always refer to rolling **2 6-sided dice (2D6)** and adding any **associated rating and [tag]**.

Your roll measures your character's success when attempting an action. These results are:

- x 1-6:** Failure. Something bad happened. The Authority takes a Hard Move. Mark experience.
- x 7-9:** Partial Success. You succeed but not exactly as planned.
- x 10+:** Success. You do exactly what you set out to do.

Some playbook moves allow you to **take a 10** (or other number.) This means the result is calculated as if you rolled that number.



[TAGS] & STATS

[Tags] are **special conditions** that can affect a roll. You or The Authority may invoke a **[Tag]** to give a specific roll a **Plus or Minus 1**.

[Tags] don't stack, so they will only ever grant a **single point change**. Not every roll you make will include a **[tag]**.

Forward means a condition only applies on the **next roll**. **Ongoing** means it applies until **the end of the scene** or whenever is appropriate.

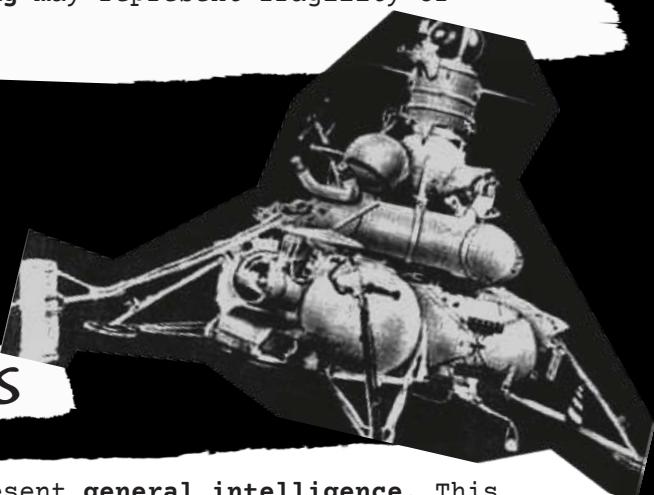
Stats represent your character's aptitude and abilities. When making a roll, you'll add the stat that corresponds to the action you're attempting. **The four stats are Bones, Smarts, Cool, and Presence.**

BONES

Bones indicate your overall **strength and resilience**. The literal density of bones trends downwards as a person lives longer in lower gravity. This gives a distinctive physical advantage to people from Earth. **A high rating** may represent dense bones, natural durability, or physical prowess. **A low rating** may represent fragility or clumsiness.

SMARTS

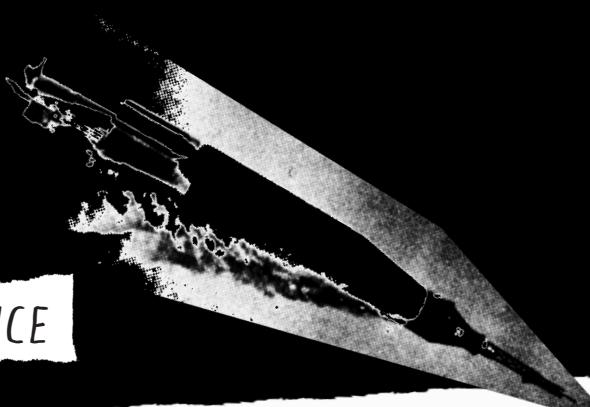
Smarts represent **general intelligence**. This influences the way in which you perceive the world and put together the information around you. It also tends to inform your aptitude in scientific fields. **A high rating** may represent a PhD candidate or a record shop clerk who has memorized every B-side since 1960. **A low rating** may represent someone who needs more time to learn or retain the same information as their peers or has less interest in expanding their knowledge.



COOL

Cool is the ability to keep your head on straight while in **high pressure situations**. It's the power to have a steady hand in unsteady times and to react to dynamic situations with skill and grace. **A high rating** may represent a soldier with steel nerves or a skilled close-up magician. **A low rating** may represent someone who struggles under pressure or prefers to stick to a plan

PRESENCE



Presence is your **force of personality**. It is a measure of how magnetic and intense an aura you have. **A high rating** could just as easily represent a revered public figure as it could a feared member of a crime syndicate. **A low rating** may represent someone who has trouble being noticed or displaying their personality or someone who chooses not to.

BASIC PUNK MOVES

As The Punks navigate the world there are 9 basic moves that they all can use. These will help shape the basic narrative of how The Punks deal with the world.

1 **Influence Someone:** Used when persuading someone to help you in an unequal exchange.

2 **TANSTAAFL:** Used to make commitments to others with a social obligation to pay back in kind.

3 **Act Casual:** Used if you want to hide your actions or finesse an obstacle, especially for illicit activity.

4 **Think Fast:** Used when a situation needs fast action, feats of skill, or any instinctive reaction.

5 **Read The Room:** Used when you enter a new situation to gather information about the people and environment.

6 **Use Tech:** Used when utilizing, fixing, or understanding technology or gadgetry of any form.

7 **Throw Down:** Used to damage anything which could potentially cause harm to you.

8 **Protect Someone:** Used when someone is about to take Harm or is in danger and you act to defend them.

9 **Help Out:** Used to assist another Punk when they are attempting any of the basic moves.

1 | Influence Someone (Roll +Presence)

Roll when you are lying, threatening, seducing, or otherwise convincing someone to give you something or help you for nothing in return. No one will go against their personal ethos no matter the roll.

On a 7+ they will need something extra to convince them.
On a 10+ they will attempt to do what is asked of them.

Radical Effect: They will use personal resources or endanger themselves to help. They will also be open to becoming an ally if their ethos permits it.

What are RADICAL EFFECTS?!

Radical effects give the basic moves added effects when a 12+ is rolled.

You don't start with radical effects. You can take one when you level up. See page 72 for more details.

2 | TANSTAAFL (Roll +Presence)

Roll when cashing in a debt or going into debt to another for payments in kind. The Punk should be clear about what they want and the level of commitment (Minor, Major, or Life) they're agreeing to. For more info see pages 70-71.

On a 7+, they will give the Punk what they want, but will ask for something extra, tweak part of the deal and/or change the level of commitment. If the Punk does not agree to these new terms, negotiations are over.

On a 10+ they will agree to any fair exchange that does not go against their ethos.

There is no Radical Effect for TANSTAAFL.

3 | Act Casual (Roll +Cool)

Roll when trying to pull off some shady stuff unnoticed by others.

On a 7+ you succeed with a complication, but can pick one thing that does not happen as the complication.

On a 10+ you succeed.

Radical Effect: You succeed and can choose something that happens as a complication to another person.

4 Think Fast (Roll +Cool)

Roll when working instinctively, such as running from cops, navigating low-grav, dodging an object, or shaking a tail.

On a 7+ you succeed with a complication.

On a 10+ you succeed.

Radical Effect: Turn the situation in your favor. Your action gives an additional positive aspect of your choosing.

5 Read the Room (Roll +Smarts)

Roll when you enter a new scene and survey the situation to get an idea of what is going down.

On a 7+ ask 1 of the following.

On a 10+ ask 3 of the following.

- ✗ Anything weird going on?
- ✗ Who do I know here?
- ✗ What's my opening for doing X?
- ✗ Anyone here look dangerous?
- ✗ Anything here look dangerous?
- ✗ Any objects of note?
- ✗ Any people of note?

Radical Effect: You may ask why something in this scene is happening, The Authority will do their best to answer using evidence available.

6 Use Tech (Roll +Smarts)

Roll when you use, fix, or try to understand tools and other technology that take specialized knowledge or training.

On a 7+ it works but (pick 1 complication)

- ✗ The Tech is damaged or destroyed afterwards.
- ✗ You cause harm to yourself (1-3 Harm based on innate danger)
- ✗ The Tech does something you don't expect (The Authority takes a Hard Move)

On a 10+ the tech works the way you intended.

Radical Effect: Use the tech to apply a [tag] or to give an ally a +1 ongoing.

7 Throw Down (Roll +Bones)

When it's time to fight it's time to Throw Down. Roll when fighting an enemy or obstacle that is trying to harm you.

On a 7+ deal and take established Harm.

On a 10+ you deal and take established Harm, but may also choose one of the following:

- ✗ Gain leverage (+1 Harm on subsequent attacks)
- ✗ Throw them (Choose where they land)
- ✗ Restraine them (+1 ongoing to party)
- ✗ Stick n' move (Take -1 Harm)
- ✗ Invoke a weapon effect [tag]

Radical Effect: Apply an additional [tag] to your target.

8 Protect Someone (Roll +Bones)

Roll when trying to defend someone who is in danger.

On a 7+ protect them but take Harm

On a 10+ add an extra effect.

- ✗ Take less damage (-1 Harm)
- ✗ Move the victim where you want them
- ✗ Hurt the enemy (deal +1 Harm)
- ✗ Square up (Become the enemy's focus)

Radical Effect: Add an additional effect:

- ✗ Disarm your opponent
- ✗ Suffer no harm
- ✗ Remove the victim and yourself from immediate danger.

9 Help Out (Roll +Associated Stat)

When you have the chance to assist a crew member on any task. Roll as if you are attempting the same move as your ally.

On a 7+ you give your ally a +1 to their roll, but open yourself to any danger of failure.

On a 10+ you give your ally a +1 to their roll.

Radical Effect 1: If you have a Radical Effect for another move, you can use that effect to Help Out for that skill.

Radical Effect 2: Replace your ally's roll with yours.

THE AUTHORITY THINKS
THEY HAVE A MONOPOLY ON VIOLENCE...

PROVE THEM WRONG.

GEAR AND FIGHTING



Harm represents the beating you can take before you're physically incapable of action. Every Punk can take 7 Harm before they're down for the count.

The amount of Harm you take depends on the circumstances and the level of danger present. If you're hurt, The Authority will tell you what type of Harm you'll take and how much—track the total amount of Harm you've taken on your playbook. The Authority may also tell you to apply an appropriate [tag].

The Harm you take stacks and has the following effects:

- **0-2 Harm:** Minor wounds. A smattering of scratches and bruises. You'll walk it off.
- **3-4 Harm:** Moderate wounds. An injury which will heal naturally with time or attention, but may give the player a temporary [tag].
- **5-6 Harm:** Major wounds. Major wounds need medical treatment, or in a later scene the player may die or receive a permanent [tag].
- **7+ Harm:** Deadly wounds. Unconscious and dying. Medical attention is required right now! Leaving a Punk behind in this condition means they will die.

WEAPONS

Many people on The Moon don't carry weapons. However, it's still important to know what to expect in case you encounter any. Being prepared can inform your decisions and potentially save a life.

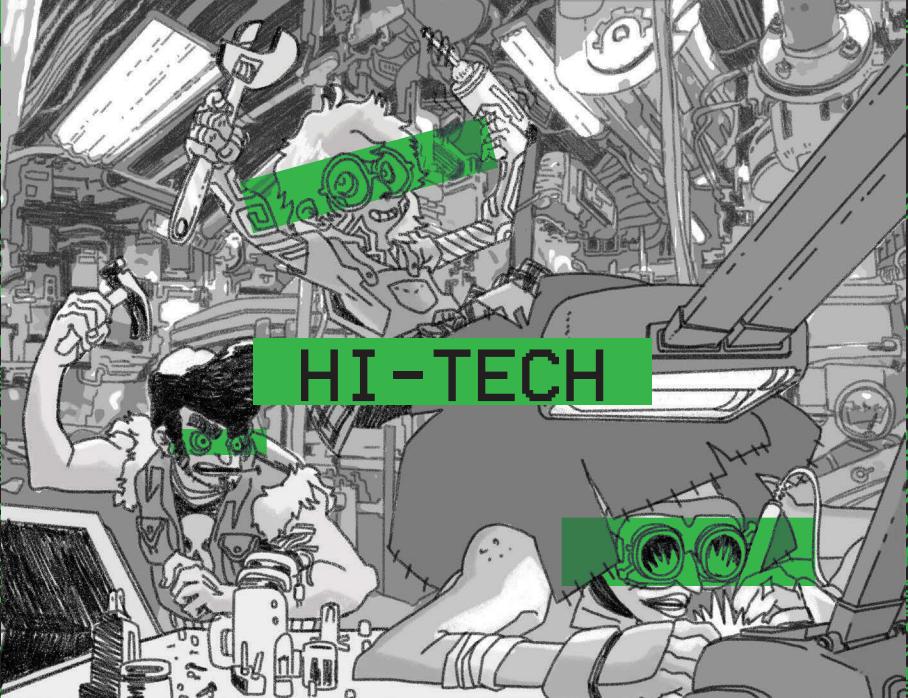
Here are some simple guidelines on the amount of Harm different types of weapons typically deal:

- **Unarmed strikes or ineffective items** (fists, spitting, gin and tonic from a dive bar): 0 Harm.
- **A makeshift weapon that is not made for fighting** (wrench, chair): 1 Harm.
- **A semi-lethal weapon** (box cutter, taser, baseball bat): 2 Harm
- **A weapon made to kill** (sword, ray gun, bombs), 3+ Harm
- See page 28 for more information about weapon [tags].

ARMOR

Harm can be blocked in part by armor. Each point of armor will reduce a point of Harm dealt. Your enemies may also use armor, so take note of what your opponents are wearing. Use this information to make smart decisions, target their weak points. Be prepared for their attacks, as well. If you think you might get pepper sprayed, bring some goggles so you aren't [aggressively weeping].





So you want to build mech suit? That's a job for a special move called **Hi-Tech**.

When creating a **Hi-Tech** device, you need to complete 2 phases: the **Research Phase** and the **Build Phase**. The Authority may require specific time, resources, or space to create any given item or give you penalties if you don't meet these requirements. You could build a rocketship in your garage... it just might not come out that great.

Research Phase: During the research phase roll + Smarts.
1-6: You have failed and have not created the plans required to make this object.
7-9: You have the plans and the Punk gives the device a negative [tag]
10+: You have the plans and will be able to build the device.

Between the Research and Build phases, The Authority may decide that this device needs a specific component or object to complete it, which you'll have to go find. The larger and more intricate the device, the more difficult it will be to find the parts for the device.

Build Phase: During the build, phase roll +Smarts.
Every Hi-Tech device gains 2 positive [tags] and 1 negative [tag] when it is finished, in addition to the following:

1-6: The Authority gives the device another negative [tag].
7-9: The player gives the device another negative [tag].
10+: No extra [tags] are added.

Workshops: Without a proper workshop or training, it's going to be much harder to use Hi-Tech. The Authority can decide what this penalty will be, such as minuses to the rolls, extra [tags], or narrative struggles. Or, it might simply be an impossible task!

INVOKING [TAGS]

[Tags], denoted with brackets, describe and mechanically influence the environment, items, and people. Any [tag] can be invoked for a +/- forward or ongoing when appropriate, or to create a narrative scenario.

[Tags] are created through Punk moves, injuries, Hi-Tech, or The Authority. Punks can invoke [tags] by describing how a specific [tag] might plausibly give them an advantage on a roll. These same [tags] will be used by The Authority to bestow disadvantages and take hard moves against the Punks.

Only one [tag] can be invoked per roll—once a player says what [tag] they want to invoke, they shouldn't change their mind even if the [tag] gives them a negative consequence.

GOOD INVOCATION: INJURY [BLOODY NOSE]

Possum (a Punk): “Get out of here, this place is too dangerous; you gotta run!”

Jess (playing Possum): “I’m trying to Influence Someone, and I think my bloody nose will help convince them that this is serious.

Alex (The Authority): “That sounds right to me. Take a +1 on your roll.”

BAD INVOCATION: INJURY [BLOODY NOSE]

Possum: “Hello Shop Keep! Would you mind giving me this here bolt of silk for free given my current bloodied state?”

Jess: “So I’m trying to Influence Someone... and I think the shop keep will feel sorry for Possum because he has a bloody nose. He’s pathetic right now!”

Alex: “Well, your bloody nose is probably dripping on all the goods. It’s gross, and the shop keep wants you out of there. Take a -1 instead.”

Jess: “Yeah... that’s fair. Can’t say I didn’t try.”

FORWARD AND ONGOING

Taking a +/- 1 forward means the bonus or penalty only applies to the next roll. Ongoing means that it applies until it no longer makes sense (typically the end of the scene.)

Most bonuses or penalties will be forward because they apply to very temporary situations. For example, a bully knocked off balance will regain their footing right away.

It’s up to the Punk and The Authority to negotiate when an ongoing duration [tag] ends, but sometimes it’s obvious. Permanent [tags], for example, are... permanent! The MAX bonus a Punk can get from [tags] is +/- 1.

Thinking up [tags]

Let your imagination take over when invoking [tags]. Like much of this game, using them is about the negotiation and plausibility.

[Tags] are easy to think of when using historic or real-life examples. Try it out! Possible answers are below!

1. Chicago is [_____]!
2. America is [_____]!
3. Capitalists are [_____]!
4. Reagan is [_____]!

1. Wimpy, 2. Imperialist, 3. Evil, 4. fascist

Weapons [tags]

When you obtain a weapon, check down this list to describe it.

- Effect [tag]: optional [tags] you can apply on certain Throw Down rolls.
- Perception [tag]: how is this weapon perceived by the public?
- Harm rating: how much damage does this weapon do?

A simple bat may be [conspicuous], 1 Harm. A complicated taser gauntlet may be [stun], [conspicuous], 2 Harm.

Weapon effect [tags] are typically only invoked as an added effect on a 10+ to Throw Down. However, certain narrative situations might allow you to invoke a [tag] at other times to add to a Throw Down roll. Hitting someone with a taser gauntlet when they're drenched in water? Take that +1.

WEAPON	EFFECT	PERCEPTION	HARM
Rope	Entangle	Innocuous	0
Crowbar	Useful	Suspicious	1
Ray Gun	Blind	Obvious	3
Switchblade	Bleed	Concealable	2



Clothing [tags]

Certain clothing may also be invoked in the same way as [tags], and some may even provide you with armor. You may choose to give an article of clothing a specific [tag] or just invoke its general properties.

GARMENT	NEGATIVE (-I)	POSITIVE (+I)	[TAG]
Pressure Suit	Bulky, awkward	Survive on the surface	[airtight]
Denim Vest	Noticeable	You look pretty cool	[patched]
Metal Spikes	It hurts when someone hugs you	It hurts when someone grabs you	[spiky]
Steel-toe Boots	Makes noise when you walk	Great for kicking	[heavy]

Injury [tags]

Minor and major injuries receive [tags] based on how you obtained your injury. The duration depends on the severity of Harm a Punk has taken, but they can be invoked in positive or negative ways, too!

INJURY	NEGATIVE (-I)	POSITIVE (+I)	DURATION
[Broken Nose]	Can't Act Casual	Looking scary	Temporary
[Concussed]	+Smarts is tough!	Can't give away info!	Temporary
[Scarred]	Easily identifiable	Look cool or sexy	Permanent
[Broken hand]	Poor manual dexterity	Gaining sympathy	Needs treatment

Other [tag] situations

Be creative when using [tags] during the game! All sorts of situations can influence rolls. The Authority can award temporary [tags] for good roleplay, for example. Or, they might invoke [tags] when the Punks let down their guard and get drunk with their friends.

The Authority should be fair with their use of [tags]. And remember that Punks can negotiate the [tags] that they have to create positive outcomes, too, even if they seem negative! If it makes sense for the story, go for it!

STATUS	NEGATIVE (-I)	POSITIVE (+I)
Ethanol Buzz	Clumsy and stumbles over complicated words	Soaring confidence and feel less pain
Post Show High	You reek of sweat and stale beer	Energetic. Your crew is in sync.
Righteous anger	You have tunnel vision	Determination pumps through your veins.
Paranoia	Your head's on a swivel	Suspicious of everything

THE PLAYBOOKS

A playbook is a set of special moves that only one player will have access to. There are 12 of them in MoonPunk, each centered around a punk or retrofuturistic archetype. (Psst... you can download bigger version of these playbooks for free at wannabegames.com)

YOUR PUNK

Follow these steps to create your punk

1. Pick your playbook. Don't double up! Everyone should have a unique playbook. (UNLESS YOU WANT TO GET REAL WACKY WITH IT. WE AREN'T YOUR BOSS.)

2. Pick Your Moves. There are two types of moves:

Specialties. Each playbook has a specialty move or moves they get automatically that is unique to them. Even when players level up and take a move from another playbook, they cannot take the specialty move.

Playbook moves. The playbook will tell you how many of these moves you start with.

3. Introduce yourself. Once everyone has finished creating their Punk, go around the table and introduce yourselves. Be sure to state your Punk's name, their pronouns, what they look like, and anything else the other Punks might know about them.

4. Establish Links. After introductions, establish one link for each other Punk at the table. At the end, you will have a link with all the others and they will have a different link back to you.

5. Develop your ethos. For more information on ethoses, see page 69.

ETC.

The other stuff you'll find on your playbook

- **TANSTAAFL.** Make sure to write these and any future TANSTAAFL deals you make on this chart.
- **EXP.** When you earn EXP, mark it in the white boxes of your tracker. You'll also need to check extra gray EXP boxes for certain TANSTAAFL debts you owe.
- **Harm.** When marking Harm, start from the top and go to the bottom.
- **Tags.** Add any [tags] you receive here.
- **Gear.** In this box, you'll see any gear you start out with and its [tags]. You can add any gear you pick up along the way on this list.
- **Advancements.** These are the advancements you can take when you level up. Make sure to check off which advancement you've taken.
- **Moves/Notes.** Use this area to write down any moves you've taken from other playbooks, radical effects you've taken, or any other notes.

DUSTER

"I am going to live the end. Apocalypse man. What the hell else is there to do? I want a mission, not a gig or a good time, I want a mission."
—Armageddon, *Black Flag*

Known for the gunpowder smell of moon dust they tend to track in and their distinctive pressure suits, Dusters are responsible for all the work done outside the Domes. From 0-grav welds to space walks to emergency dome collapses, they perform the most dangerous jobs on The Moon.



Play a Duster if you don't just look cool. You are cool.

SPECIALTY You get the following

■ **Under Pressure:** Dusters work outside The Domes. It is the most dangerous job on Luna. With it comes pride and a personalized pressure suit that allows you to go in unatmosphered areas. Dusters take +1 ongoing when using their P-Suits.

DUSTER MOVES Pick three to start

Practiced Hand: At the beginning of each session roll, +Cool.

- On a miss, The Authority may replace 1 of your rolls later in this session with your result. They may decide after you roll.
- On a 7-9, you may replace 1 roll later in this session with this result. You must decide before you roll.
- On a 10+, you may replace 1 roll later in this session with this result. You may decide after you roll.

Survival Kit: Roll +Smarts to heal yourself or an ally.

- On a 7-9, heal 2 Harm, but The Authority adds a negative temporary [tag] to your target.
- On a 10+, heal 2 Harm.

Running on Instinct: Once per scene, when you see something bad about to happen, you can take a single action to try to prevent it.

DUSTER MOVES **Continued from previous page**

- Ice in My Veins:** You may automatically take a 10 on Think Fast rolls.
- Danger Sense:** You're always looking for anything that can go wrong. When anyone Reads the Room while you're there, you may always ask "anything dangerous here?" even if they miss.
- Juke Box Hero:** You have 1 Armor as long as you're not restrained.
- Space Cowboy:** Roll +Cool to Throw Down if using your hands or your Safety Tether.
- Tell Me I Can't:** When you prove an Authority Figure wrong, gain 1 EXP.
- Rope Trick:** You trained with the Safety Tether enough to make it like an extension of your body. Take +1 to Throw Down when using it. In addition, the tether now deals 1 Harm when you use it.

STATS**Pick one of the following**

- 1 Presence, +2 Cool, +1 Smarts, +1 Bones
- 1 Presence, +2 Cool, +2 Smarts, -1 Bones
- +0 Presence, +2 Cool, +1 Smarts, +0 Bones
- +1 Presence, +2 Cool, +1 Smarts, -1 Bones

LINKS**Pick one for each other punk**

- You are convinced they are attracted to you.
- You're worried that they're cooler than you and feel a bit insecure around them.
- You saved them during a moon walk before. Ask them what happened.
- They gave you a recommendation that helped you get your job.
- They've witnessed you do something embarrassing once. Tell them what it was.
- You hit it off with them right away.
- You've seen them from the other side of the Domes, but you've never had a chance to talk.
- You've opened an airlock for them unauthorized. Ask them why they needed it open.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
		moderate	temporary
		major	needs attention
		dying	permanent



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

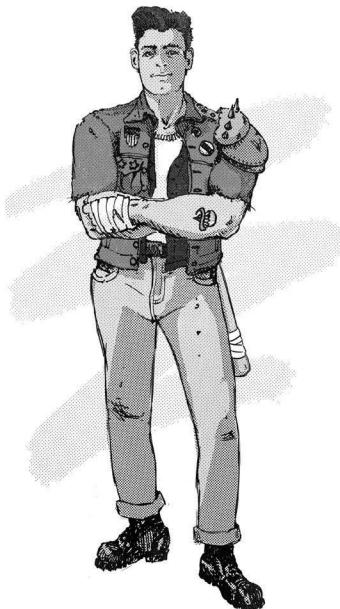
Gear
■ P-Suit: [airtight], 0 Armor
■ Safety Tether: [innocuous], [entangle], 0 Harm

Moves/Notes

ENFORCER

"Nazi punks fuck off."
—Nazi Punks Fuck Off,
Dead Kennedys

Through prowess or power, the Enforcer has made a habit out of keeping safe those that can not protect themselves. They are willing to put themselves in harm's way so others don't have to.



Play an Enforcer if you want to defend the defenseless.

SPECIALTY

You get one of the following

- Ex-Military:** Thanks to your years of training with a team, you can always forgo a Protect Someone roll and take a 10 instead. You can not use this move to hurt the enemy.
- Athlete:** Anything can be a thrown weapon with some hand-eye coordination. When using a thrown item as a weapon, call your shot and roll to Throw Down.
 - On a 7-9, you miss your specific target, but still deal at least 1 Harm to the general target.
 - On a 10+, you hit exactly what you wanted to hit (either a specific body part or object), deal at least 1 Harm, and apply a [tag] to the target.
- Cornfed:** You are just downright big and strong. When you use Throw Them during a Throw Down roll, you deal Harm to both the person you threw and the object or person you threw them at.
- Brawler:** You're an expert in hand-to-hand combat. When you use Stick N Move or Restraine Them during a Throw Down roll, deal an additional 1 Harm.

ENFORCER MOVES Pick three to start

- Practice Makes Perfect:** You've been in enough fights to know how it works. Take +1 when Throwing Down, or +2 if your opponent isn't used to moon gravity.
- Bash-Baller:** When you're outnumbered or outgunned in a fight, it just makes you tougher. Take +1 ongoing until you even the odds.

ENFORCER MOVES **Continued from previous page**

- Buddy System:** At the beginning of any dangerous situation, choose a buddy. Take +1 ongoing to any Protect Someone, Think Fast, or Help Out rolls to help this person until the danger is over.
- You Talking to Me?:** Before a fight starts, you can taunt or threaten the enemy and roll +Presence.
 - On a 7-9, this only works on one target.
 - On a 10+, all hostility is focused on you until another ally joins in.
- Don't Touch Them:** If an ally or innocent bystander takes harm, you gain +1 forward to Protect Someone and Throw Down. This can stack if multiple people are harmed before you have a chance to act.
- Indomitable Will:** Ignore injury effect [tags] until your allies and innocent bystanders are out of danger.
- I Thought I Told You:** When you warn someone not to do something, but they do it anyway, you get +1 forward to either help them get out of trouble or to punish them for it.

RATING**Pick one of the following**

- 1 Presence, +1 Cool, +1 Smarts, +2 Bones
- 1 Presence, +2 Cool, -1 Smarts, +2 Bones
- +0 Presence, +1 Cool, +0 Smarts, +2 Bones
- +1 Presence, +1 Cool, -1 Smarts, +2 Bones

LINKS**Pick one for each other Punk**

- You've gotten in trouble with The Authority before together. What did you do?
- The two of you are childhood friends.
- They used to be on a team with you. Ask them what kind of team.
- You've gotten in a physical tussle with this person before. Ask them why and how this affected your relationship.
- You feel obligated to keep this person safe. Tell them why.
- You believe in this person.
- This person always keeps you out of trouble.
- You share a hobby or interest that you don't want other people to know about. Ask them what.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
		moderate	temporary
		major	needs attention
		dying	permanent



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Cool Outfit [] (choose a tag), 1 Armor
■ Brass Knuckles [concealable], 1 Harm

Moves/Notes

GUILDY

"Now I long for the morning that they realize brutality and unjust laws cannot defeat us. But who'll defend the workers who cannot organise when the bosses send their lackeys out to cheat us?"
-*There Is Power in a Union,*
Billy Bragg

Expanded reach, fair wage, and some security. The unionized workers of The Moon keep things running, and their collective power may be the only shelter many have protecting them from The Authority's corruption.



Play a Guildy if you believe in the power of the collective.

SPECIALTY

You get all of the following

- **Power in a Union:** You have membership to a labor union. Choose what profession you belong to. Anytime you act within this profession, take +1 ongoing.
- **Union Dues:** Start with a major TANSTAAFL debt to your union.
- **Call Your Rep:** You can set up a meeting with your union representative at any time. They will counsel you and offer help within reason.

GUILDY MOVES

Pick three to start

- I Know Somebody:** When you're looking for someone with a particular skill set, roll +Presence.
 - On a 7-9, you know someone who could help you out, but pick one: they have a bad reputation, they're hard to get a hold of, they'll want something from you right away.
 - On a 10+, you find the right person for the job, no complications.
- Check the Blueprints:** Roll to inquire about the physical layout of the domes. Take +1 ongoing as long as this knowledge helps you out.
- Work Contact:** You have contacts in different unions.
 - On a 7-9, they want to help, but can only steer you in the right direction.
 - On a 10+, they can get you some information. They can tell you one of the following: where something is, what a location's weakness is, how something works, when something might happen.
- Sterling Reputation:** Your reputation with the population can not be hurt through attacks from The Authority.

GUILTY MOVES

Continued from previous page

- Professional Training:** Add +1 to any rating.
- Proper Leverage:** If you roll a 10+ to Throw Down you can always use Gain Leverage in addition to another effect.
- Picket Line:** If there's a valid danger of letting Authority Figures into a location, you can delay their entry non-violently so long as there are people willing to physically be by your side.
- Bargaining Power:** You can get out of minor trouble with The Authority by manipulating your union ties. Roll +Presence.
 - 7-9 The problem can disappear... For a price.
 - 10+ They got your back.
- Cross Training:** Take a move from any playbook's non-specialty moves.
- Seize the Means:** One of your options when you roll 10+ to Throw Down is to disarm your opponent and take what's in their hands.
- Sí, Se Puede:** Anytime you roll to Help Out with non-violent action, you can take a 10.

STATS

Pick one of the following

- +2 Presence, +1 Cool, -1 Smarts, +1 Bones
- +2 Presence, +2 Cool, -1 Smarts, -1 Bones
- +2 Presence, +1 Cool, +0 Smarts, +0 Bones
- +2 Presence, +1 Cool, +1 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You have lunch at the same place as them every day but you've never actually spoken.
- You've worked with them before. Ask them how.
- The two of you are drinking buddies.
- You've accidentally pissed them off before. Ask them what you did.
- You've helped get them out of a bad situation. Ask them how.
- The two of you helped raise someone. Who was it?
- You know them by reputation. Tell them what you've heard.
- They showed solidarity to your cause in some way. How?

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Work uniform [official], 0 Armor

Moves/Notes

LABCOAT

"Why are you always trying to organize things? Can't you understand simple entropy? Why put order where it's not meant to be? You can't control atoms, and you can't control me!"
—Entropy, Leucine Zipper and the Zinc Fingers

The very core of the DIY attitude is embodied in the research and development of scientific fields. Challenge the accepted, reject the status quo, and maybe learn something. New ideas, new thoughts, and new technology all lead to a new world.



Play a Labcoat if you're wicked smart.

SPECIALTY

You get both of the following

■ **Laboratory:** You have a scientific specialty and a lab that goes along with it. Your lab counts as a workshop for Hi Tech as long as you're working in your field. Anytime you're working within this specialty, take +1 ongoing. Pick one:

- Agriculture:** Hydroponics lab with access to grow beds, plumbing, fertilizer, and 2 large silos for storage.
- Chemistry:** Access to a stockpile of chemicals and the tools to manipulate them.
- Medicine:** Expertise in medicine. People with critical injuries can recover here, including permanent [tags]. There is space for 1-2 patients to stay.
- Astronomy:** Observatory equipped with instruments to monitor and communicate with celestial objects... Or local pilots.
- _____: Choose your own specialty and discuss with The Authority and your crew about what it might have inside.

■ **Education:** How did you learn your trade? Pick one:

- Formal Education.** A degree is expensive, so you needed an Authority gig to pay it off. Your lab is [funded] but by an Authority source, so it's [monitored].
- Apprenticeship.** A single person or small group helped nurture your growth and education. Your lab is within a [co-op], but you're expected to contribute back to the co-op. Every time you use the lab for yourself, mark a minor TANSTAAFL debt.
- Auto-Didact.** You are self taught, and that comes with its own ups and downs. Your lab is [homemade] but [off-grid].

LABCOAT MOVES **Pick three to start**

- Think Tank:** Through your time in academia you have made quite a few contacts. You can contact another scientist to answer a question for you. Roll +Presence.
 - On a 7-9, they have part of the solution, or can solve it but want payment.
 - On a 10+, they will do their best to help out.
- Would You Hit Someone with Glasses?:** Until you use physical violence, physical violence cannot be used against you.
- Hold My Glasses:** Roll +Smarts instead of +Bones for your first Throw Down roll of the scene.
- Sawbones:** Make a +Smarts roll to heal yourself or an ally.
 - On a 7-9, you heal 1 Harm and get rid of all negative tags or you heal Harm equal to your Smarts rating, but don't remove any [tags].
 - On a 10+ you heal harm equal to your Smarts rating and all injury [tags] are removed.
- Actually...:** Roll +Smarts to Influence Someone as long as you sound smart, even if you're just making stuff up.
- What's Happening, Doc?:** When another crew member asks you for your scientific help or expertise, you can give them +1 forward. If they follow your advice, gain 1 EXP.

STATS**Pick one of the following**

- 1 Presence, +1 Cool, +2 Smarts, +1 Bones
- 1 Presence, +2 Cool, +2 Smarts, -1 Bones
- +0 Presence, +1 Cool, +2 Smarts, +0 Bones
- +1 Presence, +1 Cool, +2 Smarts, -1 Bones

LINKS**Pick one for each other Punk**

- You secretly pine for this person.
- You tutored this person. What did you teach them?
- They're your extroverted friend and get you to leave your lab every once in a while.
- You often patch them up after fights.
- You've saved the life of someone they know.
- Your lab is near their home or workplace.
- You went to the same school together. Ask them how you got along.
- They helped you clean up a lab accident you had. Tell them what they did for you.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Lab tool [innocuous]. 1 Harm

Moves/Notes

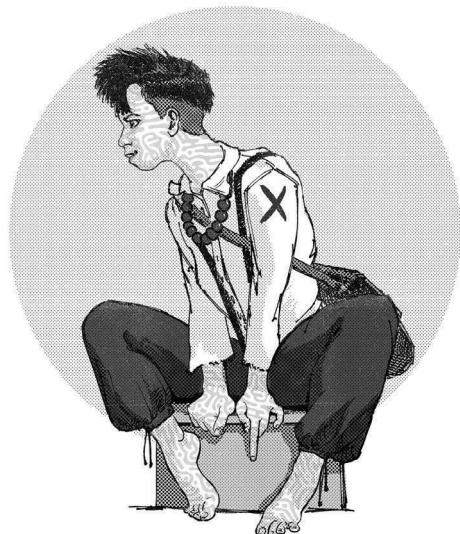
MUTANT

"Cause I don't care where I belong no more. What we share or not I will ignore.

And I won't waste my time fitting in. 'Cause I don't think contrast is a sin."

-No Cigar, Millencolin

Unfair and unjust treatment of the "other" is all too common. This systematic oppression has hidden a rich and vibrant culture, and too few are trying to bring their plight to the forefront.



Play a Mutant if you don't fit in, even with the other misfits.

SPECIALTY

You get all of the following

- **Mutation:** The inherent dangers of living in space include lunar radiation. Some people are born with mutations such as unnaturally colored skin, the growth of fur, or extra appendages. Your mutation manifests in some physical manner of your choice. Describe it to your crew and give yourself an appropriate descriptive [tag].
- **Support Structure:** While The Authority and many ignorant people look down upon mutants, they have created a strong support structure together. Whenever you are in danger, other mutants will freely give you and your friends shelter, medical help, and food without expecting anything in return.
- **Rising from Hardship:** If you change your class at any point, you do not lose any of the moves from this Playbook.

MUTANT MOVES

Pick two to start

- Always on the Run:** Use +Smarts instead of +Cool to roll to Act Casual.
- Blend In:** You might be quiet, but you're not a wallflower. If enough time goes by and you haven't yet been acknowledged or engaged in activity, you can reveal what you've been doing in the background while the others have been in the spotlight. If you can say how you set up your next move, you can take a 10 on your next roll.
- Natural Armor:** Your mutation manifests in a way that keeps you safe from physical harm. +1 Armor.

MUTANT MOVES**Continued from previous page**

- Hey, Fuck You!:** When you directly and publicly stand up to oppression or bigotry, take +1 forward.
- Strain:** Go past normal human limits. Take 1 Harm (ignoring armor) to deal an extra 1 Harm when using Throw Down or to accomplish a feat of strength.
- Inner Strength:** You shrug off injuries that could stop a normal person. Once a session take a moment to collect yourself and roll +Bones.
 - On a 7-9, heal 2 Harm or remove a temporary injury effect [tag].
 - On a 10+, heal 2 Harm and remove a temporary injury effect [tag].
- Poke the Pig:** You really know how to get under someone's skin. When you're trying to piss someone off to manipulate them, Roll +Smarts.
 - On a 7-9, you goad them into action but not necessarily in the way you wanted.
 - On a 10+, they get played like a fiddle.
- Born Leader:** You are known for your dedication to the Mutant community. You can take a 10 on an Influence Someone roll against any non-Authority Figure Mutant as long as you can make the argument that what you want is within the Mutant community's interests.

STATS**Pick one of the following**

- 1 Presence, +1 Cool, +1 Smarts, +2 Bones
- 1 Presence, -1 Cool, +2 Smarts, +2 Bones
- +0 Presence, +0 Cool, +1 Smarts, +2 Bones
- +1 Presence, -1 Cool, +1 Smarts, +2 Bones

LINKS**Pick one for each other Punk**

- They showed you kindness in the past, and you feel obligated to repay them.
- They are your love interest.
- They've done something that you admired. Tell them what.
- Every time this person is around, something bad happens. You think they're bad luck.
- The two of you have fought together against The Authority before. What happened?
- This person helped shape the way you see the world. Tell them how.
- They've done something small to annoy you, and you've blown it out of proportion. Tell them what they do that bugs you.
- They are a member of your family, birth or chosen.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



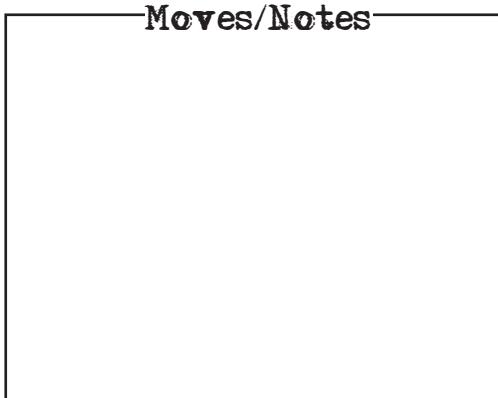
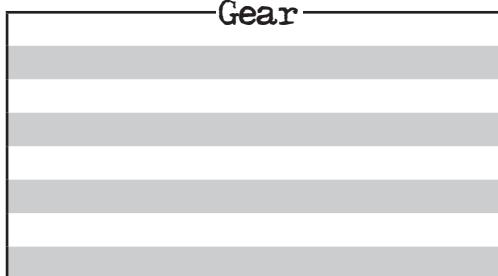
Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket



NEW MOONER

"Now that I am categorized,
officer gets me naturalized.
Immigrant punk, immigrant,
immigrant, immigrant punk!
Now that I'm living up in God
knows where, sometimes it gets
hard without a friend."

-*Immigrant Punk, Gogol
Bordello*

Fresh off the shuttle, a New Mooner has just arrived on Luna. Getting used to low grav and high stakes, things are different up here. Young, old, skilled, inexperienced only one thing; the only thing for sure is you're off to a fresh start.



Play an New Mooner if you don't know what the hell is going on.

SPECIALTY	You get one of the following
------------------	-------------------------------------

- Pioneer:** Something didn't feel right earthside, whether it be wanderlust, ennui, or plain old groundhog melancholy. The Moon is a new adventure, and you're prepared for anything. Once per session, roll +Smarts.
 - On a 7-9, The Authority gives you a vague hint about what's to come.
 - On a 10+, The Authority reveals a possible future obstacle.
- Migrant:** Either by choice or necessity, you're here for a new start. Luckily, you have people to back you. Pick a specific group (cultural or social) that will look out for you. They will reliably help you out when they can, but they expect your loyalty, too.
- Political Dissenter:** You spoke up a little too often or a little too loud, and pissed off just the right (or wrong) person, and now you're here. Once per session, you can whip up a fervor about a just cause and get people to rally on the streets. Roll +Presence.
 - On a 7-9, people are fired up, but need an extra push to get them to protest.
 - On a 10+, you can start up a sizable public demonstration.
- Convict:** You were declared guilty and your punishment was exile. Your "partner in crime" is here, too. They'll act as an Ally for you and your crew. Problem is, they're a scumbag. Choose their specialty and describe them to the table. Then, the table will choose a shitty ethos for them.

NEW MOONER MOVES **Pick two to start**

- Helpful Idiot:** When you Help Out, your ally receives a +2 to their roll instead of the normal +1.
- Greenhorn:** When you play dumb trying to avoid trouble, roll +Presence instead of +Cool to Act Casual. This doesn't work twice on the same person or in the same location.
- No Bullshit:** If you feel like you're being taken advantage of by someone, you can take +1 ongoing against that person if you start to Throw Down.
- No Credit:** TANSTAAFL debts do not incur EXP negatives.
- First Impressions:** When you meet a new person, you can choose to roll +Presence.
 - On a 7-9, you make a good impression, but there's a catch. Describe what goes wrong.
 - On a 10+ you make a good impression and the person may become a contact or friend to you.
- High Gravity:** Before you roll to Throw Down, you can decide to take up to +3 forward, but you will take up to -3 forward on a roll of The Authority's choice in the same scene.
- Dense:** Growing up with Earth grav means your body is stronger. Gain +1 bones.

STATS

Pick one of the following

- +1 Presence, +1 Cool, -1 Smarts, +2 Bones
- +2 Presence, -1 Cool, -1 Smarts, +2 Bones
- +1 Presence, +0 Cool, +0 Smarts, +2 Bones
- +1 Presence, -1 Cool, +1 Smarts, +2 Bones

LINKS

Pick one for each other Punk

- You're distant relatives, but you hope a bit of blood is enough to get a favor. Tell them how you're related.
- They helped you get to The Moon. Ask them how they helped, and tell them what you gave them in return.
- You were told they would be a good connection. Tell them who gave you this information.
- You were longtime penpals when you were back on Earth. Swap one secret.
- Your first job on the Moon is working for them.
- Your arrival on the Moon has caused them some problems. Ask them what.
- You owe them a small favor. Tell them what they did for you that has put you in their debt.
- You admire their aesthetic and want to be just like them.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Sentimental Earth item [_____]
(choose a [tag])

Moves/Notes

OLD TIMER

"The men at the factory are old and cunning You don't owe nothing, boy, get runnin' It's the best years of your life they want to steal."

—Clampdown, the Clash

The Old Timer helped build these domes and sculpt the culture. They've forgotten more about The Moon than most people know. Whether still in the game or long retired, The Old Timer is here to guide the revolution once again.



Play an Old Timer if you are getting too old for this shit.

SPECIALTY

You get one of the following

- Pioneer:** The call to adventure hit you hard, and you were one of the first to go to The Moon. Once per session, you can roll +Smarts and ask The Authority one simple question about Lunar history, politics, or survival.
 - On a 7-9, The Authority will answer, but it might not be the whole picture.
 - On a 10+, The Authority will answer your question truthfully.
- Migrant:** You came to The Moon for the chance at a better life. It wasn't easy, but now you have a place you can call home. Pick a Dome to call home. Give this Dome a [tag] and name and give an ethos to an NPC there who you trust completely.
- Political Dissenter:** You never liked how they ran things earthside, and they didn't like you all that much either. Once per session, you can try to get the people to take subversive action. Roll +Presence.
 - On a 7-9, they do what you wanted but with a complication. Choose something that definitely goes according to plan.
 - On a 10+, everything goes according to plan.
- Convict:** The Moon is the Earth's largest prison colony, and that's how you ended up here. It doesn't matter if you did it or not anymore-when you're treated like a criminal, you learn to think like a criminal. When you want to get a witness to look the other way, you can roll +Smarts before you ask.
 - On a 7-9, they'll want something in exchange for silence.
 - On a 10+, you know what to say to get them to keep quiet, or you know they'll blab.

OLD TIMER MOVES **Pick two to start**

- Experienced Loonie:** You Think Fast with +Smarts instead of +Cool.
- Scarred:** You were in a few scraps when you were young, and it made you tough. You get +1 Armor when not wearing other armor. You also take +1 to Throw Down if you can reminisce about how this fight reminds you of that one glorious fight...
- Spin a Yarn:** When you want to distract an NPC, start telling a story about your past. For as long as you can tell it believably, they'll be distracted and won't leave your side. However, anything plainly suspicious will get their attention.
- Ol' Stomping Grounds:** You can remember the environmental [tag] of a location. Roll +Smarts.
 - On a 7-9, The Authority reveals a [tag] of their choosing.
 - On a 10+, you choose a [tag] the location has.
- You Know, I Used to Know Someone Around Here:** Once per location, you can roll +Presence to find an old acquaintance.
 - On a 7-9, you find them, but they have some unsettled business with you.
 - On a 10+, you can ask around and find them and they're happy to see you.
- Social Call:** You know a lot of people in a lot of places. When you drop in to see how they are, you can get the latest rumors. Roll +Presence.
 - On a 7-9, they're hesitant to talk but will drop a vague hint.
 - On a 10+, they tell you something interesting and valuable.
- Remember the Fundamentals:** You always take +2 to Throw Down, but you can only use Stick N Move on a 10+.

STATS

Pick one of the following

- +1 Presence, -1 Cool, +2 Smarts, +1 Bones
- +2 Presence, -1 Cool, +2 Smarts, -1 Bones
- +1 Presence, +0 Cool, +2 Smarts, +0 Bones
- +1 Presence, +1 Cool, +2 Smarts, -1 Bones

LINKS

Pick one for each other Punk

- You taught them an important skill. Tell them what it was.
- You introduced them to the scene.
- You think of them like a surrogate child.
- You don't really understand their 'thing,' but you respect it. Ask them what their thing is.
- They remind you of a younger you. How does that make you feel?
- You once lent them a hand when they were just getting started. Ask them how you helped them.
- They taught you something that you didn't know, and it surprised you. Tell them what.
- The two of you have a long-standing feud. Tell them what it's about.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
		moderate	temporary
		major	needs attention
		dying	permanent



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

Gear

■ Sentimental Moon item _____
(pick a [tag])

Moves/Notes

PILOT

"So, so, so, so listen up,
'cause you can't say nothin'.
You'll shut me down with a
push of your button. But, yo,
I'm out and I'm gone. I'll
tell you now, I keep it on and
on."

-Sabotage, Beastie Boys

From long haul logistics to frenzied dog fights, pilots take their lives in their hands every time they jump in the cockpit. Nerves of steel, a death wish, and predisposition for very cool jackets bring pilots to the front lines.



Play a Pilot if you trust your gut.

SPECIALTY

You get both of the following

- **Callsign:** You choose a personal callsign. Share it with The Authority (and your crew, if you're not embarrassed). This callsign can be invoked like a [tag].
- **Ship:** You can't be a pilot without a ship. Give it a name and choose two assets and one liability. These assets and liabilities can be invoked like [tags].

Assets

- Smuggler's cache
- AI autopilot
- Thrusters
- Living quarters
- Weapons
- Escape pod

Liabilities

- Recognizable
- Company-owned
- Unreliable
- Slow
- Still making payments (start with a Major TANSTAAFL debt—this liability goes away when the debt is paid)

PILOT MOVES

Pick three to start

- Here's a Cool Trick!:** Even when you don't know what you're doing, you still know what you're doing. You may roll +Cool when rolling to Use Tech.
- Never Tell Me the Odds:** When you do something someone told you was a bad idea, take +1 forward.

- Bang:** You can get in the way when someone else is about to take Harm without rolling to Protect Someone. However, when you do this, you always take at least 1 Harm. If this knocks you unconscious, you can take one more action before going out.
- Professional Smuggler:** Take +1 ongoing to all +Cool rolls when you are hiding something or someone. If you're hiding this thing or person in your ship's smuggler's cache (if you have one), you can take a 10.
- Everything's Fine Here. How are You?:** When you fail a +Presence roll, you can dictate one thing that does not happen as a consequence.
- The Need:** When you roll Think Fast, if your solution to a problem is to go fast, you can take a 10.
- Don't Get Cocky, Kid:** If you brag about your skills before doing something, you get +1 forward. However, if you miss the roll, you do not gain EXP.
- I Got Your Six:** If you step back and let someone else do something you honestly want to do yourself, give them a +1 forward. If you make it painfully obvious that you're letting them do this, gain 1 EXP if they roll a 10+.

STATS**Pick one of the following**

- +1 Presence, +2 Cool, +0 Smarts, -2 Bones
- +1 Presence, +2 Cool, -1 Smarts, -1 Bones
- +1 Presence, +2 Cool, -2 Smarts, +0 Bones
- +0 Presence, +2 Cool, -0 Smarts, +1 Bones

LINKS**Pick one for each other Punk**

- You helped them get some illegal goods transported. Ask them what they were.
- They sold you your ship for a big favor or a big trade. Maybe you still owe them. Ask them what you exchanged.
- They saw you unload some illegal goods but kept their mouth shut. You're not sure whether you should thank them or be suspicious.
- You dated before, but it went sour. Ask them how romantically involved you were and what you did that made them break it off.
- You have a business connection with them. Define that relationship.
- You consider this person your co-pilot, even if they've never been in your ship before.
- You constantly feel the need to impress this person.
- They're your moral compass and keep you grounded.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Flight jacket [flashy], 1 Armor

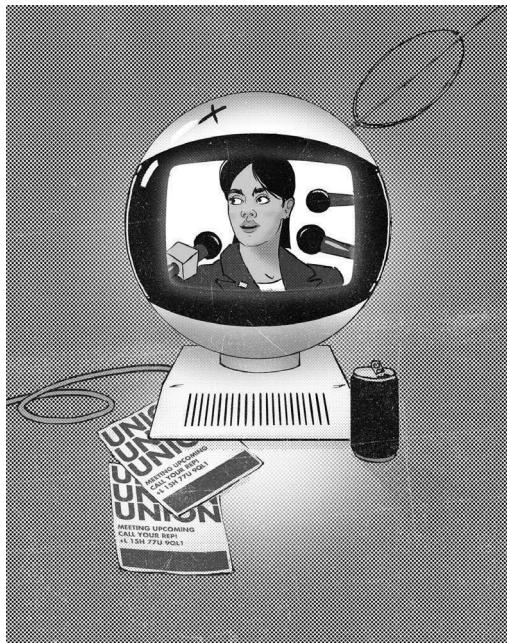
Moves/Notes

POLITICIAN

"They want us to allege and pledge and bow down to their God. Lost the culture, the culture lost. Spun our minds and through time. Ignorance has taken over. Yo, we gotta take the power back!"

-Take the Power Back, Rage Against the Machine

There are a thousand ways to fight injustice, and in a world filled with sellouts and posers, you decided to buy in. It's not easy being a public figure, and it's not easy fighting the government at their own game. But be careful. Power corrupts.



Play a Politician if you know punk has always been political.

STRATEGY

You get one of the following

- Oppo Expert:** You're an expert on digging up dirt. Once per session, pick any target for your research and roll +Presence.
 - On a 7-9, you get a rumor you can follow up on.
 - On a 10+, if they have dirt to be found, you find it.
- Incumbent:** You're a mainstay in Lunar politics. Once per session, take a single "factoid" (be it true or false), and spread it to the people. Roll +Presence.
 - On a 7-9, the people believe any truth you've spread but doubt any lies.
 - On a 10+, many people tend to know and believe this factoid, regardless of truth.
- Volunteer Brigade:** You have a cohort of up to 10 unskilled volunteers dedicated to your cause. They will do any reasonable political activism or dissidence. Once per session, set your volunteers on a specific task that will advance the cause. They will work on that task until it is complete—they cannot be used for any other work this session. Roll +Presence.
 - On a 7-9, they find partial success or succeeded in a way you didn't expect.
 - On a 10+, they succeed in what you asked them to do.
- Pollster:** Statistics and data are what make politics run, and you know just the questions to ask. Once per session, you can send out a poll to find the answer to a single question. Roll +Presence.
 - On a 7-9, the answer is incomplete or insufficient in some way.
 - On a 10+, you get the answer.

POLITICIAN MOVES **Pick three to start**

- Think of the Cause:** If you successfully roll to ask for a minor TANSTAAFL with a person who is already politically aligned with you, you do not need to repay them.
- Diplomatic Immunity:** You may roll +Presence instead of +Cool to Act Casual when dealing with Authority Figures.
- Rousing Speech:** Once per session, when your team needs a boost of inspiration, give a rousing motivational speech. The entire crew (including you) receives a +1 forward.
- Mudslinging:** You can apply [tags] to opponents and knock them off balance. Provoke them with insults or lies and roll +Presence.
 - On a 7-9, The Authority will give the target an appropriate [tag].
 - On a 10+, you may give the target an appropriate [tag] of your choice.
- We Need YOU:** When an ally receives an injury effect [tag], remind them of why they're important and roll +Presence.
 - On a 7-9, they can ignore the effects of the [tag] until the end of their next action.
 - On a 10+, they ignore the effects of the [tag] until the end of the scene.
- Silver-Tongued Devil:** When you look someone in the eyes and lie to them, take a +1 to your next +Presence roll with them.
- Campaign Promise:** When someone tries to cash in a TANSTAAFL debt with you or an ally, you can roll +Presence to hold off repayment.
 - On a 7-9, they will agree to wait if you either sweeten the pot or make a persuasive political argument.
 - On a 10+, they agree to wait until a condition you both agree to is met.

STATS**Pick one of the following**

- +2 Presence, -1 Cool, +1 Smarts, +1 Bones
- +2 Presence, -1 Cool, +2 Smarts, -1 Bones
- +2 Presence, +0 Cool, +1 Smarts, +0 Bones
- +2 Presence, +1 Cool, +1 Smarts, -1 Bones

LINKS**Pick one for each other Punk**

- You helped them out of a jam before. Ask them what you did.
- You used to be close. What came between you?
- Despite your best efforts, you could not convince them to back you in a recent campaign.
- You screwed this person over. Ask them how.
- They have volunteered for you before and might still be a regular volunteer.
- You have intertwined interests. What are they?
- They have some dirt on you. Tell them what it is.
- They protected you from a political attack. What happened?

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL
Owe

Owed

Harm

minor

moderate

major

dying

Tags

temporary

needs attention

permanent



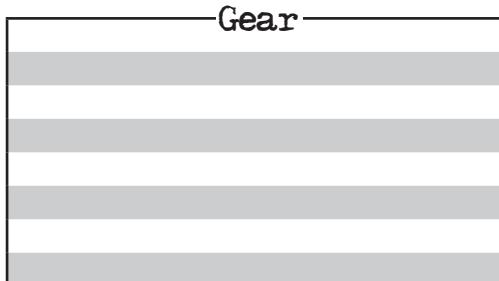
Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket



Moves/Notes

ROCKER

"If you're gonna scream,
scream with me. Moments like
this never last."
—*Hybrid Moments, Misfits*

Art is a political statement. From songs of resistance to political cartoons, art is always at the center of a revolution. Rockers are artists of all types that are talented in both spreading messages and raising spirits.



Play a Rocker if you want to run the show.

SPECIALTY

You get both of the following

- **What's My Name!:** You have a specific aesthetic you can use. Pick one:
 - You have a completely different persona that will effectively hide you from the public eye when you are not embracing it.
 - Give yourself a permanent aesthetic [tag] of your choice.
- **The Underground:** You can spread the revolution subversively through your art. Once per session, pick a succinct political message you're trying to share and describe how you want to spread it (a song, art, poetry, etc.) Roll +Presence.
 - On a 7-9, you spread the message, but you may need to do something extra to get people to really listen.
 - On a 10+, your message spreads to like-minded folks and will lead to trustworthy contacts.

ROCKER MOVES

Pick three to start

- Grab the Mic:** You can make a big scene to force the attention on yourself for a short while. Roll +Presence out of combat, but +Bones if people have already started to Throw Down.
 - On a 7-9, you only get a little attention or you get too much. You choose.
 - On a 10+, all eyes are on you.
- The Rawk Show:** When you're making plans with your team, praise an ally's abilities to give them +1 ongoing when executing the plan, as long as they keep succeeding. The effect ends on their first miss.

ROCKER MOVES**Continued from previous page**

- Redemption Song:** When an ally receives Harm, you can try to raise your team's spirits. Shout out a cry of support and roll +Presence.
 - On a 7-9 one member of the party gains a +1 forward.
 - On a 10+ the whole crew has +1 forward.
- Strange Things Happening Every Day:** Read the room using +Presence instead of +Smarts.
- Vibe Check:** Once per session, you can get a good sense of the type of person someone is. You have to be in their presence, actively listen to them, and try to figure out their values. Then, The Authority will tell you what your target's ethos is.
- Stay Close to Me:** You do better when you're surrounded by a lot of people. Take +1 ongoing when you're in a crowd.
- Doesn't Make it Alright:** Once a session you can attempt to bandage and stitch up your own wounds with whatever you have on hand. Roll +Bones.
 - On a miss, you'll have to heal normally and can't use this move again until you've done so.
 - On a 7-9 heal 1 Harm.
 - On a 10+ heal 2 Harm.

STATS**Pick one of the following**

- +2 Presence, -1 Cool, +1 Smarts, +1 Bones
- +2 Presence, -1 Cool, -1 Smarts, +2 Bones
- +2 Presence, +0 Cool, +0 Smarts, +1 Bones
- +2 Presence, +1 Cool, -1 Smarts, +1 Bones

LINKS**Pick one for each other Punk**

- They're your muse.
- They're your secret rival. You haven't told them, but maybe they know. Or don't.
- You know them from "the scene." Ask them how they feel about your performances.
- You've collaborated on a project before. Ask them how they helped.
- You took them under your wing and you consider yourself their mentor. Do they feel the same way?
- They supported you early on.
- You got into a pretty public fight with them, but you've worked things out. What was the fight over?

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



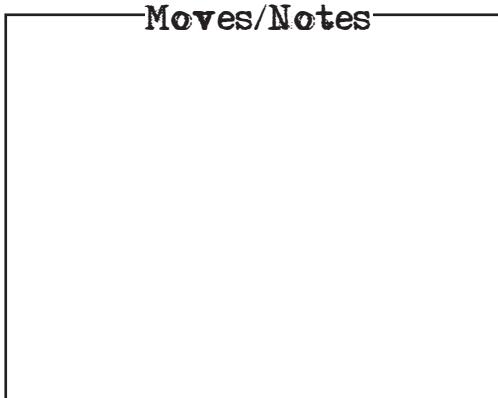
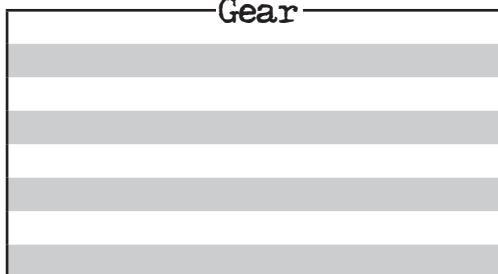
Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

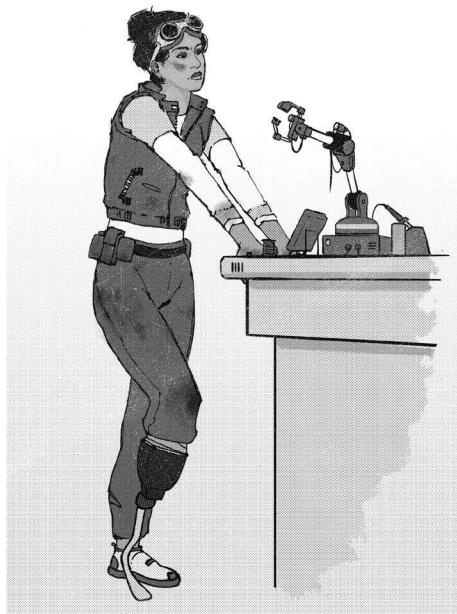


TECHIE

"Look out honey, 'cause I'm using technology. Ain't got time to make no apology."

*—Search and Destroy,
Iggy and the Stooges*

A lot of people talk about a great show, but few talk about the amps that brought the noise. Oft forgotten but always necessary, the Techie is all about dialing up the noise, hacking together what they got, and making sure the show will go on.



Play a Techie if you can make the right tools for the job.

SPECIALTY

You get both of the following

- **Magnum Opus:** You start with a major piece of Hi Tech, which you do not need to roll for. Give it 2 positive [tags] and 1 negative [tag]. If it's stolen or destroyed, you can make a new one at the beginning of the next session and skip the Research Phase for Hi Tech.
- **Workshop:** You have a small space with basic tools and materials that you are able to work in. This allows you to use Hi Tech without penalty.

TECHIE MOVES

Pick two to start

- **Mouse Trap:** If your team goes along with a wild, complicated plan you came up with, everyone gains +1 ongoing while the plan works. If it goes wrong, you gain 1 EXP.
- **MacGyver:** If you can explain how it works, you can use the objects around you to create a tool or weapon. This new item only works once.
- **Instructions Not Included:** You have a creative take on "instructions" and "blueprints." During the Research Phase of a Hi Tech roll, you can reroll the result if you are not satisfied with it, but you have to keep the new result.
- **Turn It Up to 11:** If you fail a roll to use a piece of tech you created or own, you can take 11 on the roll instead. However, this permanently breaks the tech.

TECHIE MOVES

Continued from previous page

- Grease Monkey:** Once per session, when you have downtime, you can tinker with an item, exchanging a [tag] with a comparable one.
- Private Line:** You have access to an encrypted, private mode of communication you can share with anyone. Decide if it is text or voice when you choose this move.
- Transhumanist:** When an ally has suffered a major wound, you can attempt to treat the wound using technological enhancements, such as a prosthetic or artificial body part. Roll +Smarts.
 - On a 7-9, you are not able to remove the permanent injury effect [tag], but you can add another [tag] of your choice to the enhancement. They are also stabilized if they were dying.
 - On a 10+, you both remove the permanent injury effect [tag] and add a [tag] of your choice to the enhancement. They are also stabilized if they were dying.

STATS

Pick one of the following

- 1 Presence, +1 Cool, +2 Smarts, +1 Bones
- 1 Presence, -1 Cool, +2 Smarts, +2 Bones
- +0 Presence, +0 Cool, +2 Smarts, +1 Bones
- +1 Presence, -1 Cool, +2 Smarts, +1 Bones

LINKS

Pick one for each other Punk

- You sometimes fix their things.
- This person helped get your workshop off the ground.
- You've done some shady work for this person. Ask them what invention or skill of yours helped them out.
- You constantly try to one up this person.
- They're your neighbor, and they hate it. Ask them why.
- They hang around your workshop. How do you feel about this?
- They help you get hard-to-find items. Ask them how they help you out.
- You're convinced that they love your tech. Ask them how they really feel.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket

■ Wrench [small], [innocuous], [1 harm]

Moves/Notes

VENDOR

"Drugs are neat And you can buy them relatively cheap. And when you do them people think that you're cool."

—Drugs Are Good, "NOFX

Capitalism. A dirty word, yet the Vendor makes their living that way. So how do you keep your soul intact while being in the midst of it all? Well you bleed The Authority a little bit at a time. You can bribe, embezzle, fraud, defraud, traffick, distribute, infringe, forge, smuggle, launder, or just plain steal from them. It's a buyer's market!



Play a Vendor if you know there's no reason to be the richest prisoner.

SPECIALTY You get both of the following

- **Shop:** You have a shop and a specialty, such as a bar or a furniture depot. You have access to your product, and you can pick 2 [tags] that help identify your store.
- **Dirty Laundry:** You can launder money or fence stolen or illegal goods through your shop. If you do so, roll +Cool.
 - On a miss, The Authority takes notice.
 - On a 7-9, someone realizes what you're doing and might ask something of you to stay quiet.
 - On a 10+, you pull off the transaction successfully.

VENDOR MOVES Pick three to start

- I Got Just the Thing:** When looking for an item (within reason), roll +Presence.
 - On a 7-9 you know who would have it.
 - On a 10+ you just happen to have it.
- High Pressure Sales Tactics:** When attempting sleight of hand on someone while they are aware of you roll +Presence.
 - On a 7-9 you don't get the item and get away clean, or get the item and The Authority takes a hard move.
 - On a 10+ You get away clean.
- Reliable Front:** Your establishment is known and reliable, as such meetings at this area are never seen as suspicious.

- Always Holding:** You have a single substance that can be used to temporarily negate a [tag]. It can also be used to temporarily imbue a [tag]. The imbiber must roll +Cool to see how they react.
 - On a 7-9, the [tag] change is successful, but with a side effect.
 - On a 10+, there are no (unintended) side effects.
- Trade Secret:** Once per session, you can ask The Authority, "Who would benefit from this situation?" Roll +Presence.
 - On a 7-9, you get a general answer.
 - On a 10+, you get a specific answer.
- Case the Joint:** Spend some time watching a potential mark. Roll +Cool. On a 7-9, ask one question. On a 10+, ask three.
 - Who will be there?
 - How are they defended?
 - What's valuable there?
 - Is there an opening?
 - Will we need anything?
 - Where could we flee?
- Size 'em Up:** When you meet someone new, you can ask The Authority, "What does this person value?" They must give a truthful, one-word answer.
- Fake Smile:** Gain +1 Presence when you're lying, deceiving, or trying to sell something.

STATS**Pick one of the following**

- +1 Presence, +2 Cool, +1 Smarts, -1 Bones
- +2 Presence, +2 Cool, -1 Smarts, -1 Bones
- +1 Presence, +2 Cool, +0 Smarts, +0 Bones
- +1 Presence, +2 Cool, -1 Smarts, +1 Bones

LINKS**Pick one for each other Punk**

- They're a regular of yours.
- You've caught them stealing from you before. Ask them what happened.
- You make money off of them. Ask them how.
- Your business is named after them. Ask them how they feel about that.
- You want them to partner with you.
- The two of you go way back. They get the friends and family discount.
- They gave you some good advice early on. Ask them what they told you.
- They claim you ripped them off. Ask them how.

NAME _____

PRONOUNS _____

ETHOS _____

Presence	Cool	Smarts	Bones
<ul style="list-style-type: none"> • TANSTAAFL • Influence Someone 	<ul style="list-style-type: none"> • Think Fast • Act Casual 	<ul style="list-style-type: none"> • Use Tech • Read the Room 	<ul style="list-style-type: none"> • Throw Down • Protect Someone

TANSTAAFL Owe	Owed	Harm	Tags
		minor	
			temporary
		moderate	
			needs attention
		major	
			permanent
		dying	



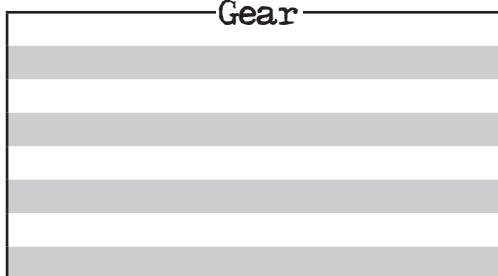
Leveling Up

Basic Advancements

- +1 Bones
- +1 Presence
- +1 Cool
- +1 Smarts
- Take another move [repeatable]
- Take a move from another playbook
- Take a move from another playbook

Advanced Advancements

- Change class
- Add +1 to any Stat [Max at +3]
- Take an Advanced Move
- Recruit Allies
- Hang up your jacket



Moves/Notes



MoonPunk is about building narratives by improvising and compromising with your fellow players. **This is a team activity!** Everyone at the table has a responsibility to help tell the story!

So how does this work?

Throughout the time you play MoonPunk, The Authority will be creating the world in broad strokes leaving the details to be filled by The Punks.

The Authority will describe the scene and the Punks will explore and build upon it by interacting with the environment and the NPCs. Through the moves and decisions the Punk make, they will influence the story and the world. The Authority will respond by answering questions and making moves in kind. **This will lead to a conversation bringing about to new scenes, scenarios, and situations.**

As long as you remember to live the decisions you make through your character and stay in character as much as you can, we promise the world you build is going to be a fun and interesting one.

You should also try to **“yes, and”** as much as possible, expanding on what the players say and do. Or, if it really doesn’t work for you, see if you can **“no, but”** and give an alternative that works.

Finally, just like a true conversation you can not force anyone to do or believe anything. As such you can not make a choice for someone else. You can not take away agency from someone’s decision making process. **Everyone gets to create together, and everyone should share the spotlight.**

Live ❤ Laugh ❤ **FIGHT**

(on The Moon)

Things are simply different on The Moon. The light and dark periods last an Earth month. The average person can jump 10 ft in the air and benchpress a motorcycle. We could spend a lot of time explaining how mass never changes but weight does, how momentum is a slow insidious killer on The Moon, or how temperature and pressure work, but the science only matters in your game as much as you want it to.

What we hope to do is show you and create a world that feels right to you. We know it's weird to imagine life in a lunar environment, but you can just use the bits that make sense and run with it.

Here are 3 examples (all written from the perspective of people living on The Moon) that you can use to give your game that fresh, lunar smell.

LIVE My apartment isn't nice. You literally have to jump up on the roof of a dingy electronics store, then jump on the roof of a slightly nicer apartment than mine to reach it. But what I got works. The slums aren't so bad when you got a moonroof over your bed to catch a glimpse of that pale blue dot. Well, it kinda sucks when my blackout curtains fall down on day 14 of the light period. But the dark period is *awesome*.

LAUGH Zahra was the drummer for her band. They played some gigs but never really caught much attention. She decided to switch out her ride and crash cymbals with gongs. It must have cost a fortune, but she was the first to realize that playing with mallets and having a 4 foot crash wasn't impossible. You should have seen how badly she fucked up moon-ska for the next few years when they saw this.

FIGHT Anglin knew how to throw a punch. Earthside, he was one of the most respected fighters around. On The Moon he was as fast as ever, maybe even faster, but every punch he landed felt like he was underwater. Without the weight behind his punches, he lost a lot of what made him great. So did he hang up his gloves? Yes. And then he put on a gi and started practicing his throws, submissions, and grapples. Turns out those still worked just great no matter what the gravity was.

FIGHT! Mosh pits on The Moon are three dimensional. People throwing people, crowd surfers hitting the roof... It's good fun, but it still has its dangers. Sure, punching someone is more likely to send them floating away a little than actually hurting them, but it normally takes a New Mooner a near death scare to really teach them about momentum. Yeah, a keg weighs about as much as a bowling ball did earthside, but tossing it to someone still has the crushing power of a full keg!

FIGHT!! The best way to explain playing BashBall to an earthworm is to imagine we're all playing underwater. That's exactly how much damage you do throwing a punch (notice how we always go floating away a little when we hit someone?) Thing is, we can still go fast. Really fast. That's where you see the injuries. When you get crushed between the ground and some muscle-bound punk, it's the same as on earth. Your arm bends the wrong way, you hit your head, you take a heavy bashball to the dome... Well, you are about to be in a world of pain. Low-gravity isn't a cure for a concussion.

YOUR OWN PERSONAL ETHOS

WHAT'S AN ETHOS?

An ethos is a set of ideals that represent the core of a person or people's beliefs. In MoonPunk a personal ethos will be a single statement that reminds you who you truly are. A guiding statement that helps you role play and navigate a hectic world.

This statement will evolve with experience as the person who believes it evolves. Events change a person, for good or bad. Villains aren't made in a day, and neither are heroes. It takes years of thought, although sometimes only seconds of action.

For example, someone might start with the ethos "I have to look out for myself first." Bad experiences might change this ethos to "Everyone else is out to get me." Good experiences might change it to "We all have to look out for each other."

DEVELOPING YOUR ETHOS

The goal of an ethos is to give you something to drive your roleplay forward. An ethos should say something about your character's values and ideals.

Here are some questions to ask to help you develop an ethos for a character (from the perspective of the character in question.)

- What is most important to me?
- What am I the most optimistic/cynical about?
- What motivates me?
- What makes me angry/happy?
- How do I feel about power/wealth?

As a Punk, you might even choose to wait to pick your ethos until all the links have been established, as the collaborative storytelling can really help you picture your character.

You may even find that there are multiple ethoses that fit your Punk. No worries! Pick your favorite or pick 'em all! You might even switch things up between sessions.

CREW ETHOS

One of the benefits of having a crew ethos is that it keeps the Punks together on a basic principle. It ensures that, even when there are clashing personalities and in-character conflict, they'll stand together when it matters most. And instead of needing a "team leader" to follow, you have a team mission statement. In addition, knowing the crew's ethos helps The Authority hit the Punks where it hurts most.

Crew ethoses should always be developed as a team. You can develop as you play or create one during Session 0 or the beginning of your first session.

Music Matters

The Greeks also used the term ethos to refer to the power of music. How it can change people's emotions, morals, and behaviors.

Knowing your Punks song can help you guide them through life like the chorus's singing to so many audiences throughout time.

Whether or not you share this with the table, knowing that tune that plays in your Punk's head when they are about to give it their all can change how your roleplay them.

For example, when the ethos "Everyone else is out to get me" is filtered through "9 to 5" by Dolly Parton, the attitude is lighthearted and spunky. Now take the same ethos filtered through "Institutionalized" by Suicidal Tendencies.

There's nothing stopping you from making your own song for your Punk. Plato said, "Musical innovation is full of danger to the whole State, and ought to be prohibited."* So innovate away.

*Jowett translation



**there ain't no such thing
as a free lunch**

Moon civilians do not have much in the way of luxury. As such, don't ever expect someone to help you out "just because." Even to ask this is insulting.

The people of The Moon are much more open to barter for services, favors, and items. You can't tax or track someone helping you move a couch, the favor won't rapidly change in purchasing power, and your money won't go toward abetting a corrupt system—it's a win for everyone! This evolved into the idea of TANSTAAFL:

There Ain't No Such Thing As A Free Lunch

TANSTAAFL is one of the basic player moves. Unlike Influence Someone, TANSTAAFL requires an equal exchange. When a Punk rolls TANSTAAFL, they should be clear about what they want and the level of commitment they're willing to give. How and when a debt is paid back is up to the other party. If an NPC asks the Punks to do something, no roll is required. It's up to the Punks whether they agree to the exchange (and they can decide how it's paid back!).

There are three levels of commitment for TANSTAAFL:

Minor: A simple task. It may have a single challenging aspect, such as a small threat or putting your reputation on the line.

Ex: A farmer provides her power generators to a band to save a show.

Major: A complicated task. It could take a moderate amount of assets, effort, or danger.

Ex: A farmer hides a band after a show starts an anti-Authority riot. The farmer lies to the local Authority searching for them.

Life: A deed that requires herculean effort. It requires specialized skills, holds immense danger, and probably puts someone's life and livelihood on the line.

Ex: A farmer lets a band play an anti-Authority protest concert on her land, publicly defying The Authority for a chance at revolution.

Punks can invoke TANSTAAFL through roleplay and their roll. It's not enough to tell The Authority you want something. A Punk will need to make a connection to find who can offer them what they need and actually ask for it! In the example below, you can see how this plays out with a friendly NPC.

DiGriz, played by Audrey, approaches a home in The Praxis dome that shares a basement wall with a prison for political dissenters. He needs access to this wall to ever have a chance of freeing his friends. He knocks on the door and is invited in by Yaytso, an NPC played by The Authority, Alyssa.

Yaytso's Ethos: Protect those you love, spread some joy to the rest.

DiGriz: "I have a lot of friends in the building next door. The Authority has just about all of them now."

Yaytso: "That's a shame. Hard to know who to trust these days. Do you work for The Authority? If you do, you have to tell me."

DiGriz: "No, and no they don't. Common misconception. I'm actually wanted by The Authority. I came to ask you a favor."

Yaytso: "I don't like it, but I'll listen. Then I want you to leave."

DiGriz: "I need to use your basement to break into the prison and free the political dissenters. I need to give the revolution one last chance. I'll make it worth your while."

Audrey: "I'm going to roll TANSTAAFL. I think this is a Major Debt."

Alyssa: "Sounds right to me. Go for it."

Audrey rolls TANSTAAFL, getting an 8, a partial success. They choose that DiGriz must have access to the basement. Stacey brings Yaytso's ethos into play and increases the commitment.

Yaytso: "Look, I can give you the house, but I need to be assured of our safety first. I can't put my wife and cats through this danger. And then you owe me something big. I mean real big."

Alyssa: "Basically, Yaytso is claiming that this is a Life Debt, not a Major one, and he wants his safety assured up front."

DiGriz: "Anything you need. I'll come back tomorrow with a plan for your safety, and when you need something for me, I'm in your debt."

DiGriz takes a Life Debt to Yaytso. In the future, Yaytso will come to ask DiGriz for repayment.

Another Moon Disaster!

By Robert Evans

The Daily Watcher

After a dome collapse on The Moon, an even greater threat has taken hold!

Official sources from The Moon have reported the most serious threat to the colonies thus far. After disastrous decompression hit a dome (for which, on good authority, we suspect lunar communists!), it seems as if the various anarchists, prisoners and exiles have combined forces to "secure" the dome. How they have done it will shake the smart capitalist straight to the core!

Those displaced after the decompression claim their poor standard of living is The Authority's fault rather than their own. Instead of pulling themselves up by their own bootstraps, they've resorted to blaming our trusted system of capitalism. Workers have abandoned their assigned labor schedules to work in communal farms. Landlords have lost their lines of revenue as their renters claim a "right" to housing, going on rent strikes and stealing property from their rightful owners. Many of these criminals have begun to refuse Lunar Script entirely, completely disrupting the market.

Though they describe this system as "collectivism" or "mutualism," we know these criminals have declined into ANARCHY.

These daft criminals don't have the resources or ability to strike it out on their own, and as such are forced to trade skills, expertise and effort with zero backing and blind trust for a future that may never come.

Many have claimed a "social contract" will enforce this debt for "life, liberty and the pursuit of betterment", but we know the truth.

Let us tell those punks of The Moon, THERE AIN'T NO SUCH THING AS A FREE LUNCH!

LEVELING and allies

Punks all start at level 1. Punks have these basic advancements that they can take once when they level up. These are located on each playbook.

- ✗ +1 to a rating (max 1 per rating)
- ✗ Take another move from your playbook [repeatable]
- ✗ Take a move from another playbook
- ✗ Take a move from another playbook

In addition to basic advancements, at level 5, you can start taking **radical advancements**. These are:

- ✗ Change to a new playbook: unless you start with the Mutant playbook, you'll lose all your current moves when making this switch. Everyone starts at level 1.
- ✗ Add +1 to any stat (max at 3 per stat)
- ✗ Take a Radical Effect for any of the basic Punk moves
- ✗ Recruit Allies (see next page)
- ✗ Hang up your jacket: retire your character safely. They'll live a happy life... unless you don't want them to.

Experience and Leveling Up

It takes 5 points of experience (or EXP) to level up your Punk. There are four things that impact the amount of experience you earn during a session of MoonPunk:

1 MISSING A ROLL

Each time you roll a 6 or less, you should mark EXP. You learn from failure!

2 PLAYBOOK MOVES

Certain playbook moves will tell you when to mark EXP.

3 MAJOR TANSTAAFL DEBTS

It takes 1 more EXP to level up for every Major or Life TANSTAAFL debt you owe. Mark these in the gray EXP boxes on your playbook.

4 END OF SESSION QUESTIONS

At the end of a session, The Authority will ask the Punks the following questions, which correspond to the Guide to Direct Action (see pages 77-79):

- ✗ Did you spread the message of the revolution?
- ✗ Did you gain new allies or resources?
- ✗ Did you interrupt a system of corruption?
- ✗ Did you protect the people from this happening again?

For each question the whole crew can answer yes to, you'll mark 1 EXP.

Making Allies

Trust is an important thing, and an Ally is someone you trust to promote the cause in their own way and who has the skills or power to do so. Allies can be an individual or a whole crew. Although the Punks will make plenty of friends, Allies with a capital A are more dedicated to the Punks' cause and will be recurring characters. They are recruited as follows:

- ✗ They were influenced to the cause by an Influence Someone radical effect
- ✗ They owe a Life debt TANSTAAFL to a Punk
- ✗ They have an ethos complementary to the cause
- ✗ They have history with the Punk, such as a playbook tie

When an Ally is recruited, first determine whether this is an individual, team, or crew. The Punks or The Authority will also [tag] them with a set of skills they are able to perform.

✗ **Individual: 1 expertly skilled person**

Ex: [medical], a doctor sympathetic to the cause that will give life saving treatment because they believe in the sanctity of life.

✗ **Team: 2-3 trained people**

Ex: [medical], people with field training capable of stitching wounds and stabilizing the moderately-wounded

✗ **Crew: 4-7 inexperienced or amateur people**

Ex: [medical], a group that moves injured protestors to a safe spot, cleans wounds and provides basic first aid, and gives out clean water.

Not everyone that is willing to be a Punk's Ally is a good ally. Some might just be bad at the job or make mistakes that actually harm the cause. Some might even join with ulterior motives, such as to make a profit or to spy on behalf of The Authority. The Punks should be careful when selecting Allies (but the Authority should never make an NPC act out of their ethos or "surprise" the Punks with a spy unless it makes sense in the story!)



ELIMINATION (and worse)

On The Moon, death comes very quick or very slowly. On the surface you have about 15 seconds before you lose consciousness. A minute later you are dead. Many live in fear of dome decompression and the stories some old-timers tell about them.

On the other hand, The Moon treats the human body well. Old age seems to be a thing for only the earthbound. In fact, the oldest human lives on The Moon... though she won't disclose her exact age, as it is "none of anyone's business."

What's it going to be for you?

Leaving an Injured Punk Behind

When someone is critically injured, you can always attempt to get them to safety. While they may have serious side effects or a permanent [tag] applied, as long as you get them away from danger, they will survive.

There are two main outcomes to leaving a critically injured Punk behind:

1 PRISON

If someone gets left out and captured. They may find themselves in a cell, doing hard labor, or worse. Expect all your secrets to be in The Authorities hands. No one can withstand interrogation. But even a life sentence only lasts as long as The Authority is in power.

2 ELIMINATION

Not only posers die. Sorry.

So what's a Punk to do when faced with the inevitable? There's one final move you can pull in the face of death that we like to call:

There's just no fucking way.

A Punk can invoke this move when they know there is no way out. A situation so disastrous **there's just no fucking way** you get out of it alive. Your spaceship is crashing, you're stuck on the surface with no suit, or you entered the containment area of an antimatter core and are taking a fatal amount of radiation. You're done for, but you can still be a hero.

Look your friends in the eye and let everyone know "**there's just no fucking way.**" Then take the scene and show them what your last moments mean to you and the actions you take to help your crew one final time. As long as it's narratively plausible, you do it, and the rest of your crew will be safe.

The Authority can do this on behalf of an Ally, too, when appropriate.

The good news? You can save a friend or your entire crew when they're otherwise doomed.

The bad news? You're dead. At least you have, and always shall be, their friend.



SESSION ZERO

The main goal of a session 0 is to establish expectations. Communication between all players is absolutely key when playing MoonPunk or any other game. Setting up good communication right off the bat will make the game more enjoyable and safe for everyone.

We think it's important to set aside a block of time dedicated just to session 0, before any play or character creation begins. In fact, session 0 for MoonPunk should be free of any roleplay so you're not tempted to skip through to the game. Ideally, you can accomplish this on a day when you won't play at all, to give people a chance to think about your discussions on their own before the game. However, if you're already comfortable with your gaming group, you might only need to set aside a half hour or less before jumping right in.

Here are some important topics to cover during your session 0:

1 PLAYING THE GAME

Make sure everyone knows what MoonPunk is, the roles the Punks and The Authority will play, and basic rules. No one needs to have the whole rulebook memorized, but briefly going over the basic moves, how to use [tags], what playbooks there are, and how to make a roll will make your first session go smoothly. Everyone should also be familiar with the steps of Direct Action since that will help the Punks figure out what their goals are in the game

2 TABLE ETIQUETTE

Decide together what behaviors are expected at the table. Here are just a few questions to consider:

- What should we do about cell phones at the table?
- What should you do if you're going to be late or miss a session?
- What should happen if a player is consistently late or absent?
- How should interpersonal, out of character conflicts be handled?
- How should disputes about rules at the table be handled?
- Is it ok to drink alcohol at the table?
- How much time does everyone expect to dedicate to this game (both per session and amount of sessions)?

3 TABLE TALK AND METAGAMING

We define table talk as when players, not characters, talk during the game about the game. This is often done via strategizing together before taking action or suggesting to other players what they can do. Metagaming is when players use their out of game knowledge in the game. We have no opinion on whether or not this should be allowed in a game. MoonPunk can be fun with or without it, so it's really up to your group what you want to do!

4 SETTING AND CHARACTERS

What kind of Lunar setting does everyone imagine? What kind of tone would you like to set? Will all of the characters know each other, or will you meet for the first time during your first session? Are there any playbooks that you won't use? Don't start worldbuilding or character creation yet--save it for the beginning of your first session--but set up enough to help The Authority figure out how they'll start the game.

SAFETY AND CONTENT

MoonPunk involves quite a few sensitive topics, and we believe that it is important to have a discussion about safety tools for gaming groups. To earnestly have meaningful discussion about a sensitive topic it is important to realize that the effect of the conversation on the PEOPLE playing the game is ALWAYS more important than the game. No theme or topic is more important than showing respect to the other players. If you uphold this principle, you'll make sure everyone feels comfortable and has fun at the table, which is the whole point of playing a game!

One way to manage safety at the table is the use of safety tools. These are especially important when playing convention games since you might not have much time to dedicate to a full session 0.

There are lots of safety tools out there and you should find the ones that work best for your group, but we like using the following two to establish safety while playing MoonPunk:

LINES + VEILS

During Session 0 of MoonPunk every participant should have the opportunity to establish their lines and veils.

Veils are situations you do not want spotlighted but are okay with having in the game. With a veil you will "fade to black" on the details of the subject.

Lines are a hard limit that is never crossed. It won't ever happen or be mentioned in game by anyone.

We recommend keeping a living document of lines and veils and checking it again before each session. We've had success using online documents to track these anonymously.

X-CARDS

We would also recommend the use of the X-Card, especially during convention games or games with strangers. You can find more info on the X-card developed by John Stavropoulos at this permanent link: <http://tinyurl.com/x-card-rpg>

An X-Card is simply a card or piece of paper with an X marked on it that is set in the middle of the table where everyone can reach it. If something comes up that makes someone uncomfortable, they can pick up or tap the card to let the table know they should edit out that uncomfortable topic or switch directions. There's even a simple script you can use at the link to introduce it to your table!

No matter what safety tools you use, make sure you...

Keep Communication Open. Good communication is your best safety tool. Don't judge people for what makes them uncomfortable and don't ask for details unless they're offered. All players should feel safe sharing how they feel.

Model the Safety Tools. Because we're used to game masters leading a game, it might fall on The Authority to model the use of these tools in game, but anyone who is reading this right now can take that role! Modeling will make people feel less shy about establishing their boundaries, too.

Plan for Mistakes and Accidents. Discussing what you'll do if your safety tools fail before it happens is the most important step to using a safety tool!

Be Thoughtful. Never assume that someone is going to be ok with a tough topic, even if you've roleplayed with them a thousand times. When in doubt, just DON'T DO IT, or at least put the game on pause and ask. And if you bring up a seriously sensitive subject without a frank discussion ahead of time and consent from all players involved, you're a problem.

DIRECT ACTION

STEP 1: DISSEMINATE THE TRUTH!

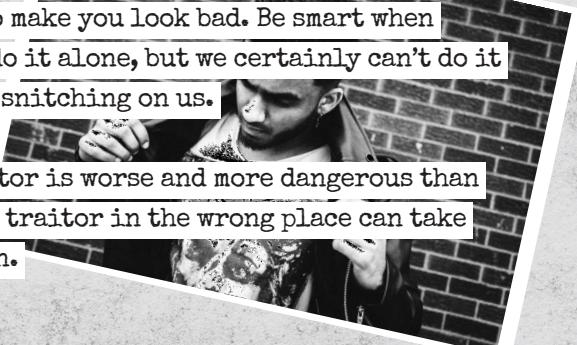
Fascists and authoritarians are known for spreading lies and misinformation to hide their corrupt and evil ways. To truly plan for what is coming, everyone must know the whole truth. Do your research! Then you must spread this truth to the people.

Remember, without the truth revealed through the release of the Pentagon Papers, Daniel Ellsberg might still be in prison for espionage and no one would know about Nixon's war crimes.

STEP 2: MOBILIZATION & RECRUITMENT!

A certain portion of the population is going to want to fight back with you. Good! You will need help. Unfortunately, fascists will lie and try to weasel their way into your groups to report back on you to The Authority or to make you look bad. Be smart when picking allies. We can't do it alone, but we certainly can't do it with Authoritarian-Andy snitching on us.

Remember, trusting a traitor is worse and more dangerous than losing any single asset. A traitor in the wrong place can take down an entire revolution.





STEP 3: DESTROY THE SYSTEM OF OPPRESSION!

Interrupt the systems of corruption by hitting them where they are weak. We can't tell you exactly where you should target your oppressors to hurt them the most, but that is why you recruited allies. Those that know how the world works know how the world breaks down.

Remember, oppressors are going to push back, and they are going to blame you! Protect the people, anticipate push back. It won't be easy!

STEP 4: TAKE BACK OUR WORLD!

It isn't enough to simply destroy a corrupt system. We have to hold firmly onto any ground we take back from our oppressors. We can do this by pulling people to their feet and establish protections to make sure oppression can never take hold again. This is not easy. We have to be vigilant to uphold the virtues of equity and justice.

Remember, a power vacuum will lead to more of the same. Help raise up those that do good in the community and create real change!

WHAT THE AUTHORITY WILL SAY ABOUT DIRECT ACTION

THESE PEOPLE ARE TERRORISTS

Terrorism is used to frighten people into inaction and targets innocent civilians. Responsible direct action avoids harm to bystanders and is used to bring hope back to a people oppressed by the ruling class.

THESE PEOPLE ARE VIOLENT

Is it morally just to stop a murderer, if you have to do so violently? Yes! The Authority has an incentive to hold onto its monopoly on violence because that is how it protects its power. Note how the state's anti-violence rhetoric evaporates when it teargasses, beats, imprisons, or shoots protesters. Direct action is not inherently violent, but sometimes force is necessary. The destruction of the system that fuels oppression and war will actually prevent more harm in the long run.

THESE ACTS ARE ILLEGAL

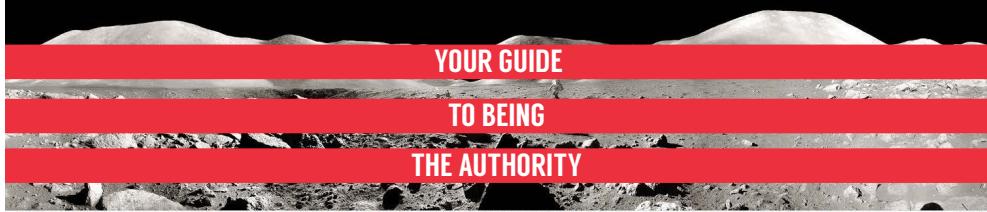
The powers that be won't be following the laws, and they made them! Moreover, just because it is a law doesn't make it right. Throughout history, slavery, child labor, forced castration, lobotomies, and genocide have all been done completely "legally." In the face of immoral and unjust laws, illegal activity is virtuous.

ANONYMITY IS FOR COWARDS

This is the favored talking point of the elite. We have a right to protect our identities when the state can ruin our lives for stepping out of line. Anonymity can keep us in the fight longer so we can help more people.

DIRECT ACTION IS DANGEROUS

True. It is always dangerous to speak truth to power.



YOUR GUIDE
TO BEING
THE AUTHORITY

So you're going to be The Authority. Great! But what exactly does it mean to facilitate a game of MoonPunk? The next few pages will help you out. Let's start with 7 things you should do as The Authority:

1. GIVE THE PUNKS SOMETHING TO FIGHT AGAINST

The core of MoonPunk is Punks fighting oppression, and your main job is to present that system of oppression. Draw from issues you and the other players care about and come up with a premise for your gaming session. The Authority Figures you create need an ethos, goals, and even allies. You get to decide who they are and why they're so corrupt.

2. PLAY THE REST OF THE WORLD

As The Authority, you're just as much a player of the game as the Punks. However, instead of playing a particular character, you play the rest of the world. Er, Moon. That means you play all the other people in the game who aren't the Punks. It's a big role to fill, but it can be incredibly rewarding! You get to give NPCs names, ethoses, goals, and personalities. You're also playing the environment and choose how it reacts to the actions the Punks take.

3. BE IMAGINATIVE (TOGETHER)

While you play, you and the other players will be creating details about The Moon and its inhabitants. Take their ideas, add in your own, and make a world together! If one of the Punks says they have a dog that has its own space bubble, why not let that be true? If you say The Authority has issued a ban on dogs on The Moon, that can be true, too! (And something the Punks can protest against!) Play in the setting the way you want to, and don't worry if you're getting it "right." If you're all having fun, it's right.

4. DON'T PLAN. REACT!

This is key. Don't force the Punks into a complete narrative. Leave blanks in your plans for the Punks to fill in. Follow their convictions and follow their lead to see where the story goes. The Punks' actions should truly impact the story. It's ok to predict what they might do, but there should be plenty of room for both you and them to react authentically.

5. LET THE PUNKS WIN...

You might be playing The Authority, but you should be on the Punks' side. After all, no one wants oppression to win. Give the spotlight to the Punks and let them have their hero moment. Make sure the Punks always have a little hope to hold onto while they deal with often difficult life on The Moon.

6. ...BUT DON'T TAKE IT EASY ON THEM

Just like in real life, success and change in MoonPunk won't come without a struggle and real change will take some time. Make the Punks angry! Make life on The Moon suck! Make the Punks care about the world you've created together so they fight as hard as they can to save it. Always try to give the Punks a chance to react, but don't be afraid to pull a hard move when you have the perfect opportunity!

7. PAUSE FOR THE LITTLE MOMENTS

Don't feel like their needs to be constant action in your game. Some of the best gaming moments come from the small interactions between players at the table, whether it's between the Punks themselves or between them and one of your NPCs.

AUTHORITY MOVES

(and when to use them)

Like the Punks, The Authority has some basic moves they can use. Unlike the Punks, **The Authority never has to roll anything**. You simply use these moves when it's appropriate and in reaction to the Punks' actions.

Don't feel constrained by this list—there might be actions you want to take that don't necessarily fit within these moves. You can consider them guidelines to get you started.

HINT AT WHAT MIGHT HAPPEN NEXT

The new invention a techie just created starts ticking wildly. Will it break? Explode? It's up to the punks to decide what to do to prevent something from going sideways. You can also hint at their political future. There are more cops on patrol today, or a politician floats the idea of a curfew. In a fight, you can hint what's going to happen by saying, "They're coming at you, holding the barstool over their head."

REMIND THEM OF THE POWER OF THE AUTHORITY

Change never comes without struggle, and struggle won't happen if there's nothing to struggle against. Not only does cracking down on the punks' freedom create drama, it gives them a reason to start organizing against their oppression. Institute a curfew, ban non-approved literature, make it illegal to congregate in groups greater than 3. Watch as they fight to win their freedoms back.

PUT SOMEONE IN DANGER

Putting someone in danger immediately raises the stakes and make the oppression they face much more concrete. It also makes the punks act quickly and decisively, so it's useful when they're not sure about what to do next.

TAKE ONE OF THEIR THINGS

Things make revolution easier. That's why The Authority wants to control what punks can and cannot have. Their favorite bar could be raided and closed so they no longer have a meeting spot to talk strategy openly. The printing press they were using to spread revolutionary literature can be confiscated. They could lose weapons in a pat down. Taking away their things forces them to try new strategies and fuels their righteous anger.

Hard Moves & Soft Moves

Authority moves are used in two ways:

1. Hard moves are used when Punks miss a roll and in other situations when it's realistic to give the Punks a really tough consequence. For example:

- On a missed Throw Down roll, the hard move you'll often take is to deal harm to them.
- If a Punk misses an Act Casual roll to run from the cops, a hard move could result in the cops tackling them.
- You can also use hard moves when the Punks fail to solve a problem set up by a soft move.

2. Soft moves give the Punks a chance to react. Use soft moves to set up a hard move or to help drive the story. For example:

- A tech roll goes wrong and the Pilot's ship starts overheating. What will the Punks do?
- Someone runs into Possum's Joint and says the cops are about to raid the place. Where will the Punks hide their illegal propaganda?
- A custodian notices you're trying to lockpick a corporate thug's office door. How will the Punks keep them quiet?

INTRODUCE CHAOS

A powerful Authority knows how to use chaos to their advantage. Chaos is especially helpful to stall enemies of The Authority or to obfuscate inconvenient political situations. Chaos comes in all forms. A fistfight breaking out, cops moving in to crack down on a protest, or even impossible to understand press releases from the government can create chaos that the punks have to deal with, and muddying the waters makes it more difficult for them to convince others to join their cause.

INVOKE TANSTAAFL

If the Punks have TANSTAAFL debts, have someone come in to collect. Invoking TANSTAAFL is a good way to provide the punks with a goal and establish their connections with NPCs. It can also create drama through making the punks choose between two conflicting goals, particularly if you pit two TANSTAAFL debts against each other. You can also have an NPC come to the punks for help with something, providing them with a favor they can cash in at a later time.

DIVIDE THEM

Together, the Punks are a powerful force. Dividing them is a way to add drama and make them think more creatively about how to use their skills. But division doesn't have to be physical—forcing the group into emotional or political sides can have the same effect. Show them the unintended consequences of their activism. Make a beloved friend sell out and join the other side... Using this move can expose the Punks to danger or lead to interesting roleplaying scenes within smaller groups.

GIVE THEM A CHOICE & TELL THEM THE CONSEQUENCES

Present the punks with an opportunity to get something done, but make them work for it. If they need to get to the airlock in Dome 5, have the security guard ask for an equal favor later. If they want to print anti-government zines, let them know that doing so puts their printer in danger.

DEAL HARM (AS ESTABLISHED)

When the punks put themselves into dangerous situations, which they'll inevitably do, it's possible that they'll get hurt. This is especially true when they're attempting to throw down. It's also possible that NPCs, objects, and even places will take damage. Deal harm that's appropriate for the situation. For example, a solid punch might break someone's nose or even knock them out, but it's not going to result in a broken leg.

CONTROL THE NARRATIVE

The Authority often has the backing of powerful people and systems that can act as spokespeople for them. If the punks engage in direct action, have the Authority Figure release a message about the "thugs throwing bricks at cafe windows." Direct action can have personal, legal, and professional repercussions for activists. Demonstrating how the narrative can be turned against them requires them to be careful with their planning and who they let into their inner circle.

MAKE THEM GET BACKING

Not everything can be done by the punks alone. They'll need help. Maybe they need people in the streets for a demonstration or maybe they need a special part for a new invention—make them reach out to NPCs and the world around them to accomplish their goal.

Invoke, Add, or Change a [tag]

People, places, and items can all have [tags] attached to them. You can invoke any of these [tags] when the Punks interact with them. For any listed [tag], you may invoke a +1 or -1 forward or ongoing, or you may narrate a consequence. For example, a warning light might start flashing on a [volatile] device when you make a soft move, or it might explode when you make a hard move. You may also add or change [tags] when appropriate. Be creative and devious! Even [tags] that seem mostly positive can be dangerous in the right circumstances.

[Tags]:

An illuminating example

Both the Punks and The Authority can invoke [tags], but The Authority can also add or change a [tag] when appropriate. Use the current scene to inspire you! Here's an example:

In order to identify protesters later, the cops spray a demonstration with phosphorescent dust. Janie gets caught up in it and The Authority gives hir the [tag] "glowing."

While Janie tries to hide in an alley to evade arrest, The Authority invokes hir "glowing" [tag] and gives hir a -1 ongoing to her Act Casual rolls.

An NPC sympathetic to the protests sees Janie. Janie thinks that having evidence ze was at the protest earlier should help convince the NPC to help hir. So, ze invokes the "glowing" [tag] to give hirself a +1 forward on hir Presence roll to ask the NPC for help.

Once Janie washes the dust off, The Authority tells hir to erase the "glowing" [tag] completely.

Now that you have some tools in your toolbox, here's how you can keep the story engaging and fun by focusing on the story instead of the rules!

1 Don't say the name of the moves that you're making as The Authority. Just do them, narrate what happens, and ask the Punks what they do next!

2 Try to address the Punks instead of the players as much as possible. Out of character talk is fine, but real game stuff should be done in character.

3 Don't tell the players to make a roll unless they narrate what they're doing first. Have them roll only if they're doing something that fits a move.

4 Follow the rules and be consistent, but don't be afraid to step outside the rules for a golden story moment as long as everyone's on board.

Describe how their moves backfire

When the punks miss a roll, describe how they've made the situation worse. Roll a 6 when trying to influence someone? The Punks might have burnt some bridges! Miss a think fast roll? Tell them what happened while they were distracted looking around! You can use any of the other authority moves in tandem with this move. It's particularly useful with "deal harm as established" when Punks throw down.

Ask them what they're going to do now

This is the go-to move after you make any other move. In addition, after a player makes a move, describe the consequences and ask them what they're going to do next. This is a great way to put the spotlight on the players... and it helps to give yourself time to think and react to any big surprises they throw at you. Asking the Punks what they're doing equalizes narrative control for all of the players. (See "Narrating the Game" on page 67 for more information!)



setting up your first session

It can be difficult to balance planning and improvisation in Powered by the Apocalypse games like MoonPunk. Unlike other games, you can't prepare for a session of MoonPunk by planning out detailed storylines and a list of encounters. There's just no way to take into account all the possibilities when everyone, not just The Authority, is making narrative and worldbuilding decisions.

But you don't have to completely improvise, either. Use this guide as a framework to get the ball rolling. The little details can be filled out as you play!

STEP ONE: THE AUTHORITY FIGURE

Ethos Like Punks, Authority Figures have an ethos that they follow and will not go against. An ethos is one or two sentences that represent one's core beliefs. An Authority Figure's ethos will be the reason why they act like assholes and usually involves power trips and money. Here are a few example ethoses for real-life and fictional Authority Figures to inspire you.

- × Jeff Bezos: "If I hoard wealth and monopolize power, I win."
- × King George III: "They should listen to me because I am king and I'm mandated by God to be right."
- × Joel Osteen: "As long as it benefits the church, it's not wrong."
- × Cersei Lannister: "My family's pride and name is more important than anything."

Let's make an example Authority Figure, Ollie, whose ethos is "value is determined by the amount of wealth produced."

Goals The goals of an Authority Figure should align with their ethos and allow them to profit.

Pick a concrete goal for the Authority Figure and list the steps they will use to achieve it. Imagine if the Punks never intervened—what would happen? Here is an example goal for Ollie and the steps they might take to get there:

Goal: Make this housing block profitable by...

1. Building new “luxury” units.
2. Raising the rent of current units so tenants will leave or be evicted.
3. Move in new, rich residents.

Ollie wants to make more rent money because that is what they perceive as important. As you can see from this example, corruption doesn't have to be a grand scheme from the top of the government—they can be everyday situations where normal people are taken advantage of.

STEP TWO: CORRUPT SYSTEMS

Systems What is the method/methods the Authority Figure uses in order to get what they want? These systems actively harm others. Without access to these systems, the Authority Figure would be impotent. Each Authority Figure has access to one or more corrupt systems. Some examples include:

- ✗ Capital (money to pay bribes, power to withhold checks/fire people)
- ✗ Legislative power (ability to make laws)
- ✗ Command of violence (goons for hire, police force, just being tough in general)
- ✗ Personal leverage (friends in high places, blackmail, etc.)
- ✗ Societal power (media control, information, fanbase)

In our previous example, Ollie's corrupt system is their access to capital and power to raise prices on housing units. They also have societal power—capitalism at work. We can assume they also have command of violence. If the current tenants refuse to leave their homes, it's the police that will come by to forcibly evict them.

Supporters Authority Figures have Allies in the form of NPCs. These may even be other Authority Figures which you will flesh out with ethoses, goals, and corrupt system, as well! It's a good idea to plan these supporters ahead of time so you have them ready to go when the Punks come in.

In general, Authority Figures can take just as much Harm as a Punk can (or more) while a minor NPC might only be able to take 2 or 3.

Our landlord Ollie might have supporters in the government that will give them zoning rights to build their apartments or the go-ahead to raise rent. They might have wealthy investor friends hoping to also turn a profit. They might even have hired help to hassle the current tenants (and the Punks, when they come knocking.)

Let's give our landlord a Dome council member friend named Torey. Torey's ethos is “It's ok to bend the rules if it helps the Dome.” Sounds like a good ethos, right? Well, in this case, Ollie has convinced Torey that “helping the Dome” means building these luxury housing units.

STEP THREE: KEY NPCS AND LOCATIONS

The Oppressed Who is being harmed by the Authority Figure? What do they need from the Punks in order to free themselves from the corrupt systems that oppress them? Outline key NPCs that the Punks will be helping. Give them names and ethoses and even goals to bring them to life.

In our example, let's make a popular tenant named Ziggy. Their ethos is "help out where you can." Ziggy's in danger of losing their home right now because they can't afford the new rent. Their goal is to make sure they keep a roof over their head. They might end up being a key ally in the Punks' mission to help out.

Locations Think of a few places that the Punks are likely to travel to. Give them at least one [tag] to describe them. You'll also want to consider who or what the Punks will encounter there. But keep in mind that the Punks might go a different route entirely! Stay on your toes (and recycle any locations where you can!)

Obviously, the Punks in our example will be headed to the housing complex. Let's give it two different [tags]. [Under construction] for the luxury units and [cheap] for the old units.

Extra Info Some playbooks allow Punks to learn information and rumors, so you should think ahead about what you can share with them.

In our example, we can share information about Ollie's tie to Torey, Ziggy's popularity among the tenants, and maybe even the name of a rich tenant that's hoping to move into the new units.

STEP FOUR: HOW THE PUNKS WIN

The end goal of MoonPunk is for the Punks to win. You should think ahead about some of the things the Punks can do in order to succeed against the Authority Figure. Of course, they might very well do something that surprises you that you didn't plan for, but having a set of possible scenarios can help you improvise when that happens. However, their success should always follow the steps listed in the Guide to Direct Action (see pages 77-79 for more details.)

Let's see how this might play out with our example:

1. Disseminate the Truth: The Punks will have to learn about what Ollie is doing and spread that word to others to justify their cause.

2. Mobilization and Recruitment: The Punks might find an ally in Ziggy so they can organize the rest of the tenants.

3. Destroy the System of Oppression: The Punks could organize a rent strike, scare off the new, rich tenants to keep Ollie from making a profit or convince Torey the councilperson that these new apartments aren't good for the Dome.

4. Take Back Our World: As long as Ollie is their landlord, the tenants aren't going to be safe in their homes. The Punks need to permanently secure their living situation. Maybe they can get Ollie fired, or even get Ziggy to replace Torey on the Dome council.



there ain't no such thing as a free lunch

[by Jessica Geyer]

Content warnings: homelessness, food insecurity, police violence, drugs, alcohol

OVERVIEW

A group of punks have started running a zine called Play Dead Communal out of Possum's Joint. They print information about local shows and goings-on, but they also advertise the Punks With Lunch group. Punks With Lunch distributes food to the homeless who often inhabit Tranquility Park in Dome 13.

Kendal Fisher III, a local minor politician, has taken offense to the actions of Punks With Lunch. Her job is granting business licenses in Dome 13, and she wants to 'clean up Dome 13' to make it more palatable to incoming businesses. She has spoken out against Punks With Lunch, and in turn Play Dead Communal has printed some bad press about her, including some very biting remarks by the Punks With Lunch lead volunteer Jackie Lee. This has only made Fisher want to shut down both Punks With Lunch and Play Dead Communal (and even Possum's Joint, if she can connect them!)

Unfortunately, Fisher is rich and her brother, Randall Fisher, is the health inspector. She wants to use her brother to shut down Punks With Lunch by hitting them with a health code violation. Randall Fisher has recently stated that yes, even if the food is free, Punks With Lunch and all its volunteers need a food handling permit.

This module can be used as a one-shot or as part of a campaign about the gentrification of Dome 13.

THE AUTHORITY FIGURE

Kendall Fisher III, the daughter of a wealthy Earth businessman. She is now a minor Lunar politician responsible for distributing business licenses in Dome 13.

Ethos "A good and safe place to live means wealth and absence of evidence of poverty."

Goal Clean up Dome 13 by...

- ✗ Disrupting the Punks With Lunch event in Tranquility Park
- ✗ Stopping the bad press in Play Dead Communal
- ✗ Shutting down Possum's Joint and seizing their printing press
- ✗ Spreading propaganda against Punks With Lunch
- ✗ Selling business licenses to more "upright" businesses
- ✗ Profit from collecting a license fee and accepting bribes

If Kendall can successfully have Possum's Joint shut down and the printing press in its basement is seized, she can use Play Dead Communal to spread lies about the supposed "health issue" of distributing free food in the park.

Kendall can also revoke and transfer business licenses if she has an even a slightly plausible reason to do so.

CORRUPT SYSTEM

Kendall Fisher III has access to...

- ✗ Power to grant and take away business licenses
- ✗ Wealth to hire cronies and pay bribes
- ✗ Media control (access to coverage in the Earth-sanctioned television programs)
- ✗ Relationships with other government agents (especially her brother)

Supporters

- ✗ Her brother, Randall Fisher, the health inspector.
Ethos: "My family name is the most important asset I have." Randall can use any excuse to shut down a business that serves food or alcohol, preventing access to it.
- ✗ Goon Team
Ethos: "We'll do for anything the right price." Recommended 1 unarmed goons per Punk +1 lead goon with a 1 Harm baseball bat. Goons can take 2 Harm before being incapacitated or running off.

KEY NPCs AND LOCATIONS

The Oppressed The homeless community of Dome 13 are the most impacted by Kendall Fisher III. They need their safe, comfortable area in Tranquility Park as well as the stable food source that Punks With Lunch provides. They need the Punks to protect Punks With Lunch in Tranquility Park.

In addition, the people behind Play Dead Communal are at risk. So is the proprietor of Possum's Joint.

Key NPCs and Contacts

- ✗ Nebula (she/her), a homeless person who relies on Punks With Lunch. [Four-armed.] Ethos: "Everyone deserves to be treated with dignity."
- ✗ Jackie Lee (they/them), the lead volunteer of Punks With Lunch. Ethos: "Food is a human right!"
- ✗ Possum (he/him), the proprietor of Possum's Joint. [Always holding.] Ethos: "Live and let live... but take no shit."

Key Locations

- ✗ Tranquility Park. The central park of Dome 13, [obscured]

- ✗ **Possum's Joint.** A dive bar hangout for the punks of Dome 13, [unlicensed]
- ✗ **Fisher Dome.** The private dome of the Fisher family, where Kendall Fisher III's office is located. The airlock connecting it to Dome 13 is guarded, but there is also at least one airlock that leads outside. [private], [guarded]

Extra Info

- ✗ The Fisher dome has at least one airlock that is unguarded (but it is outside)
- ✗ Kendall Fisher III keeps all the business license records on her private computer inside her office
- ✗ Kendall Fisher III has taken bribes to expedite the licensing process
- ✗ Kendall Fisher II is in the middle of an important political campaign on Earth

HOW THE PUNKS WIN

1. **Disseminate the Truth:** Spread the word of Fisher III and her brother's corruption. Educate people about how to help the homeless population of Dome 13 and the rights everyone deserves.
2. **Mobilize and Recruit:** Gain new volunteers for Punks With Lunch. Help the homeless population organize.
3. **Destroy the System of Corruption:** Dig up some dirt about the Fisher family to embarrass them, make it impossible for them to shut down Punks With Lunch, cut off Fisher's ability to profit from business licenses.
4. **Take Back Our World:** Get Fisher removed from office, find a way to reliably provide for the homeless and Punks With Lunch.

PLOT HOOK

A good place for the Punks to start is at Possum's Joint. It's a haven for punks in the area, so it's possible one or more of the Punks can have a connection there.

If there's a New Mooner in the group, perhaps they are at Possum's Joint for the first time, getting oriented. The bar is emptier than usual and Possum seems a bit on edge. There are also copies of *Play Dead Communal* around. Possum will have information about Punks With Lunch and what they're doing.

When the punks get to the park, they'll find the PWL volunteers being harassed by the Goon Team, who were hired by Randall Fisher to shut down the free lunch. According to Randall, Punks With Lunch is not up to health code and need to shut down immediately.

The goons' goal is to wreck the lunch, scare off the homeless, and drag Jackie Lee to jail.

FURTHER READING

This module is based off of true events that occurred in my own city.

Criminalizing the act of helping the homeless is nothing new. Too many local governments punish good samaritans with arrest and fines for the "crime" of giving away free food to the homeless in their communities. Worse are the laws that criminalize homelessness, such as making it illegal to sleep in public or panhandle.

If you want to help, find a local organization that feeds the homeless and support them with your time, money, or protection. If there isn't one, start one!



welcome to Moontopia

[by Kristin Devine]

Content warnings: violence, segregation, classism, unethical treatment of workers, kidnapping

OVERVIEW

Moontopia is known to be a forever city. It is said to be the most beautiful of all the cities on the Moon. Everyone knows that once people enter the massive gates and journey through the airlocks into the dome, they never leave. And why would they want to? The streets are clean and safe, the air around the marketplace is filled with exotic scents and there are enough jobs for everyone.

People seem happy here. Oddly happy.

The Punks arrive at Moontopia either from Earth or from one of the other nearby cities. On the first day of their arrival, the Punks are provided with a guide who shows them around the city. The guide is a member of what Moontopians call Daywatch.

The Punks are shown the area they will be living in, where they will work and most importantly they learn about Melina's List. The List is a long document of detailed do's and don'ts surrounding clothing, hairstyles, music, art, movies and even food. The city is heavily regulated at all times. The Punks quickly learn that the consequences for breaking, or even questioning, Melina's List are quick and harsh. Maybe the people here aren't as happy as they appear to be...

THE AUTHORITY FIGURE

Melina Aphelion. (she/her) Though her past is shrouded in mystery, Melina Aphelion has found herself risen to the highest place of authority within Moontopia.

Ethos "Everyone who isn't with us is an enemy."

Goal Maintain her vision of the perfect lunar colony at any cost, by...

- ✗ Isolating the transplants, those not born within the dome.
- ✗ Using propaganda and fear to keep the people in line.
- ✗ Growing her network of Daywatch and Nightwatch agents to tighten her grip on the people.

Upon arriving in Moontopia, transplants are required to work one of the many jobs of creating art. Melina then exports that art to the other moon cities at a high cost while paying the workers a very low wage. Those creating the art are not aware of Melina's scheme.

If Melina's agents of Daywatch are able to identify anyone who voices opposition to her List, she can use have her Nightwatch silently remove them from the dome.

CORRUPT SYSTEM

Melina uses the following to control the people of Moontopia:

- ✗ Fear, spread by rumors and propaganda
- ✗ Segregation of transplants and Moontopians
- ✗ Spy network. Most Moontopians do not even know this exists
- ✗ Violence, always in the dark, always in secret

Supporters Melina's right and left hands (also known as The Captains) each uphold Melina's

vision in very different, but complementary ways -

✗ **Light Side** (they/them). This Captain is perpetually smiling and is the very essence of town spirit. They uphold Melina's List during daylight hours, holding rallies and events. **Ethos**: "Nothing to see here. Everything is fine in Moontopia."

Goal: The absolute conversion to the way of Moontopia, meaning Melina's way.

✗ Light Side's agents, known as **Daywatch**, patrol during the day, making sure everyone is behaving according to Melina's List. They are not harsh or violent, but instead issue gentle reminders that carry a veiled threat. The Daywatch agents operate out of the city hall, where they hold mandatory seminars for those seen as problems or not entirely following the List.

Daywatch conducts itself through judging, veiled threats, conditioning, brainwashing and publicly discrediting those who do not follow the List completely.

✗ **Dark Side** (they/them). This Captain is shrouded in mystery, wearing dark clothing and is rarely seen during the day. They oversee the Nightwatch.

Ethos: "Threats to Moontopia must be cleansed."

Goal: Remove those seen as threats to Melina's way.

✗ **Nightwatch** is a shadowy group of agents that "handle" those who are not adhering to the List. Though no one speaks openly about their methods, they are responsible for disappearing those who refuse to assimilate. They use violence and threat of violence to keep people in

line and quiet.

Nightwatch conducts itself through fear, violence, terror and by disappearing those that do not fall in line.

KEY NPCs AND LOCATIONS

The Oppressed Though all Moontopians are technically oppressed, those not born in this city, the transplants, are often treated as "part of the problem" by Melina and her Captains.

Transplants do not have their pick of jobs like those born native to the city. They are also paid a lower wage and forced to live in lesser conditions.

While Melina publicly claims that all people of Moontopia are treated equal, it is widely known that transplants are often discriminated against.

Key NPCs and Contacts

- ✗ **Lola (she/her)** - Owner of Lola's. Born in Moontopia Lola has always wondered what other Moon cities are like. She is outspoken and known to be kind to native born and transplants alike. She is highly respected and therefore, on Melina's radar. Ethos: "Respect out of fear is not respect."
- ✗ **Finnan (he/him)** - Lead Supervisor at one of the art studios in the lower city. A transplant himself, Finnan keeps his head down and works hard to support his family. He is quiet, kind and knows more than he lets on. Ethos: "Things could always be worse."
- ✗ **Sophie (she/her)** - An elderly Moontopian who runs a small booth at the marketplace where she sells her handmade pottery. She is one of the original marketplace vendors

and knows Moontopia like no one else.

Ethos: "Always look at the bright side of life."

Key Locations

- ✗ **Lola's** - a bar located on Main Street. After hours, the basement serves as a meeting place for those who oppose Melina's List. [popular]
- ✗ **The Art Studio** - A large warehouse full of tables and benches with little in the way of comfort. This is where the transplants work, creating the art that Milena sells, making a huge profit for herself. [uncomfortable]
- ✗ **City Hall** - Where the Daywatch hold mandatory seminars. [bureaucratic]
- ✗ In this adventure the Moon has 4-6 other large cities that run pretty independently. If one of the players chooses the Old Timer playbook, that character can be from one of these other cities and have ties to contacts there that can help the Punks on their mission.

Extra Info

- ✗ There are several "dark spots," or places on the borders of the dome where Nightwatch conducts their disappearances.
- ✗ There is a rumor that a group of the native born Moontopians are planning to lobby for higher wages for the transplants.
- ✗ Lola has heard stories of the other moon cities and may share them, even though it is forbidden to discuss other colonies.
- ✗ It's rumored that the truth about Melina's past is known by one of her Captains.

HOW THE PUNKS WIN

- 1. Disseminate the Truth:**
Discover and reveal the truth of Melina's corruption.
- 2. Mobilize and Recruit:** Unite the people of the city to stand against her.
- 3. Destroy the System of Corruption:**
Take out Melina's captains.
 - Light must be seen for what they really are, imperfect and unkind. (Not a true model of Moontopian values)
 - Dark must be brought into the light. Reveal their true identity (they were originally a transplant)
- 4. Take Back Our World:** See Melina removed from power. Reveal the truth of other cities to the oppressed Moontopians

PLOT HOOK

The Punks arrive in Moontopia for the first time and are met by a member of the Daywatch, possibly the Light themselves. After taking them on a staged tour of the city, they will spend quite some time reviewing Melina's List. The Punks will begin to notice that the utopian vibes are laced with some darker truth. Once left alone, or at least they think they are alone, the Punks can set out and explore. They will notice a few things:

- If they venture too far from their assigned quarters they will be turned back by Daywatch agents, saying the area is off limits and urging the Punks to consult the List.
- If they witness an interaction between a Daywatch agent and a frustrated merchant

or craftsperson, they will overhear the veiled threats made through fake smiles.

- If the Punks observe a studio of people making art, paintings, music or the like, they will notice that there is something off about it. Though the people seem like they are creating, it seems too staged and not very unique or expressive. Almost like going through the motions, like a choreographed group workout versus actual art.
- By night they, although there is a strict curfew, the Punks might wander out and witness the more sinister behavior of the Nightwatch. Harassing merchants or craftspeople who were found by Daywatch to be "out of line" or collecting and loading the artwork made by people to ship to the warehouse district. More severely, they might witness the Nightwatch kidnapping and disappearing people.

The Punks start to learn the truth about the oppression of the people, they may begin to want to help change things. This will require more information gathering and making some allies. Once they find proof of the truth, exposing it may lead to the downfall of the authority. They will likely need to take out the captains of Daywatch and Nightwatch to destabilize their position. Light Side will likely need to be discredited or made to look foolish in a public forum, while Dark Side will need to be brought into the light and revealed for what they are. Otherwise they may just need to be taken out.



theatre of the oppressed

[by Ennis Rook Bashe]

Content warnings: *censorship, psychological abuse*

OVERVIEW

"The theatre itself is not revolutionary; it is a rehearsal for revolution."

- Augusto Boal

In a dome where all art passes through an all-powerful censor before it's allowed to be shared with the public, your Punks are associated with a community theatre and an independent art press. Can they protect artists' free speech from the oppressor?

This is a setting in which most popular media, especially indie media, is analog. Zines are more likely to be obtained at a zine fair than on a digital device.

THE AUTHORITY FIGURE

Agnetha Keane, the Dome Minister for Culture. (she/her)

Ethos "Unlicensed art will create chaos and corrupt the youth. In terms of controlling artists' output, the ends justify the means."

Goal Crack down on unlicensed art that hasn't been through the censorship process or didn't receive approval from the government censors.

- ✗ Disrupt an upcoming theatre performance that satirizes her methods.
- ✗ Hire people to sabotage the theatre's sets, props, and costumes.
- ✗ Confiscate and destroy all copies of the script.
- ✗ Smear the moral characters of artists involved.

- ✗ Commit seizure of property against printing presses owned by independent publishers, then sell all materials and equipment to the highest bidder.

In order to get their projects expedited through the censors, the dome's bigger theatre companies and publishing companies are paying Agnetha huge bribes. The Punks don't have proof of her hypocrisy... yet.

CORRUPT SYSTEM

Agnetha has access to the following:

- ✗ Power to determine what artistic works pass through the censors, and how severely any particular uncensored work is cracked down upon.
- ✗ Wealth
- ✗ Media control (The Bureau of Censorship)

In addition, she also does the following to get her way:

- ✗ Use her power over writers within the literary establishment to intimidate them into disparaging or slandering the Punks.
- ✗ Get upset at some artistic element in the works of the Punks or their allies. Demand that it be changed, no matter how harmless it seems.
- ✗ Dangle the promise of conventional artistic success.

Supporters

- ✗ Dr. Benjamin Rodriguez (he/him,) child psychologist and literary censor. Assumes he's the smartest person in any room. Has probably read up on the Punks and (depending on your group's out of character comfort level) pick at any psychological weak spot he notices.

Ethos: "Anyone whose art I dislike clearly has something wrong with them."

- ✗ Skye Campbell (they/them). Was the target of a public shaming campaign after Keane convinced everyone that their grand guignol show about the Salem Witch Trials would incite people to paranoia and violence. Although Keane redacted her hatred in exchange for Skye becoming her attack dog, Skye is still reclusive, twitchy, and socially anxious. They'd love to have their writing published again someday, but are too scared to even use a pen name.

Ethos: "We should all censor ourselves. Everyone should know it's better to be safe than sorry."

- ✗ Media Evaluation Goons: Unarmed. Can take 2 Harm before being incapacitated or running off.
- ✗ Bodyguard Goon: Taser, 2 Harm. Can take 3 Harm before becoming incapacitated.

KEY NPCS AND LOCATIONS

The Oppressed Although the Punks have been able to produce anti-establishment art, many writers, painters, and other forms of creators are too scared to earn the censor's disapproval to even jot down notes or make a sketch. The people who really lose out are the everyday content consumers forced to satisfy themselves with milquetoast, predictable, status quo art.

Key NPCs and Contacts

- ✗ Presley Armento (he/they)- artistic director of the Stardust. Manages a feral cat colony. He's easily distracted and a little prone to spinning out over-ambitious schemes, but he's also an extremely dedicated genius, and cares deeply for all of his performers and

staff. Willing to take the fall if the censors bring the Stardust down. Hopes he doesn't have to, though. Loves neon, sunglasses, and his vintage light-up electric guitar.

Ethos: "Everyone should have as much fun in their lives as possible- art should be fun!"

- Ever (xe/xer) manager of the Mayday Bookstore, pink hair, always hanging around the shop. Lets people use the printing equipment in the basement for things like zines, pamphlets, and play scripts/programs. Might live entirely on coffee and spite. Seems shy in a standoffish way, is actually just shy in an "introvert who deeply wants to be alone 99% of the time" way.
Ethos: "Things are whatevs... until they're not whatevs, and then indifference is a crime."

Key Locations

- The Stardust Theatre. A disused warehouse that Presley bought for cheap, now equipped with a stage area, backstage area, underground costume room, and lighting/sound booth. There's a ramp to the stage from the dressing room hallway, but the lift up to the booth and the elevator down to the costume storage area can be kind of unreliable. The costume storage area is basically a large closet that someone's managed to fit a sewing machine and work table into. [inconspicuous]
- The Mayday Bookstore. Has a pretty reliable supply of revolutionary/queer/activist literature smuggled from off-planet in the back room, and all the latest bestsellers

out on the shelves. Also sells a lot of little useful things such as enamel pins and spray paint. There's printing equipment in the basement. Kind of cramped, but warm. [cozy]

HOW THE PUNKS WIN

- Disseminate the Truth:** Figure out a way to get their play in front of as many people as possible.
- Mobilize and Recruit:** Convince Skye that it would be OK to disobey Keane.
- Destroy the System of Corruption:** Make sure the Stardust Theatre isn't shut down by the censors.
- Take Back Our World:** Protect the independent bookstore and the printing press in its basement.

PLOT HOOK

The Punks are all associated with a community theatre group called the Stardust Theatre. They've been part of the group for at least six months, long enough to know everyone and feel that the group is important to them.

Alternatively, you can introduce Presley as a NPC Ally prior to running this module, or as a bestie/partner of an established contact, and then have them turn to the Punks for help. Maybe a lot of people who are part of the Stardust have been scared away, or maybe Presley's just having trouble getting extra help to make the show work.

Here are some roles they might play within the group: actor, musician, dancer, costume maker, choreographer, person in charge

of props, lighting designer, scenery technician, playwright, stagehand, dramaturg.

Everyone should pick one thing that's their actual responsibility, and one thing they help with when the NPC whose job that is happens to be busy or absent.

The Stardust Theatre's latest play is (let your Punks pick if they have a strong preference—otherwise roll 2D6, twice)

1. An adaptation of Shakespeare, only in modern language and with the trans subtext as text.
2. A staging of *The Cradle Will Rock*, a communist musical from Old Earth.
3. Is based on *Les Miserables*, but the book, not the musical, with some changes to the plot.
4. A sex-positive comedy.
5. The story of a historical event or the life story of a historical figure.
6. A tragedy about how oppressive systems destroy people's souls.

And it:

1. Has lots of costume changes and doubling.
2. Uses new high-tech equipment.
3. Is set in Earth's past, but not the time period you'd expect.
4. Satirizes the government.
5. Features several dance numbers during scene changes.
6. Has puppets.

Rehearsals start out being once a week at the beginning of a rehearsal period, but ramp up as it gets closer to showtime. You're probably pretty close to showtime now.

The week before showtime is Tech Week, when there's rehearsals every day. This includes costume changes and fittings, going through scene changes and any special effects, and figuring out who takes their bows in what order.

FURTHER READING

Historically, censorship has been openly applied to comics and film. For example, starting in the 1940s, the Comics Code required comics to promote patriotism, abstinence, and 'family values.' <https://bit.ly/347jnxU> (content note for racist WW2 propaganda displayed at link.)

From the 1930s to the 1960s, the Hays Code, which restricted content similarly, also applied to movies. Artistic censorship is often a tactic of overtly fascist regimes as well, such as how the Nazis sought to eradicate what they thought of as "degenerate art." <https://bit.ly/2yyInCs>

However, censorship is by no means a thing of the past. In 2017, 80% of the books that commonly faced attempted banning featured protagonists from marginalized groups. See: <https://bit.ly/2R5ijox>

The title of this module, Theatre of the Oppressed, refers to an artistic method developed by Brazilian artist Augusto Boal, which involves participation and agency on the part of both audience members and performers. A good place to start looking into this is <https://bit.ly/39JFLOZ>



PAW-LAWS: a voice for the voiceless

[by Maggie Herskowitz]

Content warnings: food/nutrition, animal abuse

OVERVIEW

When the party witnesses the arrest of a Punks for Animal Welfare: Lunar Animal Welfare Sector (PAW-LAWS) activist while visiting a lunar circus, they discover that cloning technology has allowed the replication of hundreds of Earth creatures which are now being distributed throughout the domes for purposes of entertainment and food.

Doctor Ali Krum and her genetics conglomerate have come up with a method of cloning the DNA of Earth creatures to generate hundreds of animals for commercial use. Her two biggest customers and supporters are Bigren Agriesti, who stands to make millions off of sending traditionally farmed creatures to his slaughterhouses en masse, and Zumbo Numbar, who trains "exotic" animals for display in his traveling circus. The PAW-LAWS organization wants to repurpose the cloning technology to revive extinct species and designate a dome specifically to give them free-range to live their lives, since it was human influence that led to the sixth mass extinction on Earth. However, this is not nearly as profitable as reviving the practice of factory farming, even though this was a big contributor in making the Earth uninhabitable in the first place.

PAWS-LAWS leader Miriam Fawn protests outside Numbar's circus, and is swiftly arrested on trumped-up charges of eco-terrorism, which the punks witness. Roxby Towran, a documentarian, has taken

OVERVIEW CTD.

footage both of Numbar's cruel training methods, as well as the deplorable conditions of Bigren Agriesti's cramped and inhumane slaughterhouses... but had his footage confiscated due to the "trespassing" by which the footage was obtained, therefore keeping PAW-LAWS from getting their incontestable proof of the cruelty to the public. The Punks must find a way to free Miriam, shut down the circus, disrupt factory farming, get Roxby's footage to the public, sway Doctor Krum to change the end goal of her cloning tech—or any combination of the above.

THE AUTHORITY FIGURE

Bigren Agriesti (he/him) - A business tycoon turning his eye toward the unfilled niche of animal transport, distribution, and slaughter.

Ethos "Non-human creatures are inherently inferior and bear no consideration, other than as a huge source of profit."

Goal Establish an empire by...

- ✗ Building factory farms and slaughtering Earth creatures en masse
- ✗ Preventing footage of the cruel conditions from being released
- ✗ Spreading propaganda about the nutritional necessity of animal proteins and forbidding the selling of meat and dairy substitutes to be labeled as such
- ✗ Having animal welfare activists arrested on trumped-up charges of ecoterrorism
- ✗ Distributing propaganda that suggests the cloned animals are incapable of thinking or feeling

CORRUPT SYSTEM

Bigren has access to:

- ✗ Media control (huge advertising campaigns promoting his business, as well as buying off news organizations to create a smear campaign against PAW-LAWS)
- ✗ Immense wealth
- ✗ Legislation outlawing the exposure of his practices, as well as disallowing non-animal products to be labeled with terms like "milk" or "meat" if that's what they're simulating

If Agriesti can use his considerable fortune to sway lawmakers, he can keep a tight lockdown on his practices behind closed doors and keep the public from understanding the true cruelty he's enabling.

Supporters

- ✗ Doctor Ali Krum, geneticist. (she/her). Ali can rely on the funding from Bigren Agriesti and Zumbo Numbar to continue her studies and advance cloning tech even further, as well as keep her laboratories on tight lockdown from public scrutiny.
Ethos: "My entire life has been dedicated to advancing genetic technology, and I've finally achieved my goal in a way no one ever has – this technology will have a massive positive effect on the quality of life of lunar citizens."
- ✗ Zumbo Numbar (he/him). The showy proprietor and ringmaster of Cique du Luna. Numbar is incredibly charismatic and eloquent and has a knack for manipulating facts and making it seem like his animals are well taken care of and healthy,

trained only on positive reinforcement, when behind the scenes they are chained and beaten. (Part of his power of persuasion is that he genuinely does not see this as animal abuse, but rather a matter-of-fact necessity for the control of these creatures to guarantee audience and trainer safety. Ethos: "Bringing joy to my audience and entertaining them (as well as keeping the circus profitable) is the most important thing the circus can do."

KEY NPCs AND LOCATIONS

The Oppressed The most affected by Bigren Agriesti's plans are the cloned creatures of Earth - the (soon-to-be) billions of farmed creatures being bred and killed for food, as well as the exotic creatures beaten and forced to perform tricks in Cirque du Luna.

On the human side, Bigren Agriesti is after the Punks for Animal Welfare-Lunar Animal Welfare Sector (PAWS-LAWS), who are being harassed and arrested for standing up for the rights of the voiceless Earth creatures. Less directly, all lunar citizens will ultimately be affected by the changes in climate that mass animal agriculture will contribute to if Agriesti's plan to factory farm millions of creatures succeeds.

Key NPCs and Contacts

- Miriam Fawn (she/her)**
Ethos: "All living beings are thinking, feeling creatures worthy of compassion."
- Roxby Towran (he/him)**
Ethos: "Cameras capture truth and reveal corruption."

- Doctor Chelsea Gavito (she/her)**
Ethos: "Science can provide compassionate solutions to satisfy both human nutrition and animal quality of life."

Key Locations

- Cirque du Luna [showy]
- Agriesti's headquarters [horrific]
- Doctor Krum's laboratory [advanced]
- PAWS-LAWS nascent animal sanctuary [serene]

Extra Info

- Doctor Krum has been led to believe that her cloned animals are being slaughtered "humanely" and trained using positive reinforcement and that she has made big contributions to the quality of life for humans without causing much animal suffering.
 - If she can be shown video proof to the contrary, she may be able to be swayed to repurpose her technology.
 - She has a soft spot for the first creature she cloned—her dog, Fluffy. If she could see other creatures in the same light as she does him...
- Zumbo Numbar has confiscated Roxby Towran's footage of his animal abuse, but there may be hackable security footage showing the same things
- PAWS-LAWS have been working on a plot of land in a dome that will function as an animal sanctuary in a hidden location, and if you can free creatures and smuggle them there, they may be able to live happy lives.

HOW THE PUNKS WIN

- 1. Disseminate the Truth:** Campaign for Miriam Fawn's release from prison and the rights for PAW-LAWS to protest peacefully and disseminate information about Agriesti's and Numbar's activities
- 2. Mobilize and Recruit:** Aid Roxby Towran in creating his documentary exposing the cruelty occurring, and help in the distribution of said documentary. Convince Doctor Ali Krum that her technology can be used to right the injustice of Earth extinctions rather than continuing the cycle of animal cruelty.
- 3. Destroy the System of Corruption:** Organize boycotts of Cirque du Luna.
- 4. Take Back Our World:** Help Miriam set up a dome to be an animal sanctuary for any animals you're able to free. Let Doctor Chelsea Gavito join forces with Doctor Krum and find ways of using the cloning technology to create lab-generated meat which does not require animal slaughter.

PLOT HOOK

The Punks are excited to visit Zumbo Numbar's Amazing Traveling Circus, self-described as "The Greatest Show on Moon!" However, when they get there, they see a PAWS-LAWS protest organized by Miriam Fawn and featuring signs showing pictures of Numbar's abuse of animals, as well as the condition of similarly cloned creatures in Bigren Agriesti's factory farms. Miriam is accompanied by Roxby Towran, who is filming the entire thing. Bigren Agriesti shows up with police, who arrest Miriam and destroy Roxby's footage.

FURTHER READING

DISCLAIMER: Before diving into the real-world applications, I want to make something clear - I am well-aware that every individual has specific dietary requirements. As someone in (many, many years) recovery from an eating disorder, and proud National Eating Disorders Association volunteer since 2016, my intention is never to shame anyone for taking care of themselves because of medical and/or psychological needs. You can't pour from an empty pitcher, and it's important to stay healthy and full of nutrients.

Meat and Climate Change. From TIME Magazine: By dramatically changing the food we eat as well as the way it is grown and produced, humans can help stop the devastating impacts of climate change according to the [latest report by the United Nations body on climate science](#).

Cruelty in Factory Farming. Recommended documentary viewing: Death on A Factory Farm, Cowspiracy, Earthlings

Ag-Gag. "'[A]g-gag laws,' which criminalize the undercover investigations that reveal abuses on farms... enter[ing] an animal facility to take pictures by photograph, video camera or by any other means."

<https://bit.ly/3dRISyP> (TW for this article: detailed descriptions of extreme animal cruelty)

Cruelty in Circuses. "Secret cameras have filmed lions, tigers and elephants being beaten, starved and confined in tiny cages at circuses across Britain. The recordings, taken at five circuses over an 18 month period, reveal more than 400 hours of abuse against circus animals."

<https://bit.ly/2xLYtYX>

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VIVA LA LUNA!

MOONPUNK EMPOWERS PLAYERS TO BE AS PUNK AS THEY WANT AND TO FIGHT BACK AGAINST THE SYSTEMS OF CORRUPTION THEY SEE IN THE WORLD, BOTH IN AND OUT OF GAME. ON THIS RETROFUTURISTIC, DYSTOPIAN VERSION OF THE MOON, IT'S UP EVERYONE TO PROTEST, RESIST, AND FIGHT THE AUTHORITY TO BUILD A BETTER FUTURE.

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