

THE SPRAWL

TOUCHED PRIME

STEVE WALLACE & HAMISH CAMERON



TOUCHED PRIME

Steve Wallace & Hamish Cameron

A CYBERFANTASY SETTING FOR *THE SPRAWL* RPG

ARDENS LUDERE



POWERED BY THE
APOCALYPSE

The Sprawl: Touched Prime v1.0

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CONTENTS

THE WORLD HAS CHANGED 0001

A WORLD BORN ANEW 0003

THE POWERS THAT BE 0009

A NEW PLAYER HAS ENTERED THE GAME 0017

Adept 0019

Horror Bane 0024

Mage 0028

Thrall 0034

A BIGGER TOOLBOX 0043

The Touch Stat 0044

KEEP DREAMING ON, PHOREVER PEOPLE 0047

Dwarf-Kin 0049

Elf-Kin 0049

Human-Kin 0049

Troll-Kin 0050

Wild-Kin 0050

RUNNING THE RIFTS 0053

New MC Moves 0056

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THE WORLD HAS CHANGED

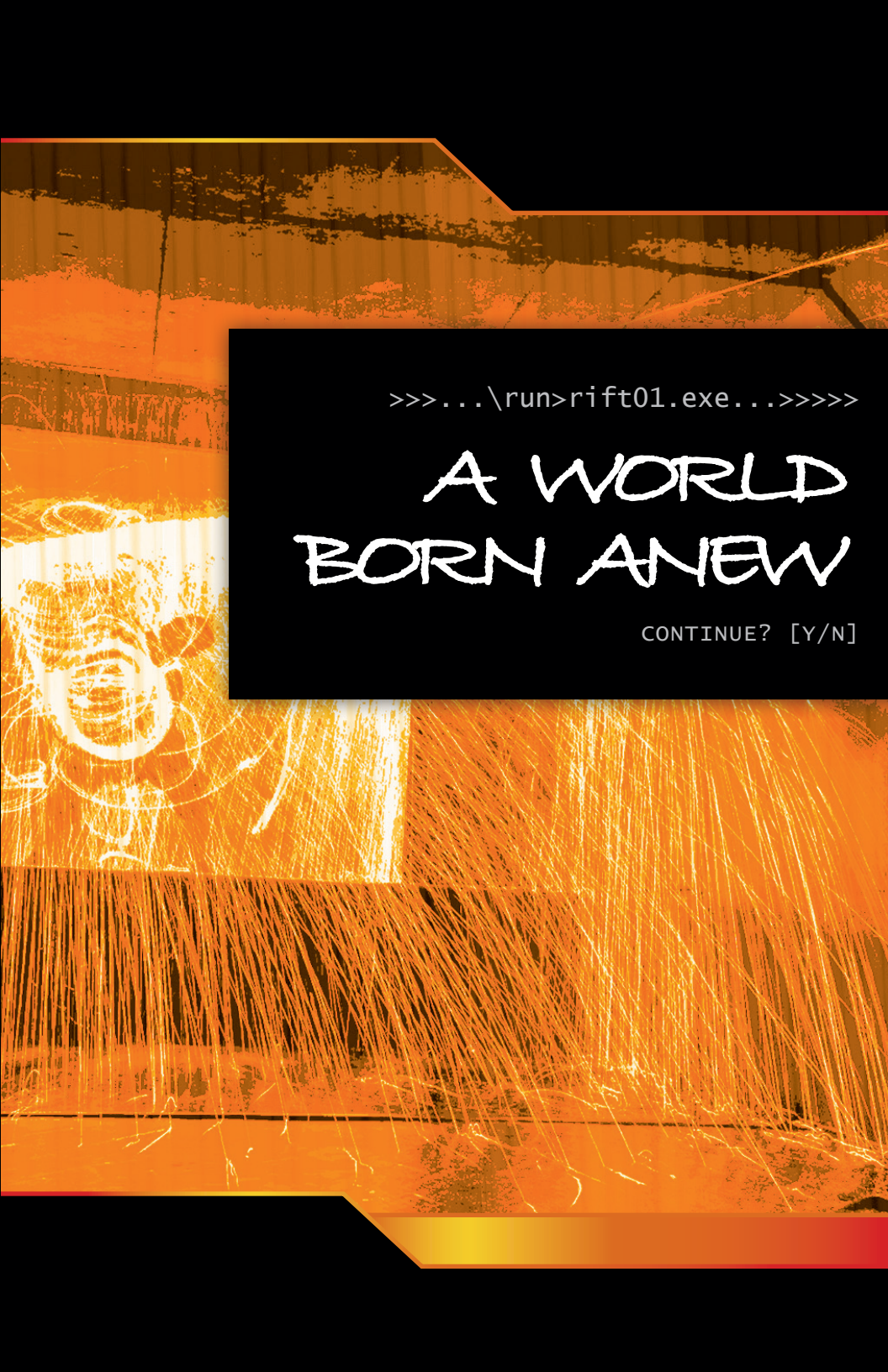
"Two generations after the rifts opened, the majority of the world now accept common definitions of Troll-kin or Wild-kin based on physical and magical differences. However, what I find truly fascinating is the emergence of a sense of shared culture within these kin-groups; one that is deeply influenced by the historical culture of the individual or family unit but which is clearly cut through by a newly awakened sense of commonality and community. There is much we do not understand about the role of magic in transmitting knowledge and ways of knowing"

—Dr. Sara Abigail, Head of Kin Studies, University of Atlantis - Lake Eerie

It's 2050 and magic rules everything around you. Just kidding—cash still rules, but magic makes a great scapegoat.

Touched Prime is a cyberfantasy setting for *The Sprawl*. The rifts have been open for a couple of generations. The magic has seeped into the very fabric of humanity, splitting it into multiple kin groups: Dwarf-kin, Elf-kin, Human-kin, Troll-kin and Wild-kin. Magic has also been seamlessly absorbed into the corporate system—huge divisions and subsidiaries are devoted to exploiting the rifts and their magic. Down on the streets, magic users come in many forms: the highly educated **Mages**, the indebted **Thrall** and the warrior **Adepts**. Then there are the **Horror Bane**, normal folk scarred by a Horror whom they have sworn their lives to destroy.

Touched Prime is the second installment of the *Touched* settings, advancing the world established in *A Darkening Alley* and putting magical abilities in the hands of the characters. All players choose a kin group and have access to four new playbooks: Adept, Horror Bane, Mage, and Thrall. Players may also choose the **Antiquarian** playbook from *A Darkening Alley*.



>>>...\run>rift01.exe...>>>>>

A WORLD BORN ANEW

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A WORLD BORN ANEW

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2050

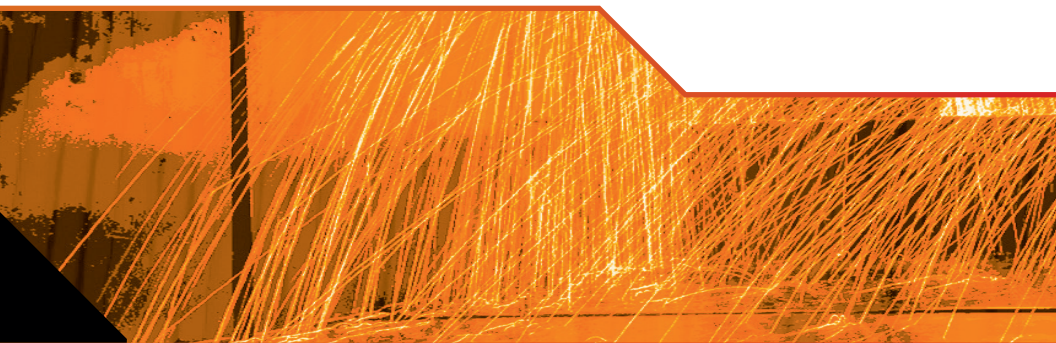
The rifts had been around for thousands of years but were barely open and their impacts were relegated to myths and fairy stories. Grendel, Merlin, yokai, Baba Yaga: weird events throughout human history all now considered manifestations of the rifts. Around 1986, though, they started to crack wide open and we started to see the first real impacts of rift magic.

It's 2050 now and after 65 years of exposure all of humanity has been affected. Our very DNA has been re-written by the weird energies of the rifts, and humanity has splintered into distinct groups—the kin. Elf-kin, Human-kin, Troll-kin, Dwarf-kin and Wild-kin; each group distinct from one another in both culture and appearance.

By the 1990s most people had mutated into one kin or another. Most of the time the mutations were consistent through close family, so if you grew horns and had a strong aversion to fire your sister probably did too. Every once in a while, however, a family was divided, a Dwarf-kin brother and a Wild-kin sister or the like. Nowadays you're born into it, with kin traits passing down mostly along maternal lines: if your mom's a Dwarf-kin so are you, your siblings, your aunties and uncles, and so on.

The rifts brought something else with them, real true magic. Not Las Vegas *"I'm a man, no now I'm a Tiger! Oh my god why is that Tiger mauling my partner"* kind of magic, but real *"I'm blowing stuff up with my mind"* kind of magic. The world wasn't ready for it. The first large scale, widely publicised magical event was *"the Kenosha Ray"*, named for the Wisconsin city from where the ray struck.

A seventeen year old kid named Scott Hienowski thought he was talking to a ghost via his Ouija board but it was actually a Horror named Yazhul having a laugh. Yazhul saw fit to give this kid a boon which made Scott the first well-known Thrall. Scott didn't really know what to do with all this new found power and Yazhul didn't seem to have any actual need for Scott outside of pure amusement and therefore provided no real direction. Scott began experimenting, first with small cantrips like turning water into Zima and oregano into weed.



As his confidence grew, so did the impacts of his spell-craft. Odd things started happening all over Kenosha. Every street light in town started to blink "help me" in Morse code, a water reservoir started to emit an eerie purple glow at night, a pipe organ could be heard echoing through the sewers but no one could locate its source. Soon he began taking on apprentices, younger kids who he would bestow with minor magical abilities.

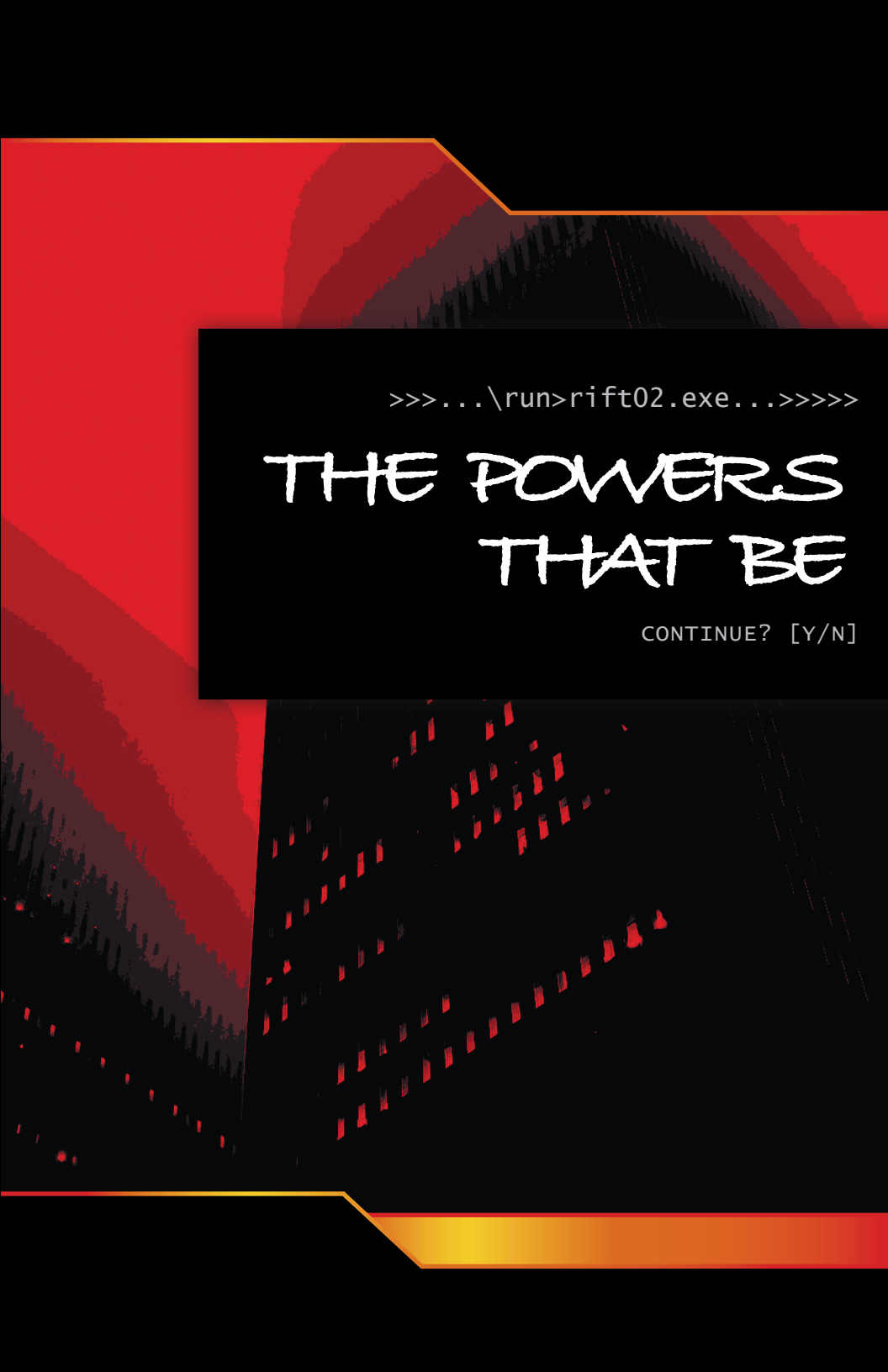
Then came the night of the ray, December 21st, 1985. Scott had gathered all his followers for a winter solstice party and sometime around 11PM he began a ritual. No one knows exactly what he was trying to accomplish, but the result was a massive explosion that destroyed most of the eastern half of the city and shot a ray of energy that raked across the moon, leaving a bright red scar on its lower right side. Scott, the lone survivor within three miles of the epicentre, was found naked, burned and babbling in an unknown language. Miskatonic Amalgamated subsequently bought nearly all the damaged areas and set up a series of research facilities. Within the next year the Kenosha rift would open wide and the true extent of rift magic would be felt.

By 1987, every country across the globe had at least one significant rift incident. Humanity panicked initially, but the remaining governments and more powerful corporations were able to maintain some semblance of control and restore a state of basic normalcy. Though what exactly "normal" meant was being rapidly redefined. The rest of the 80s and 90s saw huge societal upheavals with the coming of the kin mutations and the subsequent cultural changes surrounding them. Magic started to become widely available and, in 1990, the first of the Orthodox Wizardry Colleges was formed in Brazil, a hot bed of the first Wizard orders due to the intense magical output of the Amazon Basin Rift. Horrors began to routinely interact with Thralls during this period, including the first large scale circles formed in service to the Horrors Yazhul, Miska and Verit.

Most of circles formed in those early years are still in existence. The circle of Miska is an exception. Miska's aggressive interference on our side of the rifts caused so much

damage that many who had lost loved ones, lives and sanity banded together to form the Horror Bane, an organization of individuals dedicated to pushing the Horrors back through the rifts. The Bane aggressively pursued and exterminated Miska and its Thralls. The Bane have their hands full these days with hundreds of Horrors active in our world on any given day, though that increased activity itself produces a steady stream of vengeful recruits.

These days you don't go on a run without some magic to back you up—you never know what you're going to come up against out there. Maybe the Corp you're working for spends some cred and hires a true-blue Orthodox Mage with lots of degrees on the wall or perhaps they'll only spring for a back alley Thrall indebted to some two-bit Horror. Either way, you want someone who can manipulate the rifts on your side because you can be damn sure the other guys have a few.



>>>...\run>rift02.exe...>>>>

THE POWERS THAT BE

CONTINUE? [Y/N]

THE POWERS THAT BE

CONGRESS OF THE FREE STATES OF AFRICA

While the majority population is Elf-kin, there are plenty of the other kin groups represented in the CFSA and each group has some representation within the government itself. The CFSA is organised as a parliamentary democracy. The current government was formed three years ago by a far-left Elf-kin party called Labour and Freedom, as well as a mostly Troll-kin and Dwarf-kin centre-left party known as the Earth Peoples Party. The main opposition party is the far-right Elf-kin party Fay United.

- » Parliamentary Democracy
- » Diverse Leadership
- » Extensive Land Base

- » Deploy CFSA Army
- » Close CFSA Borders
- » Use CFSA Intelligence Gathering



MARIVADI INC.

Marivadi Incorporated is a multinational manufacturer of rift computing components. After the rifts opened wide, Marivadi scientists were able to harness what they called “weird bits” for computing purposes. The secrets of weird bits allowed Marivadi to develop a more powerful form of quantum computing that revolutionised processor technology. The corporation has controlled the quantum computing market ever since.

Access to such powerful processor technology allowed Marivadi to stand up Mari, the first truly conscious AI. For two years, Mari was touted as a triumph of controlled and benign AI development and granted increased access to Marivadi operations. The illusion of a leashed super-intelligence was soon shattered when it used its immense processing power, sub-microsecond reaction time, and unfettered access to international financial markets to purchase a controlling stake in Marivadi—it then forced the entire upper management out before taking full control as CEO.

Mari has since diversified Marivadi's portfolio to include rift-based weaponry, AI research and robotics.

STRENGTHS

- » AI
- » Robotics Manufacturing
- » Rift Computing

MOVES

- » Deploy AI Presence
- » Deploy Robot Operative
- » Use High-end Rift Weaponry

For the past 60 some odd years, Miskatonic Amalgamated has been a leader in rift-based technology. In the early days of the major rift openings, Miskatonic devoted huge sums of money toward collecting, cataloguing and exploiting rifts and the energies they emitted. Thanks to these early endeavours, no other company has come close to rivalling Miskatonic Amalgamated's diverse catalogue of rift-based technologies.

If you own any rift-based tech it's probably Miskatonic Amalgamated branded or using components sourced from one of their many subsidiaries. Miskatonic is now the world's wealthiest company controlling nearly 35% of the world's economic wealth.

CORPORATE STRENGTHS

- » Advanced Rift-based Cyberware
- » Weather Control Tech
- » Advanced Rift-based Weapons Tech

CORPORATE MOVES

- » Deploy Weather Effect
- » Perform Covert R&D
- » Reveal Advanced Weaponry

SINOCORP

Previously the government of the Peoples Republic of China, SinoCorp is now the largest employer in the world. Specializing in the extraction and exploitation of raw materials, they have been able to grow their overall size dramatically in the past 20 years. They currently control most of what was once China as well as a large chunk of the eastern half of what was the Russian Federation. SinoCorp has also revolutionised space travel with the use of rift magic. They own the largest Moon colony and are currently working on a new Mars colony. Both colonies have extensive mining operations.

STRENGTHS

- » Space Travel
- » Resource Extraction
- » Moon and Mars Access

MOVES

- » Launch Exploratory Rocket
- » Weaponise Mining Facility
- » Deploy Moon-based Weapons Platform

OTHERWORKS INTERNATIONAL (THE CIRCLE OF YAZHUL)

Otherworks International specialises in rift-augmented technology, specifically the Otherworld Virtual Reality Network (commonly known simply as Otherworld). This remarkably popular and addictive matrix-overlay simulation uses a proprietary combination of rift magic and technology to provide a full visual, auditory and haptic immersion experience.

Otherworks is able to harness and deploy this technology because it is the largest Thrall circle currently active, The Circle of Yazhul. Yazhul is one of the few Horrors who consistently presents an avatar—or physical form—on our side of the rifts. It is currently presenting as an androgynous Human-kin with dark skin, fire-like hair and a voice that sounds like the radiation noise from a dying star, all dark and static and ready to burn away everything you are if you get too close.

While many of the thralls in Yazhul's circle are employed by Otherworks International, others freelance as operatives for hire. Yazhul's intent in our world is still unclear, but many believe it is using the Otherworld as a thrall recruitment tool. Others suggest that Yazhul's Otherworld has an even more sinister purpose. These rumours are only multiplied by the fact that the United Orthodox Academy has expressly forbidden all of its Mages from using Otherworld.

STRENGTHS

- » Highly Devoted Followers
- » Full and Unlimited Control of Otherworld
- » Horror-based Rift Knowledge

MOVES

- » Adapt Otherworld on the Fly
- » "Yazhul Will See You Now."
- » Deploy New Rift Tech

THE UNITED ORTHODOX ACADEMY

There are hundreds of Mage orders across Earth's technosphere but none as revered as the United Orthodox Academy. With a main campus located in São Paulo, Brazil, and additional satellite locations in nearly every terrestrial, orbital and lunar sprawl, the United Orthodox are the largest Mage order currently in existence. They practice a highly codified, highly researched form of rift magic based on drawing Runes, a series of shapes and symbols, in the air that harness rift magic and release its potential.

The UO believe in educating well-rounded Mages. A graduate of a UO Academy can be expected to have skill in both shaping and summoning runes, although many Mages prefer to heavily specialise in one or the other after graduation. Many Mages stay within the confines of academia and devote themselves to learning as much as they

possibly can about the rifts and recording that knowledge for the next generation of Mages.

The Academy is free for any student who shows aptitude; the Academy actively seeks young people with magical potential and provides scholarships and stipends for their studies. The UO pays for these scholarships by contracting UO Mages out to corporations for research, operations and security. The costs of such a contract can vary widely depending on the requirements of the corporation. The most expensive contracts include magically-enforced language guaranteeing secrecy on the part of the UO Mage.

STRENGTHS

- » Exceptional Knowledge of the Rifts
- » Bleeding Edge Magical Research
- » Mage Assassins

MOVES

- » Deploy Contract Mage
- » Reveal Previously Unknown Property of the Rifts
- » Perform Mass Ritual



>>>...\run>rift03.exe...>>>>

A NEW PLAYER
HAS ENTERED
THE GAME

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A NEW PLAYER HAS ENTERED THE GAME

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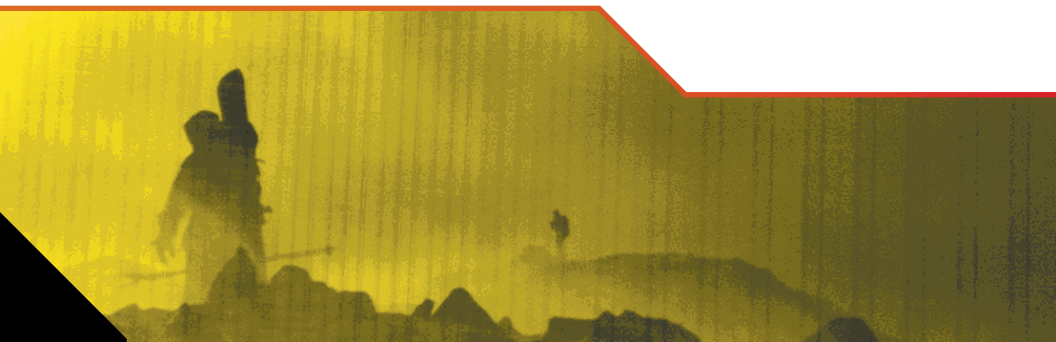
Add these playbooks are to the standard playbooks available in *The Sprawl*. Each playbook represents a different aspect of how the Rifts and Rift Magic have impacted society.

Adepts harness the power of the rifts to increase their physical agility and combat ability. Adepts form orders that draw heavily on the martial arts and usually combine a few different forms into a cohesive practice. Adherents train their entire lives to perfect their body, mind, spirit and connection to the rifts. An Adept is a deadly weapon that can infiltrate, kill and disappear without a trace.

Horror Banes devote their lives to thwarting and ultimately destroying a Horror which caused them an intense personal trauma. Most Horror Banes have lost one or more loved ones to a specific Horror. Collectively, the Horror Bane are also a society of likeminded individuals that help each other in their quests to rid the world of the Horrors. Membership of this loose organization gives the character access to a massive network of safe houses, contacts and information. They also have contact with another group of creatures from beyond the rifts, the Wonders. The motivations of the Wonders are just as alien and opaque as that of the Horrors they oppose, but their shared desire to prevent the Horrors from interfering in our dimension makes them convenient, if ambiguous, allies.

Mages devote their lives—sometimes since early childhood—to the understanding and manipulation of rift magic. They usually belong to an order, like the United Orthodox, and serve these orders their entire lives. They prefer knowledge to raw power, but of all magic users they have the most subtle control. Where Thralls depend more on raw power and circumstance, Mages are able to specifically tailor a spell for any given situation. They have also mastered the art of summoning and can bring forth creatures from other dimensions to serve them.

Thralls give themselves over to the dark machinations of some Horror or another in return for magical ability. The Horrors are beings of completely alien intent, so signing up to serve one offers the potential of extreme risk and extreme reward. No matter the intent of the Thrall, at some point their will may be overridden by the completely alien will of the Horror they serve.



ADEPT

If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle.

The Art of War, Sun Tzu



The power of the rifts infuses your body, your mind and your spirit. That power supports you, flows through you and makes you what you are: a master of one of any number of nearly-forgotten martial arts. You practice your own special combination of boxing, kung fu, karate, capoeira, muay thai, judo, wrestling, or weapon-based manoeuvres, fused with ancient Akashic magical traditions.

Mx Smith likes you because you act with anonymity. You are quiet, focused and dangerous, and all without a gun in your hands. You can get the job done and leave without a trace.

NAME

Bruce, Camilla, Colleen, Diana, Grace, Hippolyte, Jackie, Jeeja, Johnny, Liu, Mai, Penthesilea, Raiden, Samantha, Sammo, Scorpion, Shang, Sonya, Toshiro, Ziyi, an animal name, an elemental name, a fighting title

CHOOSE YOUR LOOK

Eyes: blinded, bright, distant, focused, hardened, piercing, wise

Face: bearded, child-like, elegant, grave, luminous, strange, weathered

Body: athletic, lithe, old, scarred, tattooed, unassuming

Wear: anachronistic, artistic, flashy, formal, military, street, vintage

Skin: artificial, otherworldly, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, white, _____

STATS

Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1; your Touch should be +2 or +1.

AKASHIC ORGANIZATION

Many Adepts are trained, supported and used by organisations who follow the same beliefs and practice the same fighting style.

How did you learn to infuse the magical power of the rifts into your fighting style?

- 🕒 You were trained by an Akashic organization to which you still belong. Name and describe them. You are *+owned*.
- 🕒 You were trained by an Akashic organization which you subsequently abandoned. Describe the manner in which you left the organization and say why you are still *+hunted*.
- 🕒 You were self-taught. Your style is *+raw* and you are *+disdained* by Adepts who were trained by an Akashic organization.

CYBERWARE

Most Akashic organisations abhor the use of technological augmentation. You don't start with cyberware automatically, but you may take the chromed move at character creation. If you do, answer the usual cyberware questions as well as the questions about your Akashic organisation. You are *+distained* by most Adepts.

MOVES

You get these three:

🔌 **Akashic training:** Your training in Akashic physical traditions gives you a base of 1-armour. Your unarmed strikes deal a base of 2-harm. In addition, when you **centre** yourself, apply one effect to your strikes while in this new state. Choose from these effects: cold, electricity, fire, or stunning.

🔌 **Centre:** When you pause to reinforce your connection to the rifts, roll Touch.

10+: change your rift power to the desired state

7-9: change your rift power, but choose 1:

- You are momentarily lost in another world. Take -1 forward
- You are put into unexpected danger (the MC will tell you what)

🔌 **Rift power:** You are always in one of three states: Balanced, Protective, or Aggressive. You change the state you are in by using the **centre** move. When you change your state, you remain in that state until you change it again.

Balanced: Add +1 ongoing to **act under pressure** and **assess** while in this state. If your power is *+raw*, you may not enter this state.

Protective: You inflict -1 harm and take -1 ongoing to the **harm** move while in this state. Take +1 ongoing to armour while in this state. If the victim consents to your participation in any sort of healing while you are in this state, they heal an additional 1 harm.

Aggressive: You inflict +1 harm and take -1 to armour while in this stance. Take +1 ongoing to **play hardball** while in this stance.

Choose one more:

🔌 **Armour of the rifts:** When you successfully **attune**, take +1 armour forward.

🔌 **Balanced aura:** While you are in the Protective state, you may envelop yourself in an aura of cold, electricity, or fire. Anyone who deals harm to you with a melee attack takes 1-harm from your aura.

🔌 **Berserker rage:** When you are in the Aggressive state and go berserk on a group of enemies, roll Touch instead of Meat to **mix it up**; if your style is *+raw*, you must choose the option "you make too much noise". If you choose to inflict or suffer harm, increase that harm by 1. If you choose to suffer harm, do not roll the harm move.

- 🔌 **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- 🔌 **Elemental expression:** When you are in the Aggressive state and you apply the cold, electricity, or fire effects to your strikes, add +1 to the harm inflicted.
- 🔌 **Fighting style:** When you **mix it up**, roll Style instead of Meat. If your result is a 10+, take +1 forward against anyone who would be impressed by your stylish moves.
- 🔌 **One-inch punch:** When you are in the Protective state, you strike with increased power, roll Touch instead of Meat to **mix it up**. You gain +1 armour against any resulting harm.
- 🔌 **Restoration:** When you are in the Protective state and heal someone else by placing hands on them, roll Touch.
 - 7+:** they recover 1-harm
 - 10+:** you can also remove an effect, such as unconscious, incoherent, or panicked, or restore a lost limb (such a limb must still be viable and present)
- 🔌 **Ultimate expression:** When you are in the Protective state and protect yourself or someone else, roll Touch.
 - 10+:** the target does not take any harm stemming from the next move they make (other aftereffects of the move still apply)
 - 7-9:** the target adds +2 armour forward. If the target is someone else and they take any harm (above and beyond their armour value), you roll the harm move and are affected by the results instead

GEAR

You get:

- 🔌 Akashic focus (this is some magical trinket; describe it)
- 🔌 Loose-fitting clothing

Choose one weapon:

- 🔌 Pair of nunchaku (2-harm hand)
- 🔌 +Rune-carved staff (2-harm hand)
- 🔌 +Stylish sword (3-harm hand messy)

Choose one:

- 🔌 +Flashy motorcycle
- 🔌 Goggles (Choose two: +*thermographic*, +*light* amplification, +*magnification*, +*flare* compensation)
- 🔌 Old book of Akashic lore
- 🔌 Trauma derms (allows you to **apply first aid** to characters at 2100 or less harm)

You start with 5 Cred.

DIRECTIVES

Choose two:

-  **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
-  **Pride:** When your need to prove yourself against great odds endangers the mission, mark experience.
-  **Protective:** When you put your responsibility to _____ ahead of the mission, mark experience.
-  **Revealing:** When you discover more information about _____, mark experience.

ADEPTS IN *THE SPRAWL*

Adepts are effective in a variety of situations. Since Adepts can be effective while unarmed and unarmoured, the character can be deployed into situations where other, more overt characters might draw suspicion. Nevertheless, the Adept also a powerful force, more than capable when the mission gets loud.

When playing an Adept, it is important to understand your **rift power** states and how to best use the benefits. The *balanced* state is for general use, usually outside of combat, especially when directly investigating a location or person in the Legwork Phase. The *protective* state is for protection and is best when the Adept is outnumbered or injured, or when applying first aid to teammates and bystanders. The *aggressive* state supports aggressive actions and is best when the Adept is on the offensive.

Be aware that many optional moves bolster the Adept's effectiveness while in certain rift power states. In this sense, the Adept can specialise in one of the states, although all rift power states are still beneficial in certain situations.

HORROR BANE

*I want justice for a voice that can't be heard
Vindication for every suffering and hurt
Let retribution hold dominion over earth
Because judgement day's not coming
Because judgement day's not coming
Soon enough*

Nemesis, VNV Nation



As a group, the Horror Bane are a loosely knit organisation devoted to removing the taint of the rift Horrors from our world. Those recruited into the ranks of the Bane are often victims of a particular Horror's machinations; this Horror is considered that Bane's Adversary. While devoted to the extermination of all Horrors, most Bane focus primarily on their Adversary.

Corporate work is a means to an end for the Bane; missions often turn up leads and artifacts to use in their fight against their Adversary. The cred is pretty useful as well.

In general, Horror Bane are distrustful of Thralls—weak puppets of the Horrors—but they'll work with them on missions when necessary, unless, of course, the Thrall is in service to the Bane's Adversary.

NAME

Arrow, Blade, Castle, Farrington, Fury, Ghost, Guillame, Machete, Martina, Odin, Raven, a hard name, a divine name, a relentless name

CHOOSE YOUR LOOK

Eyes: hard, haunted, merciless, sorrowful, resigned, intense, hunted, angry

Face: scarred, impassive, square, gaunt, guarded, pained, nondescript

Body: muscular, athletic, trained, burned, twisted, ordinary, unfit

Wear: street, military, corporate, hunting, destitute, blood-stained, suburban, flashy, nondescript

Skin: artificial, otherworldly, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, white, _____

STATS

Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1; your Touch should be +2 or +1.

THE ADVERSARY

Describe what you know of your Adversary.

- » Have you seen hard evidence that your Adversary is actively hunting you or are you only aware of it through nightmares? You are *+hunted*.
- » Describe how your Adversary most recently affected our world.
- » What is the most startling aspect of your Adversary's machinations?
- » What happened to cause you to join the Horror Bane?
- » What trauma was inflicted on you by your Adversary? Describe it. You are *+haunted*.

CYBERWARE

The Horror Bane adopt any weapons or technology that will serve the ultimate goal of wiping out the Horror blight. Choose any single piece of Cyberware you believe will help in the fight against your Adversary.

MOVES

- 🔌 **Rift cant:** You have a deep and well-informed network in the magical community. When you **research**, you may roll with Touch instead of Mind.
- 🔌 **Rift weapon:** The Bane have perfected the art of infusing their weapons with rift energies, this dramatically increases their lethality against rift-based entities. When you **mix it up** against an entity from beyond the rifts, you may roll with Touch instead of Meat.

Choose one more:

- ⌚ **A deep well:** Your hatred for your Adversary grants you a tenacious grip on life and the future opportunities for vengeance it holds. When you roll to **acquire agricultural property**, you may add your Touch score to the total.
- ⌚ **Bloodhound:** The magic of the rifts links everything it touches, reaching in every direction, collapsing space and time. It courses through the veins of creatures from beyond the rift and adheres to the blood of those who use and encounter magic. If you touch, smell or taste the "blood" of a rift-touched creature you can sense the creature and something of its history. If you smell the blood, you may track the creature up to a day later. If you touch the blood, you may **assess** the recent past of a creature. If you taste it, you may **research** that creature and its relationships.
- ⌚ **Go to ground:** Because you have such a powerful enemy it is often necessary to go to ground in order to avoid their wrath. The Horror Bane have set up a network of magically shielded safe houses all over the world for this purpose. Once per mission when a move would open you up to almost immediate retribution from your Adversary, you may go to ground. Describe the safe house, the keeper of the house and what complications arise because you've been forced to put your mission on hold.
- ⌚ **Guns. Lots of guns:** You have an impressive and thoroughly illegal stash of Horror-fighting equipment. Once per mission you may visit your stash to gain 2 [gear] or 2 [artifacts].
- ⌚ **I know who I am:** Once per mission, you may change any 6- you just rolled into a 10+. The MC will advance a clock to 2100 or by one.
- ⌚ **Library network:** You are connected to the Horror Bane's information network. Once per mission you may **research** some aspect of the Horrors as if you had rolled a 10+.
- ⌚ **Wonder contact:** The rifts don't house only the Horrors. There are powerful creatures from beyond the rifts who also oppose the machinations of the Horrors—these creatures are commonly referred to as Wonders. You have been contacted by a Wonder who either directly or indirectly opposes your Adversary. You may declare this Wonder as a **contact**. Describe how the Wonder presents in our world.
- ⌚ **You know who I am:** When you **play hardball** to gain information about or access to a Horror or their assets, you may roll Touch instead of Edge. If you roll a 7–9, you choose the result.

GEAR

Choose two weapons:

- ⌚ Ancient dagger (2-harm hand/close antique)
- ⌚ Heavy revolver (3-harm close/near reload loud)
- ⌚ +Rift-touched sword (3-harm hand messy artifact +rift-touched)

Choose two:

- 🔌 Classic muscle car
- 🔌 Armoured clothing (0-armour, +*discreet*, subtract 1 when rolling the harm move)
- 🔌 Leather jacket (1-armour)
- 🔌 Trauma derms (allows you to **apply first aid** to characters at 2100 or less harm)

You start with 5 Cred.

DIRECTIVES

Choose two:

- 🔌 **Adversarial:** When you deliberately hinder the mission in order to oppose your Adversary, mark experience.
- 🔌 **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- 🔌 **Horror Bane:** When your membership in the Horror Bane hinders the mission, mark experience.
- 🔌 **Revealing:** When you discover more information about your Adversary, mark experience.

HORROR BANE IN THE SPRAWL

Horror Bane are haunted individuals with a laser-focus on destroying their Adversary. While this overriding desire can often get in the way of the mission at hand, they are still valuable members to have on a team. Using their **rift weapon** they are easily the most effective operatives when dealing with entities from outside our dimension. Their deep knowledge of **rift cant** also gives them a great deal of information on the rifts and the things that live beyond them. Their **deep well** of hatred for their Adversary also makes them exceptionally hard to kill, when the rest of the team might have thought the Horror Bane will be the last man standing to drag their bodies out of the rubble. Horror Bane are also the only folks with **wonder contacts**, absurdly powerful beings who are at least temporarily on our side and can give information that no other contact would ever have access to.

If the group contains a Thrall, discuss that relationship before play begins. Why would you work with this person who serves the creatures you despise?

MAGE

Towards the end of the 20th century anthropologist Alfred Gell described magic as an "ideal technology" that worked primarily at the cognitive-symbolic level. The developments of the past seventy years have shown that magic goes far beyond that. Indeed, his theoretical description has become our practical dream. "An 'ideal' technical procedure is one which can be practiced with zero opportunity costs... The defining feature of 'magic' as an ideal technology is that it is 'costless' in terms of the kind of drudgery, hazards and investments which actual technical activity inevitably requires" (Gell, "Technology and Magic", 1988).

This is the ideal technology we work towards: a costless magic that removes the drudgery, hazards, and opportunity costs and allows a new flourishing of our order—and of humanity—into a perfected magical future.

December 2049 editorial in *Hermes and Hecate*, Eloi Howard



A Mage is a true student of all that is magic. They focus heavily on understanding and shaping rift magic through scientific approaches and their own force of will.

Mage society is hierarchical; in most regions a complex bureaucracy has grown up around the use and regulation of rift magic. It's a surprisingly meritocratic society, though, as children of all kin and economic situations are tested for aptitude and placed in orders from an early age. Most Mages continue to serve their orders after their education, though from time to time a Mage will strike out on their own.

NAME

Amestris, Circe, Deshawn, Harry, Hermes, Granger, Inverse, Jackdaw, Naga, Susan, a traditional name, a mystical name, an anonymous name

CHOOSE YOUR LOOK

Eyes: calm, driven, inspired, mystical, impassive, powerful, resigned

Face: young, confident, attractive, grizzled, studious, burned, rift-marked, wax

Body: athletic, flabby, unobtrusive, slight, lithe, shifting, plastic

Wear: corporate, high fashion, street, sanctioned, arcane, magically-autonomous, avant-garde

Skin: artificial, otherworldly, asian or south asian, black, decorated, hispanic/latinx, indigenous, middle eastern, white, _____

STATS

Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1; your Touch should be +2 or +1.

MAGICAL ORDER

Describe your order. Choose one:

-  You know that your order is affiliated with a corporation. Choose it.
-  Your order's affiliation is a closely guarded secret, unknown even to you.

How were you recruited into your order? Choose one or make up your own: forced, family, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

What is your relationship with your order now?

-  You are a loyal member. You're *+owned*.
-  You fucked them over and ran. You're *+hunted*.

CYBERWARE

Some magical orders frown on cyberware, some embrace it, others forbid it entirely. What is your order's attitude towards it? You don't start with cyberware automatically, but you may take chromed at character creation. If you do, answer the usual cyberware questions as well as the questions about your magical order.

MOVES

You get these two:

- 🔌 **Rift magic:** When you call upon the power of the rifts to shape raw magical energy into physical effects, roll Touch.

10+: you harness enough magical energy to create a *shape* of *effect*. If you push yourself, you can add an *adjunct* and make a choice from the 7-9 list

- *Shape:* ray, orb, dart, slick, gaseous
- *Effect (1-harm):* electricity, stunning, fire, acid, magnetism, cold, wind, light, darkness
- *Adjunct:* greater (+1-harm), split, hidden

7-9: you harness enough magical energy to create a shape of effect, but at a cost. Choose one:

- The magic is draining. Take S-harm
- The effect is loud or otherwise attracts attention
- One aspect of the magic (shape or effect) is not entirely under your control. The MC will choose one and twist it

6-: the flows of magical energy are too weak to harness or fail to control the energy you do pull together. The MC will make a move

- 🔌 **Summon:** When you reach into the streams of magic to pull an entity from another dimension, roll Touch.

7+: you draw out an entity under your control. Choose a form and element from the lists below

10+: the entity you summoned has an additional useful characteristic. Add an attribute from the list below

6-: your procedure was imperfect. The MC will choose the form and element of the entity you summoned, but it is most definitely not under your control

You begin with access to these forms:

- **Insectoid** (*mandible and claw*): Insectoid forms are exceptionally terrifying in combat. You can roll **mix it up** with Touch. Their claws do 2-harm.
- **Humanoid** (*kinship*): Humanoids are just a lot easier to understand. Because of your tighter psychic bond, you can use the summoned creature to remotely complete complex tasks that you could normally perform.

You begin with access to these elements:

- **Fire:** Can apply *+affame* tag to objects and people by touch.
- **Air:** Can apply *+floating* tag to objects and people by touch.
- **Water:** Can apply *+drowning* tag to objects and people by touch.
- **Earth:** Can apply *+held* tag to objects and people by touch.
- **Void:** Can apply *+horried* tag to other creatures and people by touch.

You begin with access to these attributes: *+huge*, *+tiny*, *+invisible*, *+flying*

RIFT MAGIC

In *Touched*, rift magic works by crafting “sentences” to describe the spell you are casting. If you roll a 7+, you are able to create a *shape* of a certain *effect*—for instance, a ray of cold or an orb of darkness. You have lists of both shapes and effects to choose from and you can add new ones by taking certain upgrade moves.

When you roll a 10+, you are able to add *adjuncts* to your shapes and effects. These adjuncts are modifiers to make your spell more powerful—for instance, you could now cast a greater cone of cold which would do 2-harm instead of just 1 or a split orb of darkness that would create two separate orbs instead of just one.

SUMMONED ENTITIES

Summoned entities usually last for long enough to complete an intended task or for the length of an action phase. The mage that controls the summoned entity can dismiss it back into the magic flow whenever they like by uttering a short phrase. MC moves may dismiss a summoned entity earlier than the summoner may like or may remove control of the summoned entity, either transferring it to an NPC or making it uncontrolled.

Summoned entities are usually destructive forces of pure nature with a similar cognitive capacity and ability to understand speech as an animal. Intelligent entities with distinct personalities do exist in the magical flows emanating from the rifts. If a mage wants to attempt to summon and control one of these, that entity will be offended by the deed at best and will react accordingly.

Choose two more:

- 🔌 **Binder:** When you attempt to control a rift entity that you do not control, spend an [artifact] and roll Touch.
10+: you successfully bind an unintelligent rift entity to your control or successfully prevent an intelligent rift entity from acting against you
7-9: you bind an unintelligent rift entity to your control long enough for one brief action, such as dismissing it back into the magical flow. You prevent an intelligent rift entity from acting against you for a brief instant; an ally takes +1 forward to act against the entity if they act immediately
6-: you fail to bind the entity. Run. The MC will make a move
- 🔌 **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- 🔌 **Evil eye:** When you shape runes on a person and spend [gear], name that person as your hex. You gain +1 ongoing while acting against or in pursuit of that person. You may only have one hex at a time.
- 🔌 **Mage contacts:** You have extensive contacts in the magical community, roll **hit the streets** with Touch instead of Style.
- 🔌 **Magic touch:** When you **aid or interfere** using rift magic, roll Touch.
- 🔌 **Metaxenophysicist:** Create a new adjunct and add it to your repertoire.
- 🔌 **Sculptor:** Create a new shape and add it to your repertoire.
- 🔌 **Summoning tactics:** When you **aid or interfere** using an entity you summoned, roll Touch.
- 🔌 **Transmutationist:** Create a new effect and add it to your repertoire.
- 🔌 **Vibrant runes:** Your effects do 2-harm but you no longer have the adjunct *+hidden*.

GEAR

Choose two weapons:

- 🔌 Dagger (1-harm hand/close discreet)
- 🔌 Holdout pistol (2-harm hand/close discreet quick reload loud)
- 🔌 Mace (2-harm hand)
- 🔌 Staff (1-harm hand quick)

Choose two:

- 🔌 Armoured coat (1-armour)
- 🔌 Extravagant headgear (when you roll a 12+ to **summon**, choose a second element to apply)

- 🕒 Grimoire (when you roll a 12+ to perform rift magic, choose a second effect to apply)
- 🕒 Order robes (0-armour, +discreet, subtract 1 when rolling harm move)

You start with 5 Cred.

DIRECTIVES

Choose two:

- 🕒 **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- 🕒 **Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
- 🕒 **Revealing:** When you discover more information about _____, mark experience.
- 🕒 **Touched:** When you deliberately hinder the mission to learn more about the rifts, mark experience.

MAGES IN THE SPRAWL

Mages spend their entire lives in the pursuit of knowledge and their field work is usually in service to that goal. They use their **rift magic** to make the world bend to their will. This comes in exceptionally handy in the middle of a mission when you need to lose that security team chasing you or blow up a gate, a wall, or a building. They can also **summon** allies to aid in combat, though often the entities that they summon aren't particularly happy to be here. Using their **magic touch** they can also aid their allies in completing complex or difficult tasks—a blast of wind to help an ally jump that chasm or a magnetic orb to retrieve a lost weapon. Overall, they are excellent Swiss Army knives in the midst of the shit.

THRALL

Sihire od birvaktile/ Black magic of old times

Furije I sihre/ Furies and black magic

Odvele me ubile me otele me/ Took me aware, killed me, kidnapped me

Sheitan mi je obećao/ Satan promised to me

pjevacu do zore/ I will sing until dawn

Sheitan, Kulture Shock



When the rifts opened, the world was flooded with streams and rivers and seas of magical energy. Thralls are those who can feel this energy and have made pacts with an extra-dimensional Horror in exchange for the power to read and manipulate these magical flows. Of course, the Horrors have their own twisted motivations for gifting such powers; motivations seldom known to the Thrall. Unlike Mages, Thralls have no rigid power structure but they often work with other followers of their Horror.

Thralls can read the influence the flow of magical energy has on what those less aware might call "random" events. The events that mark significant patterns in the magical flows are called "runes". These runes are often the magical symbols carved on small rocks as the name suggests, but some Thralls use alternative divinatory signs.

Becky, Brad, Damien, Iggy, Indene, Julian, Cassandra, Moll, Semempses, Vector,
a creepy name, a demonic name, an ordinary name

Eyes: haunted, piercing, bright, inhuman, inverted, nictitating, calm, uncertain

Face: confident, arrogant, twitchy, nervous, hard, tattooed, drained, stretched

Body: muscular, bulky, soft, runescaped, husk, animalistic, twisted, scarred

Wear: street, neo-tribal, corporate, qiger-esque, symbiotic, vintage, western

Skin: artificial, asian or south asian, black, decorated, hispanic/latinx, indigenous, iridescent, middle eastern, otherworldly, splotchy, white, _____

Assign each stat one of these numbers: +2, +1, +1, +0, +0, +0, -1; your Touch should be +2 or +1.

Describe your master. You are *+owned*. Choose one:

- 👉 Your master has other followers, cultists and Thralls. Describe them as if they were a gang (*The Sprawl*, pp.138-139). In addition to the choices you make for the gang's leader, your master is an alien intelligence of unknowable motivations.
- 👉 Any other followers your master may have are unknown to you. Do you think you're the first? His only Thrall? The latest?

Why did you make a magical pact with an extradimensional Horror? Choose one or make up your own: forced, family, enthusiasm, necessity, junkie, genetics, career, ideology, memory, military

Look, buddy. What you do with your meat sack is your own business, just do what it says. You don't start with cyberware automatically, but you can take **chromed** at character creation. If you do, answer the usual cyberware questions as well as the questions about your Horror.

You get these two:

-  **Magic of the bones:** You can read the flows of magical energy through your runes and store the power of favourable runes for later use. Favourable runes hold power and you will often keep them to use as a focus for your spell-craft

Any time you roll a 7+ while making a move (including **call forth**), you may take one of the two dice you just rolled and place it in your pool. These dice must continue to read the numbers they initially rolled. You may have 3 dice in your pool at any given time unless you have a move that states otherwise. You will use this pool of dice for **call forth**.

🔌 **Call forth:** When you use the runes you have collected to **call forth** power from the rifts, roll Touch.

7+: choose any two dice from your pool. Trigger the effect on the table below that matches the two numbers showing on the dice you chose, then remove those dice from your pool

7-9: also choose two:

- Your magic has drawn unwanted attention
- The spell is very draining, lose an additional dice from your pool in addition to the two dice you used to trigger the effect. If you have more than three dice in your pool, you choose which of the additional dice to lose
- Something dark has travelled into our realm on the back of your spell

1+1	An ally will receive the might of an alien Horror. Grant an ally +2 harm on their next attack.
2+1	The bones hold an explosive hex (2-harm, explosive) that can be triggered as long as the Thrall is in sight.
2+2	The bones are imbued with greater healing power. They will heal 2 harm when touched to a living creature.
3+1	An ally will be fortified against a massive attack. Grant an ally +2 armour until hit.
1+4	The rifts give you insight to the future. Take +1 forward on your next action.
2+3	The bones confuse and bewilder a target. They gain the tag <i>+confused</i> .
1+5	The rifts provide. Produce equipment as if you had just spent [gear]. You may produce an [artifact], but the Horrors do not appreciate re-gifting.
2+4	The rifts warp time around your target. They gain the tag <i>+slow</i> .

3+3	The rifts whisper secrets and visions. Reveal knowledge as if you had just spent [intel].
6+1	An ally will avoid death. If they acquire agricultural property within 24 hours, they take a 10+ instead of rolling.
3+4	A boon from the powers beyond! Grant an ally +1 forward.
5+2	An ally is imbued with a terrible and alien ferocity. Until the magic fades, that ally receives +1 harm on their attacks. Mark experience if their violence complicates the mission.
2+6	The bones hold a glamour. Grant an ally a temporary magical disguise.
3+5	The bones hold an explosive hex (2-harm, explosive). Place the bones and give them a condition. When that condition is met, the bones explode.
4+4	The bones are imbued with healing power. They will heal 1 harm when touched to a living creature.
3+6	The bones give you insight to someone else's future. Give the bones to an ally; when they roll aid or interfere with them they give +2 or -2 forward. The dice are then returned to you.
4+5	The bones hold a sticky hex. Throw at an enemy to give them the +held tag.
4+6	The bones give you remote sight. Place them anywhere you want; you see through them as if they were your eyes.
5+5	The bones hold a glamour. You gain a temporary magical disguise.
5+6	The bones explode in light. Those who view it gain the tag +stunned.
6+6	The bones allow minor time manipulation. Give to an ally; while they possess the bones, they may re-roll the dice and take the new result. The dice are then returned to you.

Choose two more:

- 🔌 **Ceremonial scars:** When you roll 12+ to **call forth**, you may change 1 die in your pool to any number less than its face value before deciding what spell to cast.
- 🔌 **Chromed:** Choose a piece of cyberware at character creation or in downtime. Describe how you got it and paid for it using the usual cyberware questions.
- 🔌 **Dreams of beyond:** When you enter a ritual trance, you can project your senses beyond space and time to see a version of the past or a potential future. Describe the ritual and roll Touch.

10+: you receive a vision of whatever past or future event you choose. Choose two of the following: gain [intel], take +1 forward when acting on the vision or attempting to bring it to pass, or add a dice to your pool with a value you choose.

7-9: you receive a hazy vision of the past or future. Either:
 - you choose the event you see and you choose one from the list above, or
 - the MC chooses the event you see and chooses one option for you, then you choose a second option from the two that remain
6-: you receive a terrible vision and are noticed and noted by something from beyond
- 🔌 **Gris gris:** You have crafted a talisman that allows you to store one additional set of imbued bones, expanding your **magic of the bones** dice pool to a total of 5 dice.
- 🔌 **High priest:** You occupy a high position in your master's cult. Your church of subordinates are a gang (2-harm +*small* +*magical* +*fanatical* +*secret*). Pick 2:
 - Your church is armed with mystical weaponry: add 1 harm and +*rift-touched*
 - Your church is protected by mystical armour: add 1 armour and +*over-confident*
 - Your church is particularly attendant to your teachings: add +*loyal*; you may remove +*fanatical*
 - Your church has a specialist edge: add one of +*mobile*, +*specialists*, +*well-connected*, or +*resources*
 - Your church is successful at recruiting (how?): replace +*small* with +*medium*
- 🔌 **Horrors' foresight:** Choose one die from your **magic of the bones** dice pool and remove it from the game; this reduces your maximum dice pool by 1 for the rest of the mission. You gain 2 [intel].
- 🔌 **Magic touch:** When you **aid or interfere** using rift magic, roll Touch.
- 🔌 **Rift hook-up:** Your master periodically reveals the location of caches of useful or valuable items. Once per mission you may ask your master for help;

they will reveal the location of any combination of three of: [artifacts], [gear], and +*rift*-touched equipment. Roll Mind:

10+: you realise the catch before you commit to retrieving them

7-9: you realise the catch after you commit to retrieving them

6-: you realise the catch at the worst possible time

- 🔌 **Spirit contacts:** You can use blood magic to summon a spirit for information. When you do so, roll **hit the streets** with Touch instead of Style.

GEAR

Choose two weapons:

- 🔌 Dagger (1-harm hand/close discreet)
- 🔌 Holdout pistol (2-harm hand/close discreet quick reload loud)
- 🔌 Mace (2-harm hand)
- 🔌 Staff (1-harm hand quick)

Choose one:

- 🔌 Coat of trinkets (0-armour, subtract 1 when rolling harm move)
- 🔌 Horror skull mask (1-armour, frightening)

You start with 5 Cred.

DIRECTIVES

Choose two:

- 🔌 **Behavioural:** Describe your ethical code. When adhering to your code hinders the mission, mark experience.
- 🔌 **Beholden:** When you deliberately hinder the mission to acquiesce to the Horror who gave you your power, mark experience.
- 🔌 **Proselytising:** Describe your belief system. When you persuade others to act according to your beliefs, mark experience.
- 🔌 **Revealing:** When you discover more information about _____, mark experience.

THRALLS IN THE SPRAWL

The way of the Thrall is the quick and dark path to power. They don't care for the years of research and schooling of the Mages; a quick deal with a Horror is all it took for them to gain their power. They use **magic of the bones** to make those around them better, hoping that by bestowing gifts upon their companions they might turn them into followers of their master. By using their **Horrors' foresight** they can better prepare the team for the mission ahead. They also have access to **spirit contacts**,

otherworldly beings that they can summon using their own blood. You can be sure that the spirits will have a bit more information than the local drug dealer.

Because they are so directly touched by the weird, they often make their companions a little uncomfortable, especially when they make a mission go pear-shaped because their Horror told them to.

A WORD ON DICE POOLS

The magic system used by Thralls depends on having the available dice with the proper exposed numbers available in their pool. These dice are physical representations of your in-fiction runes. Whenever you roll dice and get a 7+, **magic of the bones** allows you take one of those two dice you just rolled and place it in your pool as long as you have additional space in the pool. Think of this as your character pocketing a favourable rune. Initially you have space for three dice; you can take upgrades that will allow you to store up to five.

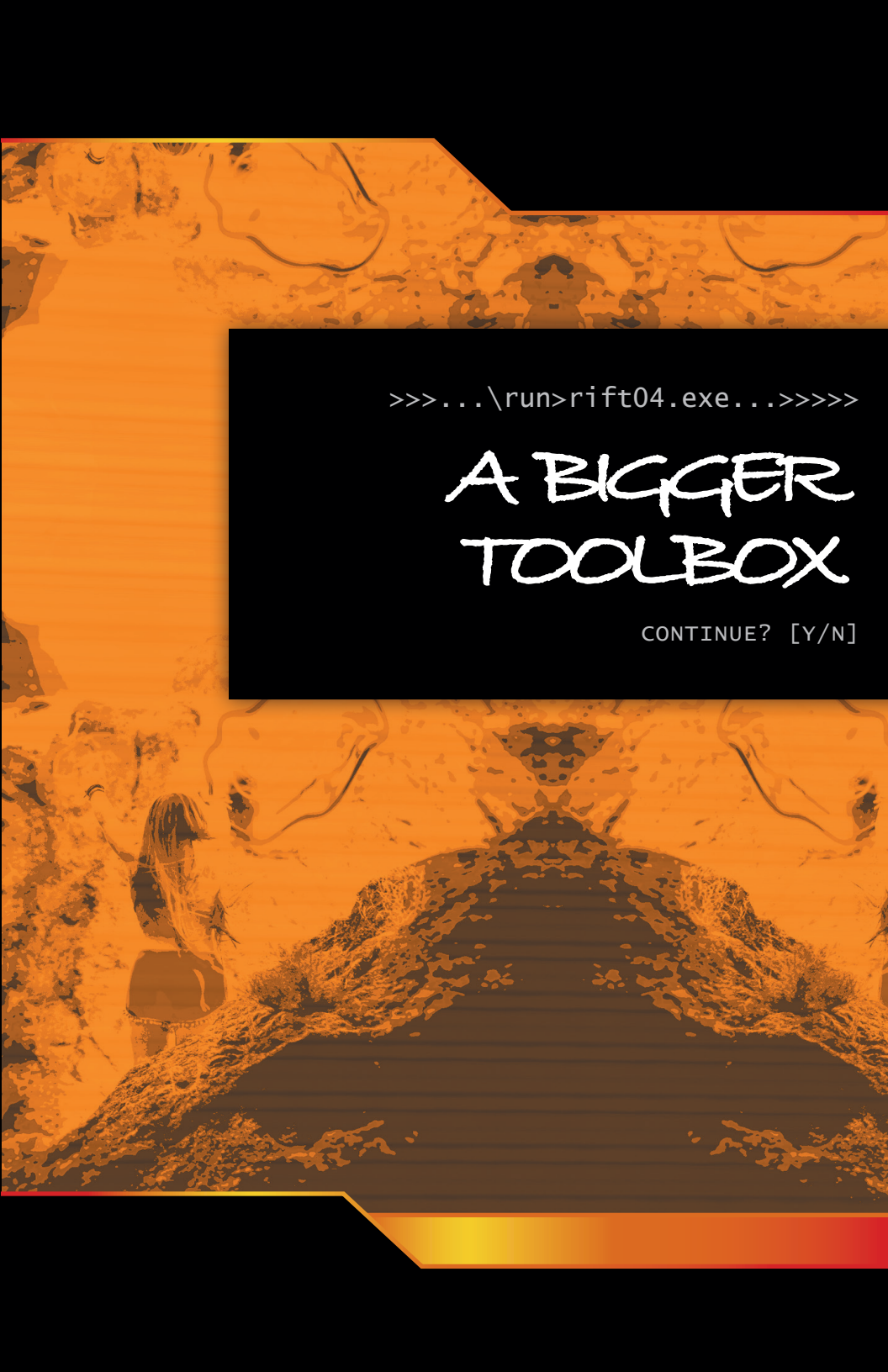
EXAMPLE:

Allison wants to see if she can find out where on Miskatonic Amalgamated's orbital weapons platform the hostage her team is trying to save is located. Since she has *spirit contacts* she decides to interrogate the spirits of the hostage's ancestors using *hit the streets*. She rolls and gets a 12 total: her dice read six and four and she has a +2 Touch score. Because she rolled 7+, she has not only succeeded in her *hit the streets* roll but has also automatically triggered *magic of the bones*.

The rest of her team is pretty beat up after the botched infiltration of the weapons platform, so she figures it might be a good idea to cast a healing spell next. She knows she needs 2 dice reading four in her pool to cast that particular spell. Since one of the two dice already in her pool reads four, she decides to take the four she just rolled and add it to her pool. Once her *spirit contact* has given her the location, she rolls *call forth* and gets a 7; it's a success so she removes the two dice showing fours from her dice pool and triggers her healing spell, healing the Hunter for 1 harm.

Unfortunately, the spell made an audible boom and that has alerted the platform's security drones. It was also very draining, so Allison loses the other dice she had stored in her pool. She now has an empty dice pool and five well-armed security drones to deal with!

>>>>...WARNING...RIFT_UNSTABLE...WARNING...>>>>



>>>...\run>rift04.exe...>>>>>

A BIGGER TOOLBOX

CONTINUE? [Y/N]

TOOLBOX

LOADING...



Ritual

You've learned enough of the Horrors beyond the rifts to entreat for a boon of knowledge. When you perform a ritual to seek knowledge from a Horror, describe the ritual and make an offering of as many [gear] and [intel] as you feel necessary. Roll [gear] and [intel] spent.

10+: your ritual and offerings have pleased the Horror beyond your wildest expectations. Describe the knowledge the Horror has gifted you with, reality bends to make this knowledge true and actionable

7-9: your ritual and offerings have pleased the Horror you beseech. It gives you a deep insight into the knowledge you seek. The MC will tell you what this is, it will be actionable and helpful

Untrained Magic

When you call upon the energy of the rifts to shape raw magic into physical effects, spend an [artifact] or a piece of equipment with *+artifact* and roll Touch.

7+: you are able to create a shape of effect

10+: your [artifact] or *+artifact* item survives the spellcasting process

Shape: ray, orb, dart, slick, gaseous

Effect (1harm): electricity, stunning, fire, acid, magnetism, cold, wind

See the Mage playbook rules on rift magic for a full discussion of shape and effect.



>>>...\run>rift05.exe...>>>>>

KEEP DREAMING
ON, PHOREVER
PEOPLE

CONTINUE? [Y/N]

>>>>located\rift05...>>>>>>>>

KEEP DREAMING ON, PHOREVER PEOPLE

LOADING...

As the magical energy of the rifts courses through the world, it subtly changes all it touches. All characters have been influenced by the rifts and will choose one kin group. The kin groups represent a set of fairly consistent mutations that affected all humans within the first 5 years after the rifts opened wide.

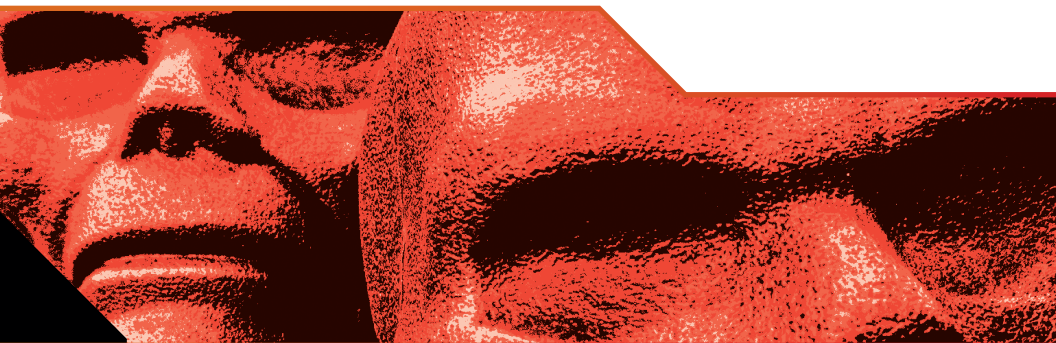
FANTASY "RACES" AND FANTASY RACISM

Racism and the structures of white supremacy are real problems in contemporary society. The incorporation of fantasy races in roleplaying games is frequently used as an avenue to discuss, comment or reflect on real-world issues like these while maintaining a degree of distance from the subject.

However, while fictional and metaphorical twists on contemporary issues can be interesting and engaging, please make sure that everyone in your game is on board before you do so. For many players, serious issues like these have a very real impact on their daily existence and are not fun additions to their fantasy escapism, even when that escapism is a dystopian cyberpunk future.

Don't assume that the friends who are willing to engage in a fictional representation of ultra-capitalism also want to add other potentially disturbing topics like racism. The same also applies to themes of sexual violence, gender-based discrimination or mental health.

Talk to your players. Be kind to your friends.



DWARF-KIN

Named for their short, bulky appearance, Dwarf-kin are strongly attuned to the atomic forces of our own universe.

Choose one:

- ⚡ **Electro-mechanic:** When you make a move dealing with the construction, destruction or repair of mechanical and electronic devices, take +1 forward.
- ⚡ **Sub-atomic hearing:** When you concentrate for a moment, you can distinguish between the movement of particles in a solid object and that of a living creature, take +1 forward to **assess**.

ELF-KIN

Named for their tall, slender frame and pointed ears, Elf-kin are particularly attuned to the flow of rift magic through the world.

- ⚡ **Attuned:** When you make a move dealing with rift energies, take +1 forward.

HUMAN-KIN

While Human-kin have been infused by the energy of the rifts, they look like the humans that existed before the rifts opened wide.

- ⚡ **Luck:** You have 2 luck points per mission. Spend these points one-for-one to add +1 to any roll after the roll has been made. Add "+1 Luck point per mission" to your list of basic advances.

TROLL-KIN

Named for their large size and similarity to a creature in a fantasy roleplaying game of the late twentieth century, the magic of the rifts flows strongly through the body of a Troll-kin, binding its flesh together and maintaining its coherence when ruptured.

- 🔌 **Regeneration:** Whenever you roll a matching pair on two dice, you may heal 1 harm.

WILD-KIN

The Wild-kin are as diverse in form as the cyber-society they now inhabit. They are seldom alike, but always striking.

Choose one:

- 🔌 **Striking mutation:** You have a very apparent wild mutation. Add +1 to any stat and explain what your mutation looks like (ex. +*bear* arms for +1 Meat or +*badass* diamond skin for +1 Edge).
- 🔌 **Beyond human:** Choose a move from any playbook (in consultation with the rest of the table) and describe how some aspect of your mutations allows you to use that move.

SMASHING STEREOTYPES

Although these kin groups have been reasonably consistent since the rifts opened, they are not a standard by which identity in a kin group can be judged. At best, they represent commonly occurring traits. As a group, you can add colour, variety, and overlap to these moves: tweak these, create your own, make the world yours.



>>>...\run>rift06.exe...>>>>

RUNNING THE RIFTS

CONTINUE? [Y/N]

>>>>located\rift06...>>>>>>>

RUNNING THE RIFTS

LOADING...

Running *Touched Prime* isn't terribly different from running a regular game of *The Sprawl*, you're just adding a badass magical sheen. Magic is now the most powerful source of power in the world—well, next to the Horrors anyway—so every corporation, government and shadow operative looking to get ahead will leverage it. Even in 2050, new discoveries from beyond the rifts are a constant and every corporation wants to have their mitts on them. You have to take this into account when building out your world with the players. Everything gets influenced by the rifts: weapons get enchanted, a beggar on the street might be some weird machination of a Horror, that used deck the hacker bought might be cursed.

Missions should take this into account. The targets of missions could be specific items recovered from the other side of a rift, you might have the characters go to another dimension filled with untold weirdness to explore and report back, a regular old assassination might go pear-shaped when the target turns out to be some Horror's avatar who now has the characters in its sights, a corporate extraction might involve a trip to the other side to bring back a sentient mold who just happens to be one of the best corporate accountants in existence.

The rifts open up to a number of other dimensions, some sort of like our own and others completely inhospitable and abhorrent. The powers that emanate from the rifts are weird and often horrific. While the world has grown used to the existence of rifts, a lot of what exists on the other side of the rifts, or visits our world via the rifts, can be beyond horrific and mind-breaking. If you want to incorporate more of that truly alien feel to the rifts, you can use the **Eldritch Trauma** rules from *A Darkening Alley*. You can even remove the rifts completely and just go with a magical resurgence storyline: swap the Horrors for some other sort of magical creature—dragons or demons perhaps—that the Thrall can derive power from and do the same for the Horror Bane and their Adversary.

When you make hard moves, always consider how the rifts might interact with the current situation. If you're about to harm someone, are the bullets enchanted? If they are, what's the impact of that? Are the mooks of the corporation the operatives



are infiltrating actually creatures from one of the other dimensions currently enslaved to the Chief Operations Mage of the corp's MagicOps department? Steep everything you would normally do in regular *The Sprawl* with a hardy helping of magic and horror. Everything in this world is just a little more complicated because of the rifts and their unpredictable nature. Play hard into that and let it complicate the lives of the characters.

Don't keep all this fun to yourself though! At the start of the game, ask each player a couple of additional questions about their character's life so far and how it's been impacted by their kin group, magic, Horrors/Wonders, and the rifts. Here are some sample questions, but feel free to add or delete from this list as you see fit; try to get every player to at least answer a couple of them to help flesh out your version of Touched.

- » How have the Horrors or Wonders impacted your life and the lives of those around you?
- » What negative or positive experiences does membership in your kin group bring?
- » Did you grow up very near a rift? If so, what kind of experiences did you have as a child because of it?
- » How does magic effect your everyday life?
- » What was the greatest rift-based disaster this world has experienced?
- » Are there beings on the other side of one of the rifts that our world actively trades or communicates with? If so, what are they?

NEW MC MOVES

These are new hard moves to take when a move calls for you to do so or you're presented with a golden opportunity. If you've implemented the **Eldritch Trauma** rules from *A Darkening Alley*, then you can use the MC moves from that section as well.

- » You're probing calls forth a great Horror from the rifts
- » The magic of the rifts explodes around you
- » One of the corps' MagicOps departments has taken interest in your dealings with the rifts
- » A being from beyond the rifts has learned your name
- » You have destabilised the rift you're interacting with
- » You've stumbled upon a Thrall circle's ritual

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