

NAME -

LOOK

STATS MOVES

COOL do something under fire highlight

HARD go aggro; sucker someone; do battle highlight

HOT seduce or manipulate highlight

SHARP read a sitch; read a person highlight

WEIRD open your brain highlight

HARM countdown 12 9 3 6 stabilized when life is untenable: come back with -1hard, come back with +1weird, change to a new playbook, die

HX help or interfere; session end

NEWS SPECIAL

If you and another character have sex, you see through each others' personas and get a glimpse of the person underneath. They can choose to ask you 1, 2 or 3 questions, and you can ask them the same number: What are you most afraid of? What are you most proud of? What do you do that's just an act? Who do you secretly love? Who do you secretly hate?

IMPROVEMENT

- experience ○○○○○ >>> improve
get +1hot (max hot+3)
get +1cool (max cool+2)
get +1sharp (max sharp+2)
get +1weird (max weird+2)
get a new news move
get a new news move
get followers (you detail) and fortunes
get a workspace (you detail) or add 2 options to your workspace
get a move from another playbook
get a move from another playbook
get +1 to any stat (max stat+3)
retire your character (to safety)
create a second character to play
change your character to a new playbook
choose 3 basic moves and advance them.
advance the other 3 basic moves.



Introducing

THE NEWS

with Josh Savoie

It's all bullshit. The lies Dremmer tells his people to keep them fighting, the hunger prophet and her salvation, the brainers and their brain-fuckery. But not you. You know what's what. When Krin starts a war with Wire, you know it. When some asshole shoots up that hold to the east, you know it. When some crazy-ass seer is gathering an army in the rag-wastes, you know it.

You know it, and you say it. Bring the truth, no matter whose lies it betrays and no matter how bad it hurts.

NEWS MOVES

Breaking now: at the beginning of the session, roll+sharp and ask the MC questions. On a 10+, ask 3 times. On a 7-9, ask twice. On a miss, ask once:

- Where is \_\_\_ and what are they up to? Whatever the answer, that's what you put out over the air. Now everybody knows.
Unflappable persona: when you act under fire, you can roll+hot instead of roll+cool.
No bullshit: when you read a person, you can always ask "is your character telling the truth?" for free.

Rally to the cause: when you speak out in favor of a cause or a person, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1-for-1 to have your audience:

- Send in supplies worth 1- or 2-barter.
Attack somebody you name.
Defend someone or something you name.
Go together to a place you name.

On a miss, hold 1 anyway, but to spend it you have to personally lead them into action.

Consummate performer: when you're in front of an audience (MC's call), you get +1 to any rolls you make.

The good fight: when you talk passionately with another player's character about your plans, the future, or how fucked up things are, roll+hot. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold 1-for-1 to ask that character to do something, and if they do it, they mark experience. On a miss, they hold 1 over you, on exactly the same terms.

OTHER MOVES

GEAR & BARTER

Empty box for gear and barter details.

## STUDIO

By default, your radio studio is a makeshift building which can comfortably house 2–4 people, with broadcast equipment and a single NPC guard (2-harm 1-armor, you detail).

Choose 2 amenities:

- Hidden weapons (you detail).
- A savvyhead's **workshop** with 1 option (you detail).
- An NPC assistant (you detail).
- Spare rooms to comfortably house up to 10 people.
- A dedicated security force (small gang 2-harm 1-armor).
- Strong walls (1-armor).

Choose your station's attractions (as many as apply):

- Music salvaged from the golden age.
- Live performers.
- Radiodramas.
- Guests.
- Expert advice.

Choose 1 complication:

- A delicate broadcast system, prone to failure.
- It's cold, damp and uncomfortable.
- It's in a well-known location.
- You've got no security at all.
- It attracts an endless stream of desperate people and you have an obligation to help.

Choose some people with connections to the station:

Name 3 informants:

\_\_\_\_\_, \_\_\_\_\_, & \_\_\_\_\_

Name your biggest fan: \_\_\_\_\_

Name 2 people you've pissed the fuck off:

\_\_\_\_\_ & \_\_\_\_\_

## BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle, plus 1 for your studio. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- *Make announcements on-air on behalf of a wealthy NPC or population.*
- *Broker trade deals between NPCs and NPC populations, cutting a percentage for yourself.*
- *Conduct a drive for support from your loyal audience.*
- *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; a session's hire of a violent individual as bodyguard; a few sessions' hire of simple labor; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

## CREATING THE NEWS

To create the news, choose name, look, stats, moves, studio, gear, and Hx.

### NAME

Noah, Armstrong, Tomash, Auster, Tany, Grigsby, Beaubien, Benincasa, or Utah.

Chang, delBarco, Navarro, Mito, Innkeeper, Danyell, Kamenetz, or Liasson.

### STATS

Choose one set:

- Cool+1 Hard-1 Hot+2 Sharp=0 Weird+1
- Cool+1 Hard=0 Hot+2 Sharp+1 Weird-1
- Cool=0 Hard+1 Hot+2 Sharp+1 Weird-1
- Cool-1 Hard=0 Hot+2 Sharp+1 Weird+1

### GEAR

In addition to your studio, detail your personal belongings. You get:

- 1 weapon of last resort
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)
- oddments worth 1-barter

Weapons of last resort (choose 1):

- silenced 9mm (2-harm close hi-tech)
- stun gun (s-harm hand reload)
- survival knife (2-harm hand)
- hunting rifle (2-harm far loud)

If you'd like to start play with a vehicle or a prosthetic, get with the MC.

### IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5<sup>th</sup>, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

### LOOK

Man, woman, ambiguous, or transgressing.

Casual wear, display wear, vintage wear, lux wear, utility wear, comfort wear.

Angry face, boyish face, pretty face, expressive face, open face, or scarred face.

Intense eyes, bright eyes, inquisitive eyes, frank eyes, mischievous eyes, or haunted eyes.

Broken body, restless body, spare body, slim body, still body, or solid body.

LOUD VOICE, stern voice, soothing voice, deep voice, rich voice, passionate voice, lilting voice, or calm voice.

### MOVES

You get all the basic moves. Choose 2 news moves.

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**, **baiting a trap**, and **turning the tables**, as well as the rules for how vehicles suffer harm.

### Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask each other character in turn:

- *Can I count on you to tell me the truth?*

If they say yes, cool, write Hx+1.

If they say no, write Hx+2. You scrutinize what you don't trust.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.