



# Player Guide & Handouts

🐦 @umbral\_aeronaut

tell us your story: 🐦 #helloworldRPG



**D6DESIGN**



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# function rolls

When a player character attempts something challenging, we make a **function roll** to see how it goes. A challenging function is one where there is an **obstacle** to your goal that's *dangerous* or *interesting* (if it's not dangerous or interesting, usually you just achieve what you want or make some kind of choice).

- ? Was your character planning for this all along? If you set a back-up plan or "knew this might happen", then ask to perform this roll as part of a **flashback**. Tell the GM what your character did in the past that changes the situation. The GM will set a cost of **0**, **1**, or **2 stress** based on how available the opportunity might have been or how elaborate the contingency was. Then do the rest of these steps as normal to see how well it works for you in the present moment.
- 1 The first thing you do is state what your **goal** is for the function. Focus on your desired outcome. For example, when you're fighting somebody you often have objectives besides just causing damage (ie. what are you *really* after: do you want to embarrass them, seize their supplies, establish your reputation, drive them off?).
- 2 Next the GM sets **position** and **effect level**. Position is how dangerous it is for you, and usually relates to the obstacles involved or how much threat there is. Effect is how much impact we expect your function will have on the situation, how close it gets you to your goal. If you don't like the position or effect level the GM tells you, now is the time to negotiate. You might now decide to choose a less ambitious goal. Perhaps you have **gear** or a **special ability** on your playbook that you can wield to improve the situation, or you can try a safer approach with a different **function**, or maybe you can benefit from teamwork with a **set-up** or **group** action.

## 3 dice

- Start with **1d** for each **Function** rating dot
- 1d** if you have applicable Level 3 **Harm**
- +1d** if you receive **Assistance** (*assisting ally spends 1 stress*)
- +1d** if you **Push yourself** (*+2 stress*) -or- you accept a **Daemon's Bargain...**



*Daemons are said to crave certain things:*

- ▶ *To see an Ally betrayed..*
- ▶ *To take your Coin..*
- ▶ *To possess your Gear..*
- ▶ *To inflict Harm..*
- ▶ *To turn up the Heat..*
- ▶ *To occupy your Memories..*

Every time you roll a desperate function, you also can mark **1 xp** in that attribute.

## position

### controlled

*You act on your terms. You exploit a dominant advantage.*

**Critical:** You do it with **increased effect**.

**6:** You do it.

**4/5:** You hesitate. Withdraw and try a different approach, or else do it with minor consequences: a **minor complication** occurs, you have **reduced effect**, you suffer **lesser damage**, you end up in a **risky** position.

**1-3:** You falter. Press on by seizing a **risky** opportunity, or **withdraw** and try a different approach.

### risky

*You go head to head. You act under fire. You take a chance.*

**Critical:** You do it with **increased effect**.

**6:** You do it.

**4/5:** You do it, but there are consequences: you suffer **damage**, a **complication** occurs, you have **reduced effect**, you end up in a **desperate** position.

**1-3:** Things go badly. You suffer **damage**, a **complication** occurs, you end up in a **desperate** position, you **lose this opportunity**.

### desperate

*You overreach your capabilities. You're in serious trouble.*

**Critical:** You do it with **increased effect**.

**6:** You do it.

**4/5:** You do it, but there are consequences: you suffer **severe damage**, a **serious complication** occurs, you have **reduced effect**.

**1-3:** It's the worst outcome. You suffer **severe damage**, a **serious complication** occurs, you **lose this opportunity** for action.

## effect

- Great:** You will cause a big impact, or get an extra benefit. (3 ticks on a clock)
- Extreme:** An extraordinary result, fates aligned. (5 ticks on a clock)
- Standard:** You can expect to achieve an average result. (2 ticks on a clock)
- Limited:** You won't get all you wanted, there's more to do. (1 tick on a clock)
- None:** It's not possible to achieve anything as things stand. (0 ticks)
- Lesser Effect might be caused by:** The challenge has **Potent** defenses, greater **Quality**, a higher **Scale**, you have an applicable level 2 **Harm**.
- Greater Effect might be gained by:** beat the target's **Quality** (overcome a strength), attain **Potency** (strike at a weakness), exceed their **Scale** (greater size or numbers), or **Push yourself** for extra effect (+2 Stress).

## 4 success and consequences


If you rolled a **4** or **better** in your dice pool, you **succeed** and have achieved the established effect!

If you rolled **less than a 6** in your dice pool, there will be **consequences**. The GM sets consequences according to your Position and the situation. You might suffer *one, some, or all* of the listed consequences. You may reduce **damage** with **Armor** or by taking **Harm**. For any other consequence, you can avoid or reduce it with **resistance**.

**Resistance** lets you avoid or block a negative consequence that the GM inflicts. You can resist **any** or **all** negative outcomes from a function roll, and **resistance is always effective** - the consequence will be reduced to something less severe or avoided entirely depending on the situation.

When you resist, tell the group how your PC does it (or ask how you might do it if you're not sure). The GM determines how much of the consequence will be reduced, then decides which **Attribute** applies (the Attributes are *Computation, Resolution, and Stability*).


## resistance

 1d for each **Attribute** dot

You **reduce** or **avoid** the consequence and take 6 stress minus your **highest die result**.

*When you roll a **critical** on resistance, **clear 1 stress**.*

## armor & harm

Armor might reduce **some** or **all** of the **damage**. Mark it off when used. 

Harm reduces **damage equal to it's level**. Writing in this Level 2 Harm ('*Error*') absorbs 2 of the stress damage you would have taken, but it might cause you to have **less effect** on a future function roll where being harmed in this way makes things difficult for you.

2 : Error

Less Effect

*Flickering hands*

Any remaining points of **damage** that you have not absorbed with armor or harm go to your **stress track**.

## deresolution

When you fill in your **last stress box**, you may either write in a **Level 4 Harm** and **clear 4 Stress** to endure (only if your Level 4 Harm box is empty), or else derez to the Stack. When you deresolve, clear all stress and harm from your sheet.

4 : Crashing

Need Help

*Paralyzed*

*While you have **Level 4 Harm**, you cannot take action unless an ally provides help or you **push yourself** to act.*

## teamwork

assist

Take 1 stress to give another player **+1d** to their dice roll. You might also suffer **consequences** from the roll. Only one character may assist per roll.

lead a group

Lead a **group function**. Roll for each character who participates in the function. The best single roll counts as the result, which applies to every character that rolled. The character leading the group takes **1 stress** per fail.

protect


Face danger for a teammate. Step in to suffer a **consequence** in their place. You may **resist** consequences or **reduce** damage as normal.

set up

**Set up** another character with your function. If you succeed, any team members who are able to follow up will get **greater effect** or **improved position**.

## fortune roll

A **fortune roll** may be used to tell us "how much" something manifests or to represent the vagaries of chance. There's no position or effect level, just a pool of d6 representing a **trait**. For example, the GM might make a fortune roll for a gang's morale when the fight turns against them or to find out how bad a sudden Glitch manifestation is. Fortune rolls are a tool for any time the outcome is up to fate or chance.

 dice based on the **Trait**.  
(1d-4d is common)

 +1d for a **Major Advantage**.

 -1d for a **Major Disadvantage**.

Common traits include:

*The **tier** of a faction.*

*The **quality** of a cohort, memory, piece of gear.*

*The **scale** or **force** of an environmental effect.*

**Critical:** Great result / Extreme effect.

**6:** Good result / Standard, full effect.

**4/5:** Mixed result / Limited, partial effect.

**1-3:** Bad result / Poor, weak effect.

*The **Wanted** level of the crew.*

*The **toughness** or **loyalty** of an NPC User/Daemon.*

*The **Security** of a district, or it's **Chaos** level.*

## gather information

When a PC wants to discover something specific about World or it's denizens that isn't common knowledge, **gather info** is used to find out. If there is an obstacle or challenge involved in finding the answer, it's a **function roll**. If the only question is how much can be discovered right now, then it's a **fortune roll** instead (use a PC's function dots based on their approach for the fortune roll dice).

*The GM answers your question honestly, with a level of detail depending on the effect level.*

**Great:** Exceptional details. Follow-up questions may expand into related areas or reveal more than you hoped for.

**Standard:** Good details. Clarifying and follow-up questions are possible.

**Limited:** Incomplete or partial details. Outdated or suspect information.

## authority

*summarized from the Authority chapter of Hello, World (page 96)*

**While your crew has a full Rep meter** (minus your current **discount** from Turf/Leverage), you may decide at any time that you wish to Wield Authority.

**Decide as a crew together what you want to achieve.** *Which Authority function?*

You will ask, and answer, a series of questions with your GM.

The greater the **Force – Time – Range – Area** of your crew's desired effect, the greater total **Magnitude** you will need to wield. Your crew's starting Magnitude value is the sum of your **Tier** + filled in boxes for the chosen Authority function on your crew sheet. Any excess must be paid by your characters in **Stress**.

If a character marks their **final stress box** while wielding Authority and this causes them to **deresolve** to the Stack, count it as if they marked an additional **2 more** stress towards the magnitude cost.

# hello, world // breaker

## BREAKER ABILITIES

- Hyper-Armor:** You may spend **1 memory** to **resist** damage or another consequence from physical combat, or to **push yourself** for a feat of endurance.
- Distortion Field:** You may imbue your avatar with a powerful energy field. When doing so you gain **potency** in combat against Administrators. You may also grapple with manifestations of the Glitch in order to contain or redirect it.
- Guardian:** When you **protect** an ally, take **+1d** to the **resistance** roll. Whenever you take level 2 or higher **Harm**, you may absorb **+1 additional Stress** for it.
- Intimidator:** Your cruelty overrides the natural pain tolerance of World. When you threaten violence against a User or Process, you may **Buffer** them in order to force them to reveal information, focus on you, or flee from you. When you **gather information** through threats or coercion, you get **+1 effect**.
- Restoration Protocol:** During the **Refresh** step in downtime, you or an ally you choose may clear their lowest level of **Harm** for free (after clearing level 1 Harm as normal).
- Shock and Awe:** Your ordnance reserves are deep: mark **+1 Memory limit**. When you accept a **Daemon's Bargain** related to excessive collateral damage or gratuitous force of arms, take an additional **+1d** on the function roll if nobody is **assisting** you.
- Soul Edge:** One of your weapons is alive. Name it, and choose two of the following traits for it: *flirty – glitchy – melancholy – noisy – sadistic – treacherous*. You gain an additional **xp trigger**: *You experienced complications due to your living weapon's traits*. If the entire crew was impacted by those complications, also mark **1 crew xp**.
- Volcano Buster:** When you **push yourself**, you may choose one of the following additional benefits: *shatter bonds or barriers in your way and act immediately – unleash a weapon's signature trait (this might let you break through defenses, drive a foe closer or farther, leave a lingering impairment, or similar effects)*.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## BREAKER ITEMS

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

## FUNCTION

**COMPUTATION** { }

- find ( ● ● ● ○ )
- ping ( ● ● ● ○ )
- restore ( ● ● ● ○ )

**RESOLUTION** { }

- mask ( ● ● ● ○ )
- echo ( ● ● ● ○ )
- link ( ● ● ● ○ )

**STABILITY** { }

- buffer ( ● ● ● ○ )
- crash ( ● ● ● ○ )
- goto ( ● ● ● ○ )

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

**PLAYBOOK** { }

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

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

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

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

<b>NAME</b>	<b>HERITAGE</b> <small>Arcadian - Jovian - Lunar - Sidereal - Solar</small>
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<b>LOOK</b>
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<b>HISTORY</b>
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<b>RECALL</b> <small>Bitter - Deep - Helpless - Joyous - Lucid - Nightmare - Powerful - Weird</small>
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<b>STRESS</b>	<b>DRIFT</b>

<b>ARMOR</b>	
	DISCONNECTED - GLITCHED - INFECTED - LAGGING OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

<b>HARM</b>	<b>1: Instability</b>	<b>2: Error</b>	<b>3: Fault</b>	<b>4: Crashing</b>
	+1 Heat	Less Effect	-1D	Need Help

<b>MEMORY</b>	<b>COIN</b>

<b>GEAR</b>	
<ul style="list-style-type: none"> <li>◇ A Memknife or Powerglove</li> <li>◇ An Arc Wheel</li> <li>◇ A Sparkmag ◇ Ammo to spare</li> <li>◇◇ A Heavy Weapon</li> <li>◇ A Shieldbelt [+armor]</li> <li>◇◇ A Monocycle</li> <li>◇ Documents</li> </ul>	<ul style="list-style-type: none"> <li>◇ Boost Gear</li> <li>◇ Echo Gear</li> <li>◇ Archival Tools</li> <li>◇ Intrusion Tools</li> <li>◇ A Flarebulb</li> <li>◆ A Vox Crystal</li> <li>◆ A User Crest</li> </ul>

## FRIENDS/RIVALS

- △▽ Blue, a prize fighter
- △▽ Emm, a rogue Process
- △▽ F31x, a viral cat merchant
- △▽ Reynald, an amnesiac knight
- △▽ Zed, a glitch-scarred hunter

## GATHER INFO

- ◆ Who is most dangerous here?
- ◆ What's weak/strong in their technique?
- ◆ What can I break here?
- ◆ What would happen if I broke that?
- ◆ What do they respect most?
- ◆ How can I get them to [X]?

# hello, world // capacitor

## CAPACITOR ABILITIES

- **Overcharge:** When you **push yourself**, you may choose one of the following additional benefits: *You are wreathed in destructive energies and cannot be safely approached – A structure or item you restore gains a surprising temporary feature.*
- **Amplify:** You are an expert at remotely boosting your allies. Up to **twice** per score, you may **assist** an ally without spending stress.
- **Conduit:** Your avatar can conduct massive amounts of computational energy. You may trigger an **Authority function** without spend the normal cost directed by your crew sheet, however when you do so you must **Deresolve** at the end of the scene.
- **Danger Zone:** When you **Crash** a nearby area to damage infrastructure or make it hazardous to occupy, you may choose to gain either **potency** or **increased scale**.
- **Ignite:** Pain is temporary but power is forever. Whenever you **do not resist damage** (ie. you do not use armor, damage-reducing abilities, or take any Harm), gain **greater effect** on your next function in this scene. When you would **Deresolve**, you may first perform a final function ignoring any Harm penalties.
- **Parakinetics:** You may **spend 1 memory** to **resist** damage or another consequence from gravity or hazardous terrain, or to **push yourself** for a feat of mayhem.
- **The Board:** You owe allegiance to a mysterious cabal. They transmit their paralogical desires to you via dream-like liminal messages: add **Commune** to your **Recalls**. You gain an additional **xp trigger**: *You advanced an agenda that was revealed to you while Communing.*
- **Twisting:** You can selectively alter or degrade local environmental factors (gravity, lighting, magnetics, etc.). Take **+1d** when performing **Setup** functions that manipulate terrain or environmental conditions to favor you or an ally.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

Volt Imp



Weak | Disrupted | Derezzed | Armor

## CAPACITOR ITEMS

- Corroder Shells ○○
- Enviro Seals [+armor]
- Glyph Cube
- Sparkblaster Custom
- Utility Spheres ○○
- a Volt Imp

## FUNCTION

COMPUTATION {

find [ ● ● ● ○ ]

ping [ ● ● ● ○ ]

restore [ ● ● ● ○ ]

RESOLUTION {

mask [ ● ● ● ○ ]

echo [ ● ● ● ○ ]

link [ ● ● ● ○ ]

STABILITY {

buffer [ ● ● ● ○ ]

crash [ ● ● ● ○ ]

goto [ ● ● ● ○ ]

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

PLAYBOOK {

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

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

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

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

## NAME

## HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

## LOOK

## HISTORY

## RECALL

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

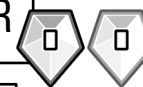
## STRESS



## DRIFT



## ARMOR

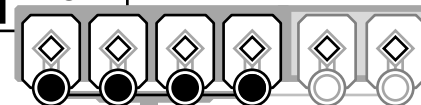


DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

## HARM

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

## MEMORY



## COIN



## GEAR

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

## FRIENDS/RIVALS

- △▽ Beryl, a rogue architect
- △▽ n0x, a caustic viral cat
- △▽ Telos, an ex-Moderator
- △▽ The Board, alien observers
- △▽ Varik, a neon cultist

## GATHER INFO

- ◆ What are they trying to create?
- ◆ What most recently changed here?
- ◆ How could I cause the most chaos?
- ◆ What do they intend to do?
- ◆ What might happen if I [X]?
- ◆ How can I get them to [X]?



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@umbra\_l\_aeronaut

# hello, world // filcher

## FILCHER ABILITIES

- Ghosting:** You may spend **1 memory** to **resist** damage or another consequence from detection or security measures, or to **push yourself** for a feat of stealth.
- Legwork:** When you **gather information** through clandestine observation, gain **+1 effect level**. Your **flashbacks** involving prior preparation of a target area cost **1 less stress** (to a minimum of 0).
- Lost Cycles:** Whenever you socially interact with another user or a process, you may spend **1 stress** to ensure one of the following: *after a few cycles they lose all memory of your identity and role in the interaction – they cannot focus on tasks or recall important facts while you continue to non-confrontationally interact with them.*
- Mindcrime:** Your fingers are so light they can lift things that cannot be stolen. After you steal a sliver of Order from an Administrator, you may spend it to use one of the crew's **Authority** functions (do not spend the normal cost directed by your Crew sheet). In addition, you gain **potency** against the security measures of *Helios*.
- Noclip:** Spend **1 stress** to briefly dart through obstacles. You may spend additional stress **1-for-1** to add additional features: *It lasts for a few cycles rather than ticks – You cannot be directly observed while phasing – You can also see through barriers.*
- Null Actor:** When you strike from hiding, take **+1d**. Whenever you deresolve a User, no matter the method, it is always logged as "accidental injury" in the timeline (take no additional **Heat** in Payoff if you were the only one to cause a derez).
- Shadow Dance:** When you **push yourself**, you may choose one of the following additional benefits: *perform a legendary feat of acrobatics – maneuver to confuse your enemies so they attack each other, disarm themselves, or reveal their weak points.*
- Steady Handed:** Whenever you roll a **6** on a **controlled** function, you may clear **1 stress** (if you had **pushed yourself** on the roll, instead clear **2 stress**).
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## FILCHER ITEMS

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

## FUNCTION

### COMPUTATION {

- find [ ● ● ● ○ ]
- ping [ ● ● ● ○ ]
- restore [ ● ● ● ○ ]

### RESOLUTION {

- mask [ ● ● ● ○ ]
- echo [ ● ● ● ○ ]
- link [ ● ● ● ○ ]

### STABILITY {

- buffer [ ● ● ● ○ ]
- crash [ ● ● ● ○ ]
- goto [ ● ● ● ○ ]

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

### PLAYBOOK {

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

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

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

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

## NAME

## HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

## LOOK

## HISTORY

## RECALL

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

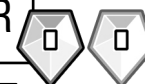
## STRESS



## DRIFT



## ARMOR

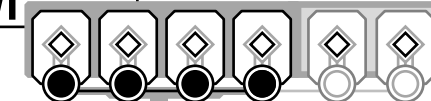


DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

## HARM

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

## MEMORY



## COIN



## GEAR

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

## FRIENDS/RIVALS

- △ Getr, an art thief
- △ Jayel, a cryptographer
- △ k1t, a viral cat info broker
- △ Penel, an aristocrat
- △ Sarif, an investigator

## GATHER INFO

- ◆ What's the best way in?
- ◆ Where can I hide here?
- ◆ What do I need to watch out for?
- ◆ What don't they want exposed?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?



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@umbral\_aeronaut

# hello, world // roller

## ROLLER ABILITIES

- Daredevil:** When you attempt a *desperate* function, you may take +1d to your roll if you also take -1d to any *resistance* rolls against the consequences.
- Always Be Rolling:** The folks you ride with are well-connected. When you *reduce heat* or *acquire asset* in downtime, take +1 effect level and you get to hear a rumor, which is either: *potentially bad for someone you dislike* – *potentially good for someone you like*.
- Courier License:** Movement of goods or people across district and server boundaries draws no suspicion for you, except in extraordinary circumstances. When you are present for the execution of a *Transport* plan, take +1d to the *engagement* roll.
- Dynamic Entry:** You may take 2 stress at any time to do one of the following: *Crash into an ongoing scene, ignoring all barriers* – *Name an exit and get out of here, right the hell now*.
- Prime Mover:** Due to the energy you bring to the crew, during downtime you may give yourself or another crew member +1 *downtime activity*.
- Nothing Personal:** Betrayals, vendettas, and tough breaks are just another part of life for you. When you take direct action against an *At War* (-3) faction, former *Ally*, or *Rival* to show them why you shouldn't be crossed, you may *push yourself* for free.
- Shot Caller:** Whenever you *lead* a *group* function, you can suffer only 1 stress at most regardless of the number of failed rolls.
- Thrillseeker:** When you mark *desperate* function xp, you may place it in any xp track that you wish. This bonus also applies to any allies who participate in a *Desperate* group function that you lead.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## ROLLER'S RIDE

- Board/Blades (Scale 0; just you)
- Wheels/Skiff (Scale 1; 3 passengers)
- Rotors (Scale 2; 6 passengers)

## RIDE FEATURES

- Armored [+armor]
- FX Package, Nice Paint
- Mag Harpoon
- Really, Really Fast
- Sarcastic Autopilot
- Shock Barrage


## FUNCTION

**COMPUTATION** {  }

find ( ● ● ● ○ )

ping ( ● ● ● ○ )


restore ( ● ● ● ○ )

**RESOLUTION** {  }

mask ( ● ● ● ○ )

echo ( ● ● ● ○ )

link ( ● ● ● ○ )

**STABILITY** {  }

buffer ( ● ● ● ○ )

crash ( ● ● ● ○ )

goto ( ● ● ● ○ )

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

**PLAYBOOK** {  }

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

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

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

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

## NAME

## HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

## LOOK

## HISTORY

## RECALL

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

## STRESS



## DRIFT



## ARMOR

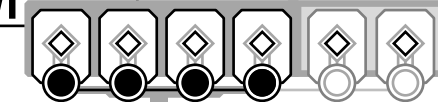


DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

## HARM

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

## MEMORY



## COIN



## GEAR

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

## FRIENDS/RIVALS

- △ b0ris, viral cat loan shark
- △ Chops, hell on two wheels
- △ J.T., a delinquent courier
- △ Rarity, a lux ride sculptor
- △ Takura, a street racer

## GATHER INFO

- ◆ What's the fastest way through?
- ◆ What kind of obstacles have they set?
- ◆ How do they move their product?
- ◆ How do they coordinate the operation?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?



# hello, world // seeker

## SEEKER ABILITIES

- **Deadeye:** When you **push yourself**, you may choose one of the following additional benefits: *make a precise ranged attack that just might instantly derez a User* – *unleash a barrage of rapid fire that could suppress a squad.*
- **Dampened Responses:** You may spend **1 memory** to **resist** damage or another consequence of mental harm (surprise, alarm, losing track of something), or to **push yourself** for a feat of concentration.
- **Dark Past:** Choose an additional **Rival**. Add the following **xp trigger** to the Crew Playbook: *A crew member's Dark Past led them to refuse help and act independently, or caused other complications for the whole crew.*
- **Firewall:** Through experience or adaptation, you can survive for extended periods in Glitched environments without succumbing to data corruption. In addition, you may mark **+1 stress box** (max of 10).
- **Have the Scent:** Once per score, declare a target you have previously **gathered info** on to be your Mark. Until the end of the score, you may **push yourself** for free when you engage in direct action to track, pursue, or take down your Mark.
- **Lightning Reflexes:** Whenever there is a question about who acts first, the answer is you. In addition, take **+1d** to **resistance** rolls with **Stability**.
- **The Hunt:** When you **gather info** to locate a simple target, you get **+1 effect**. Whenever you spend a **downtime** action to advance a **long-term project** related to discovery of the unknown or tracking an elusive target, you may clear **1 stress**.
- **Tough As Nails:** Penalties from **Harm** are one level less severe for you (Level 2 Harm causes +1 Heat but does not clear automatically during Refresh).
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## SEEKER ITEMS

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

## FUNCTION

### COMPUTATION { }

- find [ ● ● ● ○ ]
- ping [ ● ● ● ○ ]
- restore [ ● ● ● ○ ]

### RESOLUTION { }

- mask [ ● ● ● ○ ]
- echo [ ● ● ● ○ ]
- link [ ● ● ● ○ ]

### STABILITY { }



- buffer [ ● ● ● ○ ]
- crash [ ● ● ● ○ ]
- goto [ ● ● ● ○ ]

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

### PLAYBOOK { }

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

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

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

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

## NAME

## HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

## LOOK

## HISTORY

## RECALL

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

## STRESS



## DRIFT



## ARMOR

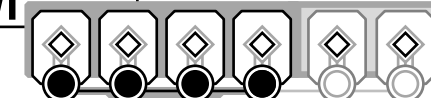


DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

## HARM

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

## MEMORY



## COIN



## GEAR

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

## FRIENDS/RIVALS

- △▽ Aile, a timeline cleaner
- △▽ Cleir, an Overwriter
- △▽ Øbelisk, a daemonic gangster
- △▽ Thane, a retired seeker
- △▽ Xor, a turncoat informant

## GATHER INFO

- ◆ Where can I find [X]?
- ◆ What's the threat here?
- ◆ How did they acquire [X]?
- ◆ Where are they most vulnerable?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?



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@umbral\_aeronaut

# hello, world // squawker

## SQUAWKER ABILITIES

- Forget Me Not:** You get **+1d** when acting against any target with whom you have had an intimate relationship. If they do not recall you, spend **1 memory** to remind them right as you act (you may **flashback** in order to reveal the relationship).
- Binary Voice:** You know the secret language to converse with Administrators on their own level. You are immune to the commanding hypnosis that Administrators inflict on sight, and gain **potency** in verbal interactions with them.
- Center of Attention:** Your public persona is famous and attractive to other users. When you use this notoriety to your advantage in order to deceive, inspire, or perform, take **+1d** but add **+1 heat**. If you instead choose to drop your facade and expose a vulnerability, you may take **-1d** and **clear 1 stress** if your roll succeeds (4 or better).
- Gambler:** Whenever you fail a **controlled** function roll with a **1-3** result and proceed by **seizing a risky opportunity**, you may **push yourself** on that risky roll for free.
- Identity Crisis:** When you **mask** to disguise your identity or use other covert deception, you get **+1d** to rolls to confuse or deflect suspicion. When you throw off your disguise, the resulting surprise gives you the initiative.
- Premium User:** You have come into possession of an ancient premium currency dating back to the origins of World. Mark **+1 memory limit**. In addition, at the end of each downtime you get **+1 Coin**.
- Subtle Mind:** You may spend **1 memory** to **resist** damage or another **consequence** of debate or negotiation, or to **push yourself** for a feat of diplomacy.
- Terms of Service:** When you shake on a deal, you and your partner (user or otherwise) both bear a mark of the contract. If one **breaks the contract**, they take **level 4 Harm** "Sanctioned" that cannot be cleared until the other party consents to release them or has their memory of the contract wiped or lost.
- Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

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## SQUAWKER ITEMS

- Concealment Holster
- Disarming Wit [+armor]
- Dressed to Kill
- False Memory
- Luxury Items
- Moderator Credentials

## FUNCTION

**COMPUTATION** { }

find ( ● ● ● ○ )

ping ( ● ● ● ○ )

restore ( ● ● ● ○ )

**RESOLUTION** { }

mask ( ● ● ● ○ )

echo ( ● ● ● ○ )

link ( ● ● ● ○ )

**STABILITY** { }

buffer ( ● ● ● ○ )

crash ( ● ● ● ○ )

goto ( ● ● ● ○ )

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

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

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

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

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

## NAME

## HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

## LOOK

## HISTORY

## RECALL

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

**STRESS**

**DRIFT**

**ARMOR**

DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

**HARM**

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

**MEMORY**

**COIN**

**GEAR**

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

## FRIENDS/RIVALS

- ▲▽ 3.10.h.im, an Administrator
- ▲▽ Emm, a rogue Process
- ▲▽ Nand, a skilled sophist
- ▲▽ Retko, a confidence artist
- ▲▽ y0shi, a viral cat influencer

## GATHER INFO

- ◆ How can I blend in around here?
- ◆ What do they intend to do?
- ◆ How can I get them to [X]?
- ◆ What do they really care about?
- ◆ Are they being honest?

# hello, world // wielder

## WIELDER ABILITIES

- **Shadow Conductor:** When you **push yourself**, you may choose one of the following additional benefits: *Unleash a gang of phantoms to swarm or confound a foe - Summon choking darkness or grasping mist in your immediate vicinity.*
- **Command Script:** You can **Echo** to call forth a nearby lesser daemon and issue an order they will be persuaded to try to fulfill. Any daemon (including your Hunting Pet) has one box of **armor** while they are acting under your command.
- **Dream Hunter:** Your daemonic hunting pet is imbued with strange properties. It has **potency** when tracking or fighting daemons and process, and gains one of the following scripts: *shadow-meld - mind-link - glitch-step.* Take this ability again to choose an additional script for your pet.
- **Fellow Outsider:** You are just as at home among daemons as other users. Take **+1d** to **Link** with daemons and convince them of your intentions or needs. When you accept a **daemon's bargain**, you may choose to gain **extra effect** instead of a bonus die.
- **Reality Warper:** When you initiate a **Compile** or **Format** authority function, contribute an additional **+2 Magnitude** to your crew's discount.
- **Pure Memory:** You possess ancient fragments of Memory that originated from outside of World. Once per downtime you may **Recall** without the normal Trauma penalty or Coin price, and so may one Ally you share these memories with.
- **Weaving:** When you **Restore** an area or item to a previous state the work is especially subtle or detailed. In cases where the **Quality** matters, it counts as crew **Tier+2**. When you **Gather Information** through clues in the restoration, gain **+1 effect**.
- **Void Mantra:** When you roll a function with **zero** dice (after bonuses), treat outcomes of **4/5** as if they were instead **6**. When you roll a function with **three or more** dice (after bonuses), and get an outcome of **1-3**, you may clear **1 stress**.
- **Veteran:** Choose a special ability from another playbook (write it in below). Take this a second time to pick another Veteran ability.

## NOTES

Daemon Pet



Weak | Disrupted | Derezeeed | Armor

## WIELDER ITEMS

- Daemonic Hunting Pet
- Endless Keyring
- Firewall Charm [+armor]
- Reconstruction Amp
- Tome of Lies
- Useful Knick-knacks

## FUNCTION

COMPUTATION {

find ( ● ● ● ○ )

ping ( ● ● ● ○ )

restore ( ● ● ● ○ )

RESOLUTION {

mask ( ● ● ● ○ )

echo ( ● ● ● ○ )

link ( ● ● ● ○ )

STABILITY {

buffer ( ● ● ● ○ )

crash ( ● ● ● ○ )

goto ( ● ● ● ○ )

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

When you completely fill one of your attribute xp tracks, you may add a dot in one of the associated Functions (max of 3 unless your crew has Mastery), then clear the track.

## EXPERIENCE

PLAYBOOK {

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

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

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

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

NAME

HERITAGE

Arcadian - Jovian - Lunar - Sidereal - Solar

LOOK

HISTORY

RECALL

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

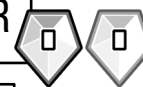
STRESS



DRIFT



ARMOR

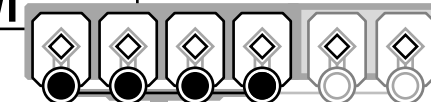


DISCONNECTED - GLITCHED - INFECTED - LAGGING  
OVERCLOCKED - SENTIMENTAL - TIMESLIP - VOLATILE

HARM

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

MEMORY



COIN



GEAR

- ◇ A Memknife or Powerglove
- ◇ An Arc Wheel
- ◇ A Sparkmag
- ◇ Ammo to spare
- ◇ A Heavy Weapon
- ◇ A Shieldbelt [+armor]
- ◇ A Monocycle
- ◇ Documents
- ◇ Boost Gear
- ◇ Echo Gear
- ◇ Archival Tools
- ◇ Intrusion Tools
- ◇ A Flarebulb
- ◆ A Vox Crystal
- ◆ A User Crest

FRIENDS/RIVALS

- △ Alfador, viral Backstage cat
- △ Gale, a wilderness explorer
- △ Jarl Exodius, a mighty Daemon
- △ NaN, a User's shade
- △ Piale, a Static Cultist

GATHER INFO

- ◆ What is forgotten or lost here?
- ◆ What does this architecture reveal?
- ◆ What do they fear most?
- ◆ What is really going on here?
- ◆ What do they intend to do?
- ◆ What drives them to do this?



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@umbral\_aeronaut

# memory purveyors

## Arcturus

### *Canton Castellum*

**Killian's Old World Classics**, an esteemed library of ponderous old novels and the vintage smokes and spirits storefront that conceals it.

**Giaco**, master chef of Soloch's kitchens. Specialty hot sauces and expansive banquet platters.

**The Rogue's Gallery**, a collection of daring escapades and duels, contributed to by Castellum's most infamous scoundrels.

**Khaf3**, the mysterious viral cat which wanders the hallways of Soloch. Memories of lovers forgotten and friends long gone, past lives you never knew you had.

### *Canton Gladium*

**Cutman Fisk's** prized gallery of cage matches and bloods and bouts. Recordings from the winner's perspective cost extra.

**The Roulette**, a blind memory drafting parlor run by the gregarious Gerran Heller. Come for the thrill of random chance, stay for the camaraderie.

**Grill Street**, a crowded pavilion of spiced and savory food skewer vendors. Do not try the mystery meat.

**Fetch**, a hooded Process specializing in back-alley memory acquisition and surprise deal-of-the-day trades. No questions asked (or answered).

### *Canton Factorum*

**Forewoman Len**, keeping tidy records of long hours of crushing physical labor.

**Heartbeat Quorum**, eager to lecture about mineral and fossil samples, rambling dissertations on the composition of each server's plasmic cores and mantles.

### *The Silicon Sands*

**Cazic-Thule**, a daemoniac scuttling cryptid and purveyor of intimately-crafted nightmares. Wears shifting faces, eerily familiar.

**Boreal**, honored lieutenant of the Lightning Riders. Cruel supply raids and cutthroat races on the edge of a flickering Static Storm.

## Canopus

### *Achora Heights*

**The Dungeness**, premiere fine dining with an experimental flair. Tables by appointment only.

**Lively Noodle**, a new and buzzing food vendor tucked into one of the hindlegs of the Brass Crab.

**Transom Bilge**, one-time Captain of the Sunset Sea, offering questionable nautical wisdom and improbable tales of peril and wonder.

**Miles Taverly's News Cycle**, a bombastic and humorous current events cast, often lampoons the Administration as out-of-touch and clueless.

### *Meridian Channels*

**Bloag the Swollen**, a cultist of Syc0rax. Offers sensory deprivation tanks and whispered mantras to the Deepest Fathoms.

**Curator Ael'cha**, didactic museum guide and historian of hand-crafted art oddities.

**Markus** and the **Broad Street Kids**, acts of youthful defiance and rebel street-art installations. Constantly mobile, finding their current location from encrypted clues is half of the fun.

### *Prospero City*

**Roadie Griggs**, peddling obscure vinyls and lost B-sides out the back of his electric wizard van.

**Stern and Smallwell Clothiers**, custom-tailored avatars and accessories, tending towards high society-approved fashion and 'classic cuts' from World's past.

**Radical Dreamers**, a constantly-rotating boutique of #Trending avatars and accessories.

### *The Glittering Surf*

**Guided meditations** on the nature of User existence in the garden-like Shrine of the Divinities.

**A solo voyage** across the Sunset Sea... years to you, back in a few cycles from the perspective of everyone else in World.

## Sirius

### *Echo City*

**Honora Plath**, dignified hostess of dizzying socialite balls atop a flying highrise condo.

**SimCity Bar and Casino**, sport and race betting, slot machines, tense poker duels.

**Daizo Falcon's** gallery of photo-finish victories and high-speed crashes on the Golden Mile Circuit. Also offering racing lessons.

### *Mute City*

**Sirian Stock Exchange**, a mesmerizing cacophony of commodity tickers and shouted market orders. Memories of crushing stock losses.

**Cloud Nine Entertainment**, An emulation of a life many would find crass: cigars, golden highrises, and refined process butlers.

**Veritas**, a process selling eerily-prescient information that won't be found on the Intelligence Market. Payment only in kind: a high-value memory of your own.

### *Bass City*

**Cr1pt's Pit**, a combat gym which converts to a rowdy arena. Fights are not permitted to go to derez here: Cr1pt dislikes Troubleshooter attention and the crowd prefers jeering at losers anyway.

**Nightwall Market**, a swap-meet which specializes in embarrassing thoughts and memories of regret.

**Wr3tch**, a slimy daemon trading away lightly-used recollections and fond hopes, supposedly "honestly acquired."

### *The Fade*

**Ch0p Register**, an impeccably-dressed daemon steward who offers memories that cater to... unusual tastes. Surcharges are high, but the privacy guarantee is worth it.

**Starlight Cinemas**, a projector-and-reel movie theater in an empty stretch of mall, devoid of obvious employees.

## Argos

### *The Wharf*

**The Shore Party**, a sailor's tavern kept alive by a grim clientele: the ancient shades of lost-at-sea users unwilling to fade away, singing their sad shanties and dirges.

**Moevid Isbjerg**, a beached E-class cargo vessel. Stacks of sealed containers filled with cheap trinkets and logic toys from... somewhere outside World?

**South Hook Shipping Company**, an abandoned brick-red bureaucratic complex filled with stacks of unhandled manifests. No matter how many you stamp and file, more always appear.

### *Uptown*

**The Market Square Co-op**, a source of rotating fresh produce, dairy, spices, etc. No visible staff, however attempting not to pay results in eerily instantaneous karmic punishment.

**Hope Street**, an upscale set of elegant mansions with old-time furnishings and art collections. The doors are all unlocked, but nothing within can ever be stolen.

**The Lodge**, a phonograph store with a speak-easy hidden in the cellar. Passphrase: "01110010011011110111001101100101011000100111010101100100"

### *The Maw*

**Earth Mote 1**, a static landmass stabilized by unknown forces above the grinding abyss. This platform is a perfect space for long cycles of meditation.

**The Lady in Gold**, a sentient(?) anomaly trapped here eternally, will trade correspondence and coffee-shop dates with a worthy paramour. This relationship is a very bad idea.

# standard items

**A Memknife or Powerglove:** Memory knives are used by thieves to surreptitiously sift memories (usually Coin or other valuables) off of unsuspecting marks. They also make handy weapons for close-in fighting. Powergloves boost the force of hand-to-hand combat, allowing one to punch holes through unreinforced walls or throw adversaries through them.

**An Arc Wheel:** A bladed disc used in combat arts that returns to the hand when thrown. Supposedly used since the earliest iterations of World, arc wheel dueling remains a popular sport. Arc wheels are often creatively illuminated, carved with intricate details, and worn as fashion, perhaps at the back of a dress or jacket or integrated into a belt or collar.

**A Sparkmag:** Handheld firearm in a variety of styles, from slender semi-automatics to hefty revolvers to delicate stiletto-guns. The standard ammunition for these emits a jolting spark upon impact. A well-placed shot can briefly stun an unarmored target or take localized infrastructure offline for a time. A User could be dazed by one if they're shot a whole bunch.

**Ammo to Spare:** If you have to shoot a lot of things you'll quickly burn through your sparkclip unless you also brought extra ammo. Could perhaps be burned off for greater effect in a showy display of firepower.

**A Heavy Weapon:** Something powerful and meant for two hands. A Sparkblaster shotgun, Gigasmasher hammer, stolen Pulse Gatling, jury-rigged Nodechopper axe, or other massive industrial tool turned to violent purpose. May be a monitored item whose use can draw Troubleshooter attention. [**2 memory**]

**A Shieldbelt:** Ubiquitous personal defense generators, quite popular among Users in World. The protective effects from multiple shieldbelts cannot be stacked due to destructive signal interference and slow boot cycles. [**+Armor**]

**A Monocycle:** Get around with speed and style. If you're feeling anachronistic, go for the two-wheeled motorcycle DLC. [**2 memory**]

**Boost Gear:** A harness and boots that give you enhanced jumping, mid-air directional changes, and wall-running abilities. Even slightly enhances raw foot-speed. Useful for creative movement around obstacles.

**Echo Gear:** A wrist device or piece of jewelry, usually personally customized, that allows a user to refine and broadcast echoes across a wider band of sensory inputs than normal. Used by street performers and demonstrators as well as con artists.

**Archival Tools:** An array of devices for reclaiming lost or corrupt information, analyzing local backups, and *restoring* preserved data clusters.

**Intrusion Tools:** A brute-force keypad cracker. A biometric sniffer. Slender manipulation prongs for shorting out circuits without triggering hardware alarms. Beware: unless you find a way to hide or delete your timestamps, investigators of the timeline will be able to recreate every detail of your break-in!

**Documents:** A slate loaded with factional registries, current Admin regulations, and news updates. Pamphlets and publication equipment. Legitimate certifications (or passible forgeries).

**A Flarebulb:** Portable illumination device with a kilocycle of life. Stays put wherever it is set, including in mid-air.

**A Vox Crystal:** Comm gear that works by quantum entanglement of resonant isomorph crystals (broken off of the same parent rock). Basically unhackable, unless somebody can acquire one of the crystals from the original formation. *What does it look like when Users communicate with these? Is it more like an IRC text-chat or a video conference?* [**0 Memory cost**]

**A User Crest:** A distinctive badge declaring allegiance to a faction, server, or district, with a personally-unique 'thumbprint' integrated into the design. The imprinted code is designed to show tampering when it is *restored*, *masked* or *echoed*. High-profile public figures and celebrities are rarely seen without a crest, many other users do not bother with them. [**0 Memory cost**]

# functions

When you **Buffer**, you deflect danger and guard, seize, or hold an area.

*You might seize or hold a position in battle. You might stall an accusation or divert an attack. You might buy an ally time by acting as a barrier. You could try to outlast an aggressive opponent until they back off (but **Crashing** might be better).*

When you **Crash**, you strike, break, or duel with close-quarters force and skill.

*You might hack and slash in a high-flying martial arts duel. You might break through barriers or smash infrastructure. You might engage in a swirling point-blank gunfight. You could try to drive off a large gang with crushing attacks (but **Pinging** might be better).*

When you **Echo**, you sway or deceive with guile, misinformation, or illusion.

*You might fool the senses with optical illusions and projected sounds. You might sway the beliefs of others with seduction, emotional appeal, or false evidence. You might alter timestamps and event tags to deceive investigators who wish to **restore** the scene. You could try to distract guards in order to travel somewhere you aren't authorized (but **Masking** might be better).*

When you **Find**, you filter information to discover facts or see through deception.

*You might dig through memories, records, and news reports. You might analyze a user to detect falsehoods or see through their **echo** or **mask**. You might track a target's timestamps to discover their location. You could try to study the timeline to understand the past (but **Restoring** the archives to directly observe events might be better).*

When you **Goto**, you avoid danger and run, climb, navigate, or operate vehicles.

*You might run and leap across rooftops. You might handle the controls of a vehicle or direct a mount. You might outrace an opponent with knowledge of shortcuts or a burst of speed. You could try to evade a powerful attack (but **Buffering** might be*

*better).*

When you **Link**, you socialize with contacts or gain access through credentials.

*You might make new friends or win someone over with your charm and style. You might gain access to resources, people, or places. You might turn the natural resources and privileges of World to your advantage. You could try to obtain hidden information about a faction by rubbing elbows with their members (but **Finding** might be better).*

When you **Mask**, you hide, sneak or steal using physical misdirection, cover, or disguise.

*You might sneak past a guard or cloak in shadows. You might distract attention in order to swipe a keycard or steal a memory. You might shift appearances to resemble someone who is allowed access to an area. You could try to disguise as a specific person in order to obtain something valuable you aren't allowed to have (but **Linking** might be better).*

When you **Ping**, you disable, unlock, or suppress with rapid pokes or ranged combat.

*You might wear down a gang or fortification with repeated quick shots. You might snipe with precision shooting from a distance. You might crack a simple numeric lock by rapidly testing combinations in sequence. You could try to scale up to a dictionary attack against a more complicated code (but **Finding** the password clue might be better). You could try to defeat an adversary with a flurry of weak jabs (but **Crashing** might be better).*

When you **Restore**, you rewind an object or place to a previous state via the Archives.

*You might restore a location to its state at the time of a crime to gather clues. You might recreate a broken gadget. You might reconstruct a structure or lost feature of the terrain. You could try to confound a pursuer by rapidly cycling a hallway through confusing historical snapshots (but **Echo** or **Goto** might be better).*