

**- STATS - MOVES - EFFECTS - HARM**

**- AGGRO -**  
 Confront someone  
 Try something challenging  
 » XP

**- COOL -**  
 Act under fire  
 Reason with someone  
 » XP

**- HARD -**  
 Attack someone  
 Do battle  
 » XP

**- SHARP -**  
 Read a person  
 Read a situation  
 » XP

**- WEIRD -**  
 Open your brain to the world's psychic maelstrom  
 » XP

**Hx**

Back someone's play  
 Interrupt someone-

**- WEAPON -**

**- ARMOR -**

**Ψ**

**- SCAVENGE**

Choose 1:

You're known, and feared by some, but you won't use your psychic abilities just to exploit or extort people. You have **Barter+0**.

When your resources run thin, you're more than willing to use your psychic abilities to exploit and extort people. You have **Barter+2**.

Countdown

Stabilized

When life becomes untenable:  
 Return to play with -1Hard.  
 Return to play with +1Weird.  
 Return to play with a new playbook.  
 Die.

**- BARTER -**  
 Live day to day  
 Drop jingle

**- IMPROVEMENT**

- Mark 6 Xp » Improve:
- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+3).
- Get a new Brain-picker move.
- Get a new Brain-picker gear.
- Get 2 new Brain-picker gear.
- Get a **following** and **devotion**.
- Get a **psychic lab** (workspace: Ψ) and **tinkering**.
- Get a **venue** and **wealth**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.
- Get +1 to any stat (max stat+3).
- Change your character to another playbook.
- Unlock the advanced moves.
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.
- Get with the MC for a custom improvement.

**NAME: THE BRAIN-PICKER**

*When they burned the world down, they didn't know what would grow in its ashes. They didn't know that we would be born, we with our eager, hungry brains, our unblinking eyes, our whispering, dangerous voices.*

**PRONOUNS:**

**1ST IMPRESSION**

**- BRAIN-PICKER MOVES**

**Deep brain scan\***: When you have time to study someone, you can read them more deeply than usual. Roll+Weird. On a 10+, ask their player 2 questions. On a 7-9, ask 1. They have to answer frankly, from their character's point of view.

- What was your lowest moment?
- What unfinished business do you have, and with whom?
- What is your deepest secret fear?
- How could I really get my hooks into you?  
 On a miss, their brain freaks out and they suffer Ψ-harm instead.

**Eerie presence**: When you enter into a nonviolent situation, roll+Weird. On a 10+, both. On a 7-9, choose 1:

- If anyone here is keeping a dangerous or troubling secret, their brain buzzes in your perception like an overheating light bulb. Ask the MC if anyone's does.
- If anyone here is connected more deeply to the world's psychic maelstrom than normal, you can hear it whispering through them. Ask the MC if you can.  
 On a miss, instead:
- If anyone here is afraid of me, their brain is a threat to me and I must **act under fire** to remain here. Ask the MC if anyone's is.

**Embrace the maelstrom**: You get +1Weird (max Weird+3). You get +1Ψ (max 2-Ψ).

**In-brain puppet strings\***: When you have the time and opportunity to work on someone, you can put psychic puppet strings into their brain. Roll+Weird. On a 10+, hold 3 against them. On a 7-9, hold 1. From then on, whenever you want, you can spend 1 of your hold to whisper an order directly into their brain. If they follow it, good. If they resist, they suffer Ψ-harm, but they don't need to obey and your hold is still spent. On a miss, their brain freaks out and they suffer Ψ-harm instead.

**The maelstrom, manifest**: You can unleash the world's psychic maelstrom as a destructive physical force: environ=Ψ, close-far, can't be brought to bear on a specific target.

**- OTHER MOVES**

- Augury**
- Insight**
- Research**

\* This is a **highly interruptible** move.

† This move requires you to have an angel kit.

## YOUR BRAIN-PICKER GEAR

### **Autonomous eye-spider drone** (hi-tech, valuable)

Whenever you choose, you can ask the MC where your autonomous eye-spider drone is, and what sights and sounds it's currently projecting into your console. You have no control over it other than to forget about it when you're not interested.

### **Babble prism** (hi-tech, valuable)

A glass device that allows you to converse with a strange unliving entity, a perpetual nonperson who is eager to help you, but has a vacant, unlearning point of view. It's an advisor, and gives you **insight**, but remind the MC to create it as a *pinpoint* threat.

### **Brain frequency resonator** (hi-tech, worn)

Gives the wearer +1Ψ (max 2-Ψ).

### **Deep earplugs** (hi-tech, worn)

Protects the wearer from all Brain-picker moves and gear, and from many other sources of Ψ-harm.

### **Engineered nerve parasite** (hi-tech, touch)

Apply to someone's skin. Embeds itself into their nerve pathways. From now on, simple proximity to them counts as the time and opportunity to work on them. (Applies to **in-brain puppet strings** and potentially to other moves and effects.)

### **In-eye brain-lenses** (hi-tech, worn)

For the wearer, casually watching someone for a moment counts as taking the time to study them. (Applies to **deep brain scan** and potentially to other moves and effects.)

### **Pain-wave projector** (1-harm ap, area, hi-tech, loud, reset)

Goes off like a reusable grenade. Hits everyone but you.

### **Psychic crash rig** (hi-tech, valuable)

Wire someone up to it and you can induce them to open their brain to the world's psychic maelstrom. If a PC, they make the move; if an NPC, ask the MC what happens. While their brain's open, the crash rig acts as a technical source on their experience, and gives you **research**.

### **Psychic overload chamber** (hi-tech, valuable)

You have an enclosed chamber that acts as a psychic antenna, giving you access to **augury**.

Tell the MC the above, and invite them to create them as *pinpoint* threats.

## SMALL FANCY WEAPONS

**Antique handgun** (3-harm, close, loud, valuable, ammo: )

**Handmade silenced handgun** (3-harm, close, hi-tech, ammo: )

**Hidden knives** (2-harm, hand, hidden)

**Ornate dagger** (2-harm, hand, valuable)

**Scalpels** (3-harm, hi-tech, intimate, valuable)

## CLOTHING, LIVING SPACE & INCIDENTALS

## — THE BRAIN-PICKER

A psychic weirdo, curious, menacing, and strange.

**To create your Brain-picker**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, hard zone, moves, gear, and Hx.

## NAME

South, Jones, Coil, Marsh, Lively, Burroughs, Gritch.

Joyette, Iris, Marie, Amiette, Suselle, Cybelle. Pallor, Sin, Charmer, Pity, Brace, Sundown.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Awkward, beautiful, cold, courteous, creepy, distracted, hungry, impatient, implacable, inquisitive, kindly, nervous, restrained, secretive, serious, staring, strange, sweet, unhealthy.

## STATS

Choose a set:

Aggro-2, Cool+1, Hard+1, Sharp+1, Weird+2  
Aggro+1, Cool+0, Hard+0, Sharp+0, Weird+2  
Aggro-1, Cool+1, Hard-2, Sharp+2, Weird+2  
Aggro-1, Cool+2, Hard-1, Sharp+0, Weird+2

## EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but your gear and moves might give you 1-Ψ or 2-Ψ.

You have barter per your scavenge.

## HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your gear and other options to the hard zone as necessary.

## MOVES

You get all the basic moves. Choose 2 Brain-picker moves. Your Brain-picker gear might give you additional standard moves as well.

## GEAR

You get:

- 2 Brain-picker gear.
- 1 small fancy weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, and moves.

## Hx

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

List the other characters' names.

Go around again for Hx. On your turn, ask 1 or both:

- *Are any of you actually, honestly uncomfortable hanging out with me?* For those characters, write Hx+3.
- *Do any of you seem dangerous and unpredictable to me?* For those character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You have weird insights into everyone.

On the others' turns, volunteer if you like.

## IMPROVEMENT

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself:

- *Are you satisfied with the world and your place in it?* If you're not, get 1XP.
- *Does your scavenge choice still hold true?* If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.