

**- 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

**- WEAPON -**

**- ARMOR -**

**Ψ**

**- SCAVENGE -**  
 • You don't have goods to trade in or a good name to trade on. 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

**Hx**

Back someone's play  
 Interrupt someone-

**- IMPROVEMENT -**

Mark 6 Xp » » Improve:  
 Get +1Aggro (max Aggro+3).  
 Get +1Cool (max Cool+3).  
 Get +1Sharp (max Sharp+3).  
 Get +1Weird (max Weird+3).  
 You rediscover your cache of weapons.  
 You rediscover your cache of valuables.  
 You rediscover your locked potential.  
 You rediscover your hidden beauty.  
 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: NO ONE**

*The sun is the killing eye and the wind is the grindstone. Creatures fetch up in the lee of things, in the shade, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? They say: away from the sun, out of the wind. Am I here?*

**PRONOUNS:**

**- 1ST IMPRESSION -**

**- NO ONE MOVES -**

- **Visions** †: At the beginning of the session, roll+Hard. On a 10+, the MC holds 1. On a 7-9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, they must begin the session by spending 1.
    - The MC can spend 1 of their hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.
    - The MC can spend 2 of their hold at any moment to interrupt you and tell you that a vision comes on you right now.
- The MC doesn't lose unspent hold at the end of the session, but carries it over.
- Dirty fighter:** Whenever you inflict harm, inflict +1harm.
- On fortune's tides:** You have a kind of psychic good luck that materially provides for you. You get +1Ψ (max 2-Ψ). Add your Ψ to your barter. Furthermore, when you **read a situation**, add your Ψ to the roll.

**Onrushing revelation** †: Each time you have a vision, mark experience.

**Road refugee:** You gain a car. It's a skittish devil (*impulse: outrun or escape; defiance: deceive and betray*) or a vicious creature (*impulse: kill and destroy; defiance: keep its secrets*). Frame: car, massive=2, 0-armor. Impression: smoking, half stripped, rattling, loud. You also get **behind the wheel**.

**- OTHER MOVES -**

\* This is a **highly interruptible** move.  
 † This move requires you to have visions.

## YOUR VISIONS

You've hidden your past from yourself. It was unspeakable, inhuman. It comes to you in visions, maybe literal, maybe symbolic. You can't remember where you came from, you don't know how you made your escape, and you don't know what your visions mean.

When a vision comes on you, choose 1 from places and 1 from people, and tell the MC which. Ask the MC what your vision is, what happens in it, and how long it lasts.

### Places:

- An unfathomable labyrinth of underground chambers, ancient and arched.
- A place where the stars are visible in black sky with impossible clarity.
- The interior of a machine bigger than human making, roaring.
- A place amid filthy water, close, stinking, whose touch is corruption.
- A green and beautiful garden, tantalizing, somehow denied to you or out of your reach.
- An unsettled place of constant motion, shuddering and pitching.
- A place of human compassion, where people serve and care for one another.
- A place of corpses.

### People:

- Forced laborers or prisoners in number, beaten, brutalized, afraid.
- A person of impeccable cruelty, with a calm and private smile.
- Someone indolent.
- A person you loved, whom you long to see again.
- A person you loved, in whom your faith was misplaced.
- Someone impersonally violent, bearing the tools of their violence.
- Someone caring for you, for the sole purpose of returning you alive to torment.
- People chained.
- Inhuman beings, moving and acting with manifest intelligence.
- A child, face half-covered.
- People overcome by starvation, by poison, by contamination, or by a terrible disease.

## REDISCOVERIES

As improvements, you can rediscover things you've hidden from yourself:

**Cache of weapons:** have the MC detail the weapons you hid away for yourself, and ask them what memory or vision leads you to them now. (MC, choose a selection of weapons from unused playbooks.)

**Cache of valuables:** with the MC, describe the valuables you hid away for yourself. Cross out your Scavenge option. Instead, you have a rich cache of valuable supplies and jingle. You have Barter+2.

**Locked potential:** have the MC choose 2 of the following moves for you, and ask them what memory or vision unlocks them in you: **bonefeel**; **deep brain scan**; **healing touch**; **the maelstrom**, **manifest**; **sixth sense**; **things speak**; **visions of death**; **your enemy's methods**.

**Hidden beauty:** tell the MC what you do to finally reveal the beauty you've been hiding, and rewrite your 1<sup>st</sup> Impression to reflect it. Have the MC choose 2 of the following moves for you: **breathhtaking**, **compassionate presence**, **incandescent**, **inheritor**, **lost**, **stern presence**, **there in extremity**, **unsettling presence**.

## CLOTHING, LIVING SPACE & INCIDENTALS

## NO ONE

A stranger, drifter, and wanderer with a forgotten past, haunted by troubling visions.

**To create your No One**, choose name & pronouns, 1<sup>st</sup> impression, stats, effects, hard zone, moves, gear, and Hx.

## NAME

Macks, Prout, Sludge, Kime, Mourning, Back, Raiver, Skale, Days, Earrings, 155, Adage, Shuts, Ocean, Ape, Donuts, Rockwell.

Choose your pronouns.

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

Choose 1 or more, and add your own:

Awkward, dreamy, flinching, furtive, impassive, lost, mousy, scarred, shy, self-effacing, stoic, spacey, vigilant, weary, wide-eyed, wounded.

## STATS

Choose a set:

Aggro+2, Cool+1, Hard+0, Sharp-1, Weird+1  
Aggro-1, Cool+1, Hard+2, Sharp+0, Weird+1  
Aggro+0, Cool+1, Hard-1, Sharp+2, Weird+1  
Aggro+1, Cool+0, Hard-1, Sharp+1, 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 a move might give you 1-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 to the hard zone as necessary.

## MOVES

You get all the basic moves. You get **visions**, and choose 2 more No One moves.

## GEAR

You get:

- Your visions.
- 1 scrounged 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.

## SCROUNGED WEAPONS

A bent, crappy knife (2-harm, hand)

A brick (1-harm, hand.)

A broken rake or shovel (2-harm, hand)

A face breaker (2-harm, hand, brutal)

A glove with washers or nails wired across the knuckles

## Hx

Everyone introduces their characters by name, pronouns, 1<sup>st</sup> impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask the group: *Which of you have shared your own food with me?*

- For those who have, write Hx+1.
- For those who haven't, write Hx-1.

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.