

STATS	MOVES	EFFECTS	HARM
<b>AGGRO</b>	Confront someone Try something challenging » XP	SEE → REVERSE	Countdown  6 Stabilized When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
<b>COOL</b>	Act under fire Reason with someone » XP	<b>WEAPON</b>	
<b>HARD</b>	Attack someone Do battle » XP	<b>ARMOR</b>	
<b>SHARP</b>	Read a person Read a situation » XP	Ψ	
<b>WEIRD</b>	Open your brain to the world's psychic maelstrom » XP	<b>SCAVENGE</b>	

**SCAVENGE**

Choose 1:

- You don't eat for pleasure, you need only fuel. You don't care for comfort. You sleep little and in silent dreamlessness. You collect no wealth. You have **Barter-2**.

**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).
- Upgrade: get a new Weaponized move.
- Upgrade: get a new Weaponized move.
- Exchange one of your machine's options for another.
- Exchange one of your machine's options for another.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- 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 WEAPONIZED

**PRONOUNS:**

**1ST IMPRESSION**

*Sift through the ashes of the world and you find burnt records, broken technology, opaque data, the leavings of an age now gone forever. But the world is still burning. Sometimes you find a hot coal, banked in the ashes. Breathe on it and set it ablaze.*

**WEAPONIZED MOVES**

- Concealed weapons:** All of your weapons get the *hidden* tag.
- Impossible strength:** You have inhuman strength, speed, and endurance. Any time you think that your impossible strength might help you, ask the MC to choose:
  - You can **try something challenging** to do it, when otherwise you couldn't do it at all.
  - You get +1 to your roll, +1choice, +1hold, or +1spend.
  - You get +1harm, you add ap to your attack, or you get +1armor.
- Integrated armaments:** Your weapons and armor are built into you. You can't set them down and they can't be taken from you. When you use an integrated weapon to **confront someone**, it's terrifying: take +1 to the roll.
- The Lazarus Device †:** When your life becomes untenable, add an option to your machine and return to play with +1Hard (max Hard+3).
- Rewired reflexes:** When you **act under fire**, roll+Hard instead of rolling+Cool. When you **attack someone** or **do battle**, on any hit, you must choose to **impress, frighten or dismay them**. When you **interrupt someone**, roll+Hard instead of rolling+Hx or rolling+Aggro.
- Self-possessed †:** When one of your machine's options activates, but you resist it, roll+Cool. On a 10+, you're able to ignore your machine without struggle. On a 7-9, you're effectively able to **interrupt** your machine: you must deal with it somehow instead of doing what you intended. On a miss, you're able to resist your machine, but exchange that option immediately for another.
- Tactical superiority:** When you **attack** or **do battle**, on any hit, you get +1choice.

**OTHER MOVES**

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

## YOUR MACHINE

You are not only human, you're also a machine, built for war. Your machine drives you and makes demands of you. Choose 2:

**AI override:** Tell the MC to create your AI override as a *warlord* threat. Once per session, and more often if you choose, tell the MC that your AI override takes over. Ask the MC what you do.

**Fury:** When you **confront someone**, there's no appeasing you. If they back down, mollify, prevaricate, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack.

**Hive mind:** You share thoughts and senses with others like you. Tell the MC to create other Weaponized as *corrupter* threats. At any time, the MC can interrupt you to tell you what another Weaponized somewhere is seeing, feeling, and doing, or to have another Weaponized somewhere ask you what you're seeing, feeling, and doing.

**Killing instinct:** Whenever you have the opportunity to do so — for instance, when you **attack someone** or **do battle** and roll a hit — you must choose to inflict at least 1 additional harm.

**Manual override:** When someone tells you to do something, if they say the words "manual override," you don't have a choice, you have to undertake to do it.

## YOUR WEAPONS & ARMOR

By default, you have light body armor (1-armor). Choose 3:

**Concussive pulse generators** (1-*environ, hand, hi-tech*)

**Focused energy lance** (3-*harm, fire, close, hi-tech*)

**Heavy pulse rifle** (1-*environ, autofire, close-far, hi-tech*)

**Molecular-edged long-blade** (3-*harm, ap, hand, hi-tech*)

**Molecular-edged needle gun** (2-*harm, ap, close, hi-tech*)

**Needle spray gun** (2-*harm, close, messy*)

**Telescopic sniper rifle** (4-*harm, far, loud, hi-tech, ammo*)

**Adaptive camo armor** (1-*armor, hi-tech, stealth*)

**Intimidating heavy armor** (2-*armor*)

**Molecular-hardened armor** (2-*armor, hi-tech*)

## CLOTHING, LIVING SPACE & INCIDENTALS

## — THE WEAPONIZED

A cyborg warrior left over from the golden age.

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

### NAME

Instead of a name, you have a serial designation. Ask the other players what their characters call you.

Choose your pronouns.

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

Choose 1 or more, and add your own:

Badass, battle-hardened, battle-scarred, bloodstained, calculating, dangerous, gorgeous, grotesque, harmless, human, inhuman, placid, quiet, ruthless, sleek, terrifying, unfeeling, violent.

### STATS

Choose a set:

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

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

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

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

### EFFECTS

When you choose your gear, list your armor.

You have 0-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. Choose 3 Weaponized moves.

### GEAR

You get:

- Your machine.
- Your weapons and armor.
- Clothing you detail.
- 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, 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 are afraid of me?*

- For those who are, write Hx-1.
- For those who aren't, write Hx+2.

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.