

- 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:
 Your venue keeps you alive but you live for it, giving it all your work and reinvesting all its profits back into it. **Barter+0**.
 Your venue keeps you alive, and more, it keeps you in the life you demand: rich and in luxury. You have **Barter+2**.

- BARTER -
 Live day to day
 Drop jingle

Countdown

Stabilized

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

- IMPROVEMENT -

Mark 6 Xp » Improve:
 Get +1Cool (max Cool+3).
 Get +1Hard (max Hard+3).
 Get +1Sharp (max Sharp+3).
 Get +1Weird (max Weird+3).
 Get a new Maestro D move.
 Get a new Maestro D move.
 Add a security option to your venue.
 Get **3 ports of call and ear to the ground**.
 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 MAESTRO D

Before they burned the world, they had what we can't imagine: they had all-you-can-eat. But all-you-can-eat crackled, sizzled, and burned like the rest. Now we have only this: maybe-enough, and if we're lucky, a safe place to enjoy it.

PRONOUNS:

1ST IMPRESSION

- MAESTRO D MOVES -

Cultural hub†: When you make your venue's **wealth** roll and your venue has surplus, choose a different hard zone location. Your venue's *gossip & news* includes gossip and news from that location too.

The devil with a blade: When you use a blade to **attack someone** or **do battle**, you get +1choice.

Fingers in every pie: Put out the word that you want a thing — could be a person, could be somethin somethin, could even be just a thing — and roll+cool. On a 10+, it shows up for you, like magic. On a 7-9, well, your people make an effort and everybody wants to please you and close is close, right? On a miss, it shows up for you with strings wicked attached.

Everybody eats, even that guy: When you want to know something about someone important (your call), roll+cool. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:

- How are they doing? what's up with them?
 - Who do they know, like and/or trust?
 - What or who do they love best?
 - When next should I expect to see them?
 - How could I get to them, physically or emotionally?
- On a miss, ask 1 anyway, but they hear about your interest in them.

Just give me a motive*: Name somebody who might conceivably eat, drink, or otherwise ingest something you've touched. If it's an NPC, roll+hard; a PC, roll+Hx. On a 10+, they do, and suffer 4-harm (ap) sometime during the next 24 hours. On a 7-9, it's 2-harm (ap). On a miss, some several people of the MC's choice, maybe including your guy maybe not, get it, and all suffer 3-harm (ap).

- OTHER MOVES -

- **Wealth + it's always something Leadership**

* This is a **highly interruptible** move.
 † This move requires you to have an angel kit.

YOUR VENUE

You run a venue, an establishment where people come for food & drink, for entertainment, to see and be seen. You get the standard move **wealth**, plus **it's always something**.

Your venue **trades** in (circle 2-4): *Art, books, cheap food, coffee, dancing, drama, drinks, fashion, fights, gambling, games, luxury food, music, scene (see and be), spectacle, sports, theater, wholesome food, or others of your own:*

Your venue's **atmosphere** includes (circle 2-4): *Acoustics, anonymity, blood, brass, bustle, a cage, candy, chill, eavesdropping, fantasy, forgetting, fresh fruit, grime, intimacy, intrigue, lights, luxury, manners, masks, noise, nostalgia, pain, perfume, protection, quiet, restraint, shadows, smoke, spice, velvet, violence, or others of your own:*

For PC performers, your venue offers a studio & performance space (*workspace: art*) and gives them **tinkering**.

For its **employees, regulars, & interested parties**, choose and detail with the MC:

: *Your most reliable employee, whose job is to*

: *A badly starstruck employee, whose job is to*

: *An unreliable employee, whose job is to*

...*And you keep them around because*

: *Your best regular, who likes to*

: *Your worst regular, who likes to*

: *An interested party, who wants to deal themselves in.*

: *An interested party, who you owe. What?*

: *An interested party, who wants your venue gone.*

Some NPC names: *Lamprey, Ba, Toyota, Camo, Lits, Been, Rolfball, Gams, Abondo, Twice.*

For its **security**, choose this:

A serious security gang (2-harm, 1-armor) of (check 1): 3 / 4 / 5. You get **leadership**.

Or choose 2 of these:

- A bouncer who knows his biz (2-harm, 1-armor).
- A convenient shotgun (4-harm, close, messy, ammo: ○○).
- Everybody's packing.
- No fixed location, always new venues.
- Secure walls, heavy shutters, reinforced doors (**in battle**, a secure defensive position).
- Secrecy, passwords, codes & signals, invites-only, vouching, etc.
- A warren of dead-ends, hideaways & boltholes.

For its **surplus**, your venue has: +1 Barter, gossip & news.

For its **wants**, check 2: -1 Barter, depleted stores, disaster, drama, a hostile move, meddling, shifting patronage, shortages, upkeep & repairs.

It's always something: Whenever one of your establishment's wants comes true, and you've suffered the consequences, erase it and check a different want instead for next time.

CLOTHING, LIVING SPACE & INCIDENTALS

THE MAESTRO D

The proprietor of some kind of venue: a bar, restaurant, gambling den, arena, or hideaway.

To create your Maestro D, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Cookie, Silver, Smoky, Slops, Maestro, Rose, Anika, JD, Chairman, Grave, Saffron, Life. Yen, Emmy, Julia, Jackbird, Francois, Esco, Boiardi, Mari, Nan, Rache, Proper, Fall.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Always on, calculating, don't-bother-me, don't-cross-me, enthusiastic, generous, go-with-the-flow, gregarious, iron spine, iron will, laid-back, motherly, open-hearted, organized, practical, ruthless, sly, suave.

STATS

Choose a set:

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

EFFECTS

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

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 2 Maestro D moves. Your venue gives you **wealth + it's always something**, and its options might give you **leadership** as well.

GEAR

You get:

- Your venue.
- A wicked blade, like a kitchen knife or 12" razor-sharp scissors (2-harm, hand).
- 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, venue, and moves.

Hx

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

List the other characters' names.

Go around again for Hx. On your turn, ask the group: *Are any of you NOT my regulars?*

- For those who aren't, write Hx+2: they represent a challenge.
- For those who are, 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.