

- 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 are privileged and very wealthy, but also generous. When wealth comes into your hands, you take care to spread it around. You have **Barter+1**.

You have no such compunction or habit. When wealth comes into your hands, you love to invest it in yourself. 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 +1Sharp (max Sharp+3).
- Get +1Weird(max Weird+3).
- Get a new Luminous move.
- Get a new Luminous move.
- Add an option to your luxe setup.
- Add an option to your luxe setup.
- 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 LUMINOUS

There is ugliness in the ashes of the world, and there's beauty too. Some beauty is soft, kind; this beauty is yours, but so is the other beauty: consuming, whispering, dangerous. The beauty of the frost, the glimmering blade, the poison flower.

PRONOUNS:

1ST IMPRESSION

- LUMINOUS MOVES

Artful & gracious: When you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+Cool. On a 10+, choose 3 NPCs who are in your audience. On a 7–9, choose 1. For each NPC in turn, choose 1:

- This person must meet me.
- This person loves me.
- This person admires my patron.
- This person must have my services.
- This person must give me a gift.

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

Breathtaking: You get +1Ψ (max 2-Ψ). When you **reason with someone**, add your Ψ to your roll.

Incandescent*: When you make a show and display of passion — anguish, love, fury, any — no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

Lost*: When you whisper someone's name to the world's psychic maelstrom, roll+Weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

Subtle scrutiny: When you enter into a nonviolent situation, roll+Cool. On a 10+, ask the MC 3 of the following questions. On a 7–9, ask 1:

- What is most beautiful here?
- Who hopes that I walk on without paying any mind?
- Who here is unexpected and might have answers for me?
- How have loyalties shifted since last time I was here?
- What is the biggest danger here, to me or to the people here?
- Where are the weaknesses here?

On a miss, choose 1 anyway, but tell the MC that your scrutiny isn't as subtle as you think.

- OTHER MOVES

Tinkering

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

YOUR LUXE SETUP

You have belongings and living arrangements for all to envy. They include:

- **Gorgeous rooms.** They're (circle all that apply): *airy, bright, cool, dim, full of curiosities, inviting, labyrinthine, lushly decorated, secluded, secure, spacious, strange, warm, others of your own:*

And choose 3 more:

A bodyguard, *reliable as hell, an armed and capable guardian (Bliss, Tenna, or another; detail them with the MC).*

A car, a wild devil named:

Frame: sports car, massive=2, 0-armor. Impression: fast, flashy, sleek, slight, vicious. Impulse: defy danger. Defiance: deceive and betray.

The protection of a local gang boss, enforcer, or other badass, either a PC (*with their agreement*) or an NPC (*Ozone, Sad Marney, or another; detail them with the MC*).

The patronage of a local warlord, cult leader, or other potentate, either a PC (*with their agreement*) or an NPC (*Brandenburg, Little Sue, or another; detail them with the MC*). You get +1Barter.

A refuge, not just gorgeous rooms (*you detail*).

An extensive and changeable wardrobe. You can use it to change your 1ST impression however you choose, although of course you always remain unmistakably yourself.

A studio & performance space (*workspace: art*) where you can create art or music, or perform, either privately or for an audience. You also get **tinkering**.

Rare goods, including:

- *A case of cedar-wood, beautifully carved with many figures (valuable)*
- *A circlet of beaten gold, crude in style but shockingly rich in design (valuable, worn)*
- *Coins showing the faces of ancient demiurges, drilled to wear as jewelry (valuable, worn)*
- *A trailing cape made of the winter fur of extinct animals (valuable, worn)*
- *An ancient glass tablet, somehow still functional, possessed of beautiful animate images and strange diversions (hi-tech, valuable)*

A pet (*you detail; creature, valuable*), named:

SMALL FANCY WEAPONS

Beautiful vintage handgun (3-harm, close, loud, valuable, ammo:)

Custom-made handgun (3-harm, close, loud, valuable, ammo:)

Hand-forged damascus blade (2-harm, hand, valuable)

Hidden knives (2-harm, hand, hidden)

Lavishly decorated hunting rifle (3-harm, far, loud, valuable, ammo:)

Weighted, swinging chain (2-harm, hand)

CLOTHING, LIVING SPACE & INCIDENTALS

THE LUMINOUS

A beautiful and wealthy socialite and artist, gracious, elegant, and manipulative.

To create your Luminous, choose name & pronouns, 1ST impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight.

Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Pine, Peacock, or Grace.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Baroque, beautiful, casual, devil-may-care, down-to-earth, exacting, extravagant, fastidious, frank, giving, grasping, honest, intense, lavish, longing, loving, open-hearted, open-minded, outgoing, patient, reserved, secretive, stormy, strange, studied, wild.

STATS

Choose a set:

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

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 and other options to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Luminous moves. Your luxe setup might give you **tinkering** as well.

GEAR

You get:

- Your luxe setup.
- 2 distinctive weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Other incidentals you detail, suitable to your personal needs, scavenge, hard zone, moves, and luxe setup.

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, choose 1 for each other character directly:

- *I'm curious about you.* For the characters you choose, write Hx+2.
- *I find you interesting, but don't trust you.* For the characters you choose, write Hx+1.
- *I want to think well of you, but don't yet.* For the characters you choose, 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.