

STATS	MOVES	EFFECTS	HARM	
AGGRO	Confront someone Try something challenging » XP		<div>Countdown</div> <div>12</div> <div>9</div> <div>3</div> <div>6</div> <div>Stabilized</div> <p>When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.</p>	
COOL	Act under fire Reason with someone » XP	WEAPON		
HARD	Attack someone Do battle » XP	ARMOR		
SHARP	Read a person Read a situation » XP	Ψ		
WEIRD	Open your brain to the world's psychic maelstrom » XP	SCAVENGE		
Hx	Back someone's play Interrupt someone—	<p>Choose 1:</p> <p>You and your pack decline to commit violence for pay, reserving your violence for when you feel it necessary. You have Barter+0.</p> <p>You and your pack are willing to sell yourselves as bodyguards, skirmishers, armed couriers, mercenaries, and/or a war-band. You have Barter+2.</p> <p>IMPROVEMENT</p> <p>Mark 6 Xp » » Improve:</p> <p>Get +1Aggro (max Aggro+3). Get +1Hard (max Hard+3). Get +1Sharp (max Sharp+3). Get +1Weird (max Weird+3). Get a new Hocus move. Get a new Hocus move. Add 1 option to your cult. Get a refuge. Get a move from an unused playbook. Get a move from an unused playbook.</p> <p>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.</p>	BARTER	<p>Live day to day Drop jingle</p>

NAME:	THE HOCUS
PRONOUNS:	<p><i>The world burned to ashes, and every god and demon it had burned with it. Now there's the fouled sand, the choking smoke, the world's howling psychic maelstrom, and the desert's killing eye: who do we worship now except these?</i></p>
1ST IMPRESSION	
HOCUS MOVES	<p>Creepy intense: When you reason with someone, if you hit with a 10+ but they refuse to go along with you, you can choose to inflict Ψ-harm. You also get +1Ψ (max 2-Ψ).</p> <p>Frenzy: When you speak the truth to a mob, roll+Weird. On a 10+, hold 3 against the mob. On a 7–9, hold 1. Spend your hold 1 for 1 to make the mob:</p> <ul style="list-style-type: none">• Bring people forward, by name or description, and deliver them to you.• Bring forward all their precious things as offerings to you or to the world's psychic maelstrom.• Unite and fight for you as a gang (2-harm, 0-armor). Choose their number and their impulse with the MC. While they remain united, you get leadership.• Fall into uninhibited emotional excess: celebrating, lamenting, cowering, fighting, as you choose.• Go quietly back to their lives. <p>On a miss, the mob turns on you.</p> <p>Out on the edge†: Add an option to your cult. You also get +1Ψ (max 2-Ψ).</p> <p>Unsettling presence: When you enter into a nonviolent situation, roll+Weird. On a 10+, choose 1. On a 7–9, the MC chooses 1 for you:</p> <ul style="list-style-type: none">• Someone here becomes afraid of you, and moves back in a panic. Ask the MC who does.• Someone here becomes fascinated with you, and stares intently. Ask the MC who does.• Someone here becomes dissatisfied with their life, and they flinch. Ask the MC who does. <p>On a miss, someone here dismisses you with a sneer. Ask the MC who does.</p> <p>Piercing visions: Once per session, at any moment you choose, you can tell the MC you've had a piercing vision. Choose 1:</p> <ul style="list-style-type: none">• Ask the MC what storm is gathering, what is stirring in its sleep, or what is waiting to be born.• Name a person. Ask the MC which gods or dead things attend them.• Name a place or a thing. Ask the MC who loves it, who owns it, and who hungers for it. <p>The MC must answer truthfully.</p>
OTHER MOVES	<ul style="list-style-type: none">• Devotion• Insight• Leadership• Research

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

YOUR CULT

You have a cult (*impulse: victimize & incorporate people*), devoted to you but not fanatical. They have their own lives apart from you, integrated into the local population. They are your **following**, and you also get **devotion**.

They number (check 1): 15 / 18 / 20 / 24

- Most devoted:
- Most thoughtful:
- Most devious:
- Most truth-seeking:
- Most skeptical:
- Most unhinged:

Some NPC names: Kaida, Lamprey, Jammer, Fu, Fosko, Arif, Tenna, Abondo, Child-of-Air, Rack.

In addition (choose 3):

Your cult includes **Children** (*devotion: hope, play; demands: protection*)
To them you are a parent figure.

Your cult includes **Elders** (*devotion: insight; demands: obedience*)
They are your advisors. To them you are a young leader, worth their wisdom. You also get **insight**.

Your cult includes **Guardians** (*devotion: battle, protection; demands: discipline*)
They're a gang (2-harm, 1-armor) numbering (circle 1): 3 / 5 / 7. To them you are their gang boss. You also get **leadership**.

Your cult includes **Laborers** (*devotion: +1Barter; demands: R&R, solidarity*)
Circle 1-3: *farming, hunting, manual labor, scavenging, skilled labor, trade labor*. To them you are a leader and organizer.

Your cult includes **Scholars** (*devotion: research; demands: books, documents, accounts*)
They are a human source of information. To them you are a student. Their devotion gives you **research**.

Your cult includes a **Visionary** (*devotion: insight; demands: flattery*)
They are an advisor who knows weird things. To them you are a supplicant. Their devotion gives you **insight**.

Your cult includes **Wanderers** (*devotion: trade; demands: provisions*)
To them you are their (circle 1): home base / wayfinder.

SHOWY WEAPONS

A big horn-handled hunter's knife (2-harm, hand)

A custom-made short-barrel shotgun (4-harm, close, messy, ammo:)

An elaborate etched & engraved skull-club (2-harm, hand)

A heavy ceremonial staff-mace (2-harm, hand)

An honest to god sword, a decorated cavalry saber (3-harm, hand)

A huge-bore vintage revolver (4-harm, close, loud, ammo:)

CLOTHING, LIVING SPACE & INCIDENTALS

THE HOCUS

A charismatic cult leader with a dangerous and devoted following.

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

NAME

Vagrant, Hope, Dust, Truth, Found, Always, Want, Must, Bright, Bounder, Steller, Red Mark, Toronto, Jigh.

Rabbit, Trout Cat, Spider, Lizard, Jackal, Weaver, Lark.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Caring, clannish, cold, confident, generous, graceful, hospitable, open, outgoing, polite, reserved, retiring, self-aware, self-conscious, self-possessed, sly, standoffish, temperamental, warm.

STATS

Choose a set:

Aggro-1, Cool+1, Hard+0, Sharp+1, Weird+2
Aggro+1, Cool+0, Hard+1, Sharp-1, Weird+2
Aggro+0, Cool-1, Hard+1, Sharp+1, Weird+2
Aggro+1, Cool-2, Hard+2, 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 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 to the hard zone as necessary.

MOVES

You get all the basic moves. Choose 2 Hocus move. Your cult gives you **devotion** and its options might give you additional standard moves as well.

GEAR

You get:

- Your cult.
- 1 or 2 showy 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, moves, and cult.

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: *How do you personally feel about my cult?*

- For those who are believers, write Hx+2.
- For those who feel positive about it, write Hx+1.
- For those who don'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.