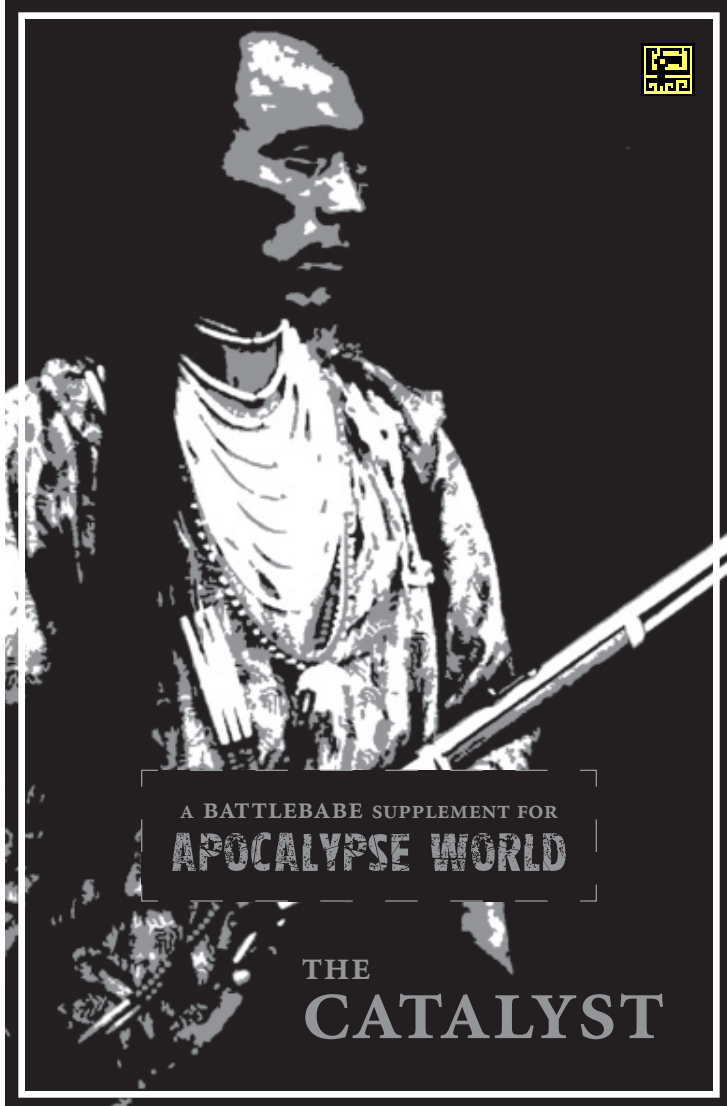




I've never been one to tell anybody else what to do or how to be, but I do know this: things got to change.

When, against all odds and expectations, ***you acquire a higher purpose or take any move from the touchstone playbook***, you can also take any of the following as either new battlebabe moves or moves from another playbook:

Lead by example: Word of your exploits proceeds you. When you mark XP, hold 1. Both you and the MC can spend your hold 1-for-1 to make someone do the following, without you even having to ask:

- tell you what's going on here.
- give you something or do something for you that they think you want, possibly involving personal risk.
- stand with you and/or back up your play.
- fight alongside you (can be bought multiple times to temporarily form or enlarge a gang).

If your target is ill inclined towards you, treat it as if you rolled 10+ on *seduce or manipulate*. If you have to promise them something, the implicit promise is that you are going to change things and they stand to benefit from it, as long as they play their cards right.

Confidante: Who can resist that face? When you give people your time and attention, they confess to you their hopes and fears about the future. When you act to realize or destroy those possibilities, take +1.

Try an' stop me: When your mind and will are set on a specific goal, you are dogged and relentless. Roll+cool. On a 10+, no one can *interfere* with you on this. On a 7-9, no one can *help* or *interfere* with you. On a failure, no one can *help* you, they know you're coming, and they've made preparations.

Social engineering: Mission accomplished! When you've killed or deposed all rival sources of authority in a given area, you can work on the community the way a saavyhead works on tech (+workspace).