NAME –

LOOK

STATS — MOVES

COOL	○ highlight	*do something under fire*
HARD	○ highlight	*go aggro; sucker someone; do battle*
HOT	○ highlight	*seduce or manipulate*
SHARP	○ highlight	*read a sitch; read a person*
WEIRD	○ highlight	*open your brain*

HX

help or interfere; session end

SORCERER SPECIAL

If you and another character have sex, they immediately change their sheet to say Hx+3 with you, and you get +1Hx with them. If you go to Hx+4 and reset, you mark an experience.

If your familiar and another character have sex, same thing, it counts.

HARM

countdown

12 9 3 6

○ stabilized

when life becomes untenable:

○ come back with -1hard
○ come back with +1weird (max+3)
○ change to a new playbook
○ die

IMPROVEMENT

experience ○○○○○ ***>>improve***

__get +1hard (max hard +2)
__get +1hot (max hot +2)
__get +1sharp (max sharp +2)
__get +1weird (max weird +3)
__get a new sorcerer move
__get a new sorcerer move
__get a new sorcerer move
__get +1 to any of your familiar's stats (max +2)
__get a move from another playbook
__get a move from another playbook

__get +1 to any stat (max stat +3)
__retire your character (to safety)
__create a second character to play
__change your character to a new type
__choose 3 basic moves and advance them
__advance the other 3 basic moves

THE SORCERER

Introducing

THE SORCERER

by Johnstone Metzger

Always the way. You get close to someone, fighting together, fucking, just talking, whatever, but it never lasts, they just up and die on you. Sick from the water, killed by some fucker. I guess not everybody's alone. But, damn, who wants to be that guy, having to live with that thing, whatever it is? And you're stuck with 'em. Who wants to pay that price?

SORCERER MOVES

● ***Familiar Companion***: when you use your familiar to...
...*do something under fire*, on a 7-9 only one of you can act, on a 10+ both of you.
...*go aggro* or *seize by force*, add its Fierce to your roll.
...help you *manipulate* or *seduce*, add its Looks to your roll.
...help you *open your mind to the psychic maelstrom*, add its Sight to your roll.
...physically *help* or *interfere* another character, add its Fierce to your roll.
When someone *interferes* with you through your familiar, they add its Weakness to their roll. You and your familiar always know where the other is. Your familiar does not have its own harm countdown; any harm it takes, you take; when it takes harm, add +Weakness to the Harm move. Your familiar cannot die while you live.

○ ***Bloodhound***: when your familiar helps you *read a situation*, add its Sight to your roll.

○ ***Greater Demon***: choose an additional strength, look, and power for your familiar. You may choose the same power twice. Do not adjust its stats.

○ ***Preternatural Sight***: your familiar gets +1Sight, another strength, and another appearance.

○ ***Psychic Link***: you can see through the eyes of your familiar if you concentrate. You can *read a situation* or *read a person* your familiar observes when you are not present.

○ ***Rituals***: when you spend a day performing your rituals, roll+cool. On a hit, hold 1. On a 10+, you also take +1forward. Spend your hold to be prepared for a situation or to have already set something up. A trap, an escape route, a cache of supplies, or a meeting with an ally, as long as it follows from where your rituals were performed.

○ ***Teamwork***: when you have your familiar by your side, you both have 2-armor. If you wear armor, use that instead.

○ ***The Whispers of Little Birds***: when you send your familiar to spy on someone, roll+cool. On a hit, it delivers a rudimentary report on their activities. On a 10+, choose 3. On a 7-9, choose 2:
• *it also delivers concrete details, including names, dates, quotes, and the like*
• *it doesn't tell you about things you don't care about*
• *its work goes undetected*
• *it causes no additional mischief*
On a miss, mayhem ensues.

FAMILIAR

Your familiar has the following stats:
• Fierce=0, Looks=0, Sight+1, 1-Harm, 1-Armor, Weakness+1

You may add +1 Weakness (no max) to add +1 Fierce, Looks, or Sight (max +2).

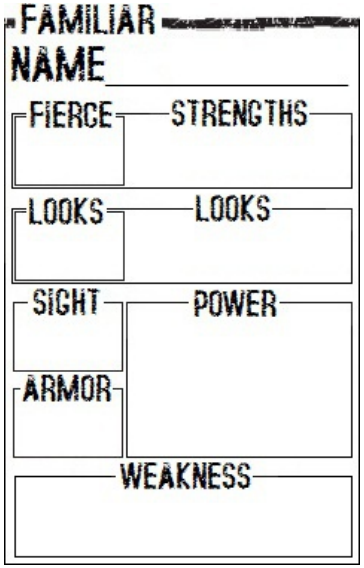
Choose its type: Animal, child, doll, ghost, humanoid, machine, object, person, puppet, shadow,
swarm, urn devil, vehicle, or weapon.

Choose its strengths (equal to Fierce, minimum one)**:**
Agile, aggressive, brave, charming, clean, close bond, fast, friendly, huge, keen senses, inconspicuous, low maintenance, quiet, strong, tough.

Choose its appearance (equal to Looks, minimum one)**:**
Beautiful, broken, dangerous, decorated, demonic, flashy, gentle, metal, muscular, mutant, mystical, radiant, sleek, small, strange, vintage.

Choose one power: Armored (+1armor), burglar, chemicals, hi-tech, dangerous (+1harm), dominator (s-harm), elegant speech, flying, magnetic, poisonous, shapechanger, stealthy, or storage.

Choose its weaknesses (equal to +Weakness)**:**
Allergies, angry, argumentative, complainer, dirty, disobedient, greedy, immobile, jealous, loud, lunatic, petulant, savage, short range, slack, troublemaker, uncommunicative, vain.



BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:
• *Deliver messages or packages discretely on behalf of a wealthy NPC.*
• *Serve a wealthy NPC as guard or watchman.*
• *Spy on someone for a week on behalf of a wealthy NPC.*
• *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

CREATING A SORCERER

To create your sorcerer, choose name, look, stats, moves, familiar, and Hx.

NAME

Barnabas, Canard, Chambers, DeWitt, Farzad, Gaughan, Ghedi, Masud, Pasha, Ravi, Sherman, Sumner, Tusk, or Woody.

Acacia, Baroness, Dog Mother, Gazal, Wen, Hesper, Hunter, Jocelyn, Madeline, Nazgol, Quetzal, Sahara, Sharzad, Suspiria, or Zola.

STATS

Choose one set:
• Cool+2 Hard-1 Hot+1 Sharp+1 Weird=0
• Cool+2 Hard+1 Hot+1 Sharp-1 Weird=0
• Cool+2 Hard+1 Hot-1 Sharp=0 Weird+1
• Cool+2 Hard=0 Hot-2 Sharp+1 Weird+2

MOVES

You get all the basic moves. You get ***familiar companion***, then choose a second sorcerer move.

You can use all the battle moves, but when you get the chance, look up ***standing overwatch*** and all the ***subterfuge*** moves.

HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask either or both:
• *Which of you has traveled or lived with me and my familiar?*
For that character, write Hx+2.
• *Which of you is the kindest to me?*
For that character, write Hx+3.

For everyone else, write Hx-1. You don't let people in very easily.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

LOOK

Man, woman, youth, transgressing, or concealed.

Casual wear, environmental wear, formal wear, scrounge wear, or survivalist wear.

Blank face, frowning face, funny face, memorable face, ratlike face, worn face, or young face.

Animal eyes, bright eyes, needy eyes, piercing eyes, watchful eyes, weary eyes, or wide-set eyes.

Ancient body, athletic body, feral body, loping body, sleek body, stained body, stocky body, stooped body, or wiry body.

GEAR

You get:
• 2 pieces of useful gear
• oddments worth 1-barter
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Useful gear (choose 2):
• climbing gear
• environmental suit (valuable worn)
• hunting rifle (2-harm far loud)
• machete (3-harm hand messy)
• magnum (3-harm close reload loud)
• more oddments worth 1-barter
• shotgun (3-harm close messy)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.