

# Carl

Boy, scrounge wear, eerie face, pale eyes

cool

hard

hot

sharp

weird

do something  
under fire

go aggro  
sucker someone  
do battle

seduce or  
manipulate

read a sitch  
read a person

open your brain

## Child-thing Special

In addition to food, you eat bizarre things: metal, people, plastic, minds, electricity, art. At the end of the session, if you've eaten something from this list that belongs or belonged to another player's character, you know them better, and get +1Hx with them. If this brings you to Hx+4, reset to Hx+1 and mark experience as always.

1

highlight

=1

highlight

0

highlight

1

highlight

2

highlight

v1

## Hx

highlight

Barbarossa -  
Hike -  
Inga -  
Tendahl -

## Improvement

experience ○○○○○○○○○○

- get +1weird (max weird+3)
- get +1cool (max cool+2)
- get +1hard (max hard+2)
- choose a new child-thing move
- choose a new child-thing move
- get a gang (you detail) and *pack alpha*
- get a move from another playbook
- get a move from another playbook
- 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 playbook
- choose 3 basic moves and advance them
- advance the other 3 basic moves

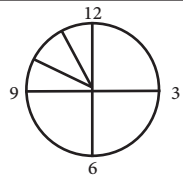
## Child-thing Moves

- Mercurial:** whenever you want, change any or all of your looks. Those who know you can still recognize you, but only if they look closely.
- Sniffing the air:** when you read a situation, ask 1 of these questions, in addition to the other questions you ask:
  - Who here is most afraid?
  - Who here is keeping secrets from the rest?
  - How close are the wolves?
  - What or who is the source of the most pain or fear here?
  - Who here would do what I ask?
- The mother's heartbeat:** when you withdraw into the world's psychic maelstrom, roll+weird. On a 10+, choose 2. On a 7-9, choose 1. You emerge again, about an hour later, and...
  - ...Meanwhile, you can still watch and hear what's happening where you were.
  - ...You can re-emerge in a different place altogether.
  - ...You are healed of all harm.
  - ...You can bring someone in and out with you.
 On a miss, you are in the dark and warm, listening to the mother's heartbeat, and many hours pass.
- Feral:** at the beginning of the session, you can choose to spend 0-barter for the equivalent of a 1-barter lifestyle. You can survive happily on whatever you can find.
- Ferocious, snarling, shrieking, biting and quite possibly rabid:** when you go aggro on someone, roll+weird instead of roll+hard.

## Gear

cutting edge (2harm hand)  
chopper (2harm hand messy)

## Harm



- stabilized ○
- shattered (-1cool)
- crippled (-1hard)
- disfigured (-1hot)
- broken (-1sharp)

## Other Moves

# Carl

## Notes

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## Your Den

You have a den, a secret(ish), secure(ish) place you can live and hide in. In it, you have (choose 3):

- The gutted shell of a Cessna, Piper, Cirrus, or some other single-engine plane.*
- Hundreds of dead smart phones, cemented as tiling into the walls.*
- Crooked, labyrinthine, interconnected tunnels and bolt ways.*
- A calendar, perfectly preserved, showing beautiful people in beautiful places.*
- An unexploded artillery shell. It is (circle 1): live, not live, who knows.*
- A carefully-kept stockpile of canned and shelf-stable food, worth 5-barter in sum: O O O O O*
- A radio that still works, hand-cranked, if anyone's broadcasting.*
- A radio that speaks only to you.*
- A pipe that drops clean water into a polished basin.*
- Some uncertain number of your siblings and kind, no two alike.*
- A way into ancient underground vaults, cavernous, echoing and endless.*
- A way into a terrifying place of death, where countless skeletons lie.*
- A way into an alien place of unscratched glass, shifting luminosity, and symbols of unguessed meaning.*
- Ways into basically everyone's spaces, even if they've taken pains to close them off.*

## The Wolves of the Maelstrom

The maelstrom's wolves are hunting you.

Under their disguises, they look like (choose 1):

- |  |  |  |   |
|--|--|--|---|
| <input type="checkbox"/> <i>people</i> | <input type="checkbox"/> <i>birds</i>              | <input type="checkbox"/> <i>beasts</i>   | <input type="checkbox"/> <i>insects</i> |
| <input type="checkbox"/> <i>angels</i> | <input checked="" type="checkbox"/> <i>shadows</i> | <input type="checkbox"/> <i>machines</i> |   |

But (choose 2):

- |  |  |
|--|--|
| <input type="checkbox"/> <i>they have no faces</i>                 | <input type="checkbox"/> <i>they don't stand on the ground</i>     |
| <input type="checkbox"/> <i>they have human faces</i>              | <input type="checkbox"/> <i>they make terrible grinding noises</i> |
| <input checked="" type="checkbox"/> <i>they have wolves' faces</i> | <input type="checkbox"/> <i>they are made of metal and plastic</i> |
| <input type="checkbox"/> <i>they have empty holes for eyes</i>     | <input checked="" type="checkbox"/> <i>they have awful voices</i>  |
| <input type="checkbox"/> <i>they have no expression</i>            | <input type="checkbox"/> <i>they come and go impossibly</i>        |
| <input type="checkbox"/> <i>they're dripping gore</i>              | <input type="checkbox"/> <i>they're invisible</i>                  |
| <input type="checkbox"/> <i>they only howl</i>                     |  |

Tell the MC the above, and that they're perversions of birth. She'll know what you mean.

## 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:

- *Scavenge and sneak-rob from a wealthy population*
- *Serve a wealthy NPC as a messenger*
- *Serve a wealthy NPC as a lookout, spy, and peeper*
- *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for:

- 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 and hi-tech or luxe eternal.

## Harm, Healing, and Bargaining

When you inflict harm on another player's character, the other character gets +1hx with you (on their sheet) for every segment of harm you inflict. If this brings them to Hx+4, they reset to Hx+1 as usual, and therefore mark experience.

When you heal another player's character's harm, you get +1Hx with them (on your sheet) for every segment of harm you heal. If this brings you to Hx+4, you reset to Hx+1 as usual, and therefore mark experience.

When you give 1-barter to someone, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no leverage or roll required.

When you make known that you want a thing and drop jingle to speed it on its way, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.