

Champion

Man, showy armor, dead eyes, muscular body, helm that obscures his face. Tenor voice that occasionally has weird bass undertones.

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

Faceless Special

If you and another character have sex, hold 1. If they get into shit, either you or they can spend your hold and you are there.

1

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3

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1

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v2

Hx

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Carl -
Egon -
Inga -
Hiike -
Magda -

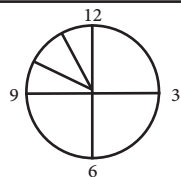
Improvement

experience ○○○○○○○○○○

- get +1hot (max +2)
- get +1sharp (max sharp+2)
- get +1weird (max weird+2)
- get a new faceless move
- get a new faceless move
- get a vehicle (you detail) and *combat driver*
- get a gang (you detail) and *pack alpha*
- get a holding (you detail) and *wealth*
- 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

Harm



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

Faceless Moves

- **Rasputin:** shot, stabbed, and poisoned, you just keep coming. When you are being scary as fuck and coming at someone, you get +1armor. You still get shot and stabbed, bleeding just doesn't bother you that much anymore.
- **As one:** attempts by other PCs to seize your mask by force, or to get you to remove or give away your mask by going aggro or seduction/manipulation, are at -2. NPCs will never succeed at unmasking you against your will, even if you are completely at their mercy.
- **Beastly:** you get +1hard (hard+3).

Other Moves

- **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.

Barter

Champion

Gear

Ornate full-coverage helm
Ornate Dammerung armor
Two-handed sword (3-harm hand area messy)

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:

- Extort, raid or rob a wealthy population
- Serve a wealthy NPC as a bodyguard
- Execute a murder 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 or adjunct gang member;
- 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.

The Unexpected

The Champion's mask is a painted Dammerung battle helmet, covered with runes for protection against and binding of demons.

The Unexpected:

when someone sees you unmasked for the first time, they take s-harm, in addition to anything else that happens.

Unmasked, you are:

Grotesque. Every PC who sees you goes immediately to Hx+3 with you.
Powerless. You lose access to all of your character moves. You can still make basic moves.

Harm and Healing

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 *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.