

# Egon Lichttrager

A lanky young man in stark but formal vestments, he has an ascetic face covered by a large beard. His mesmerizing eyes are his most remarkable feature.

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

## Hocus Special

If you and another character have sex, you each hold 1. Either of you can spend your hold any time to help or interfere with the other, at a distance or despite any barriers that would normally prevent it.

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v3

**Hx** highlight   
Carl - Magda -

Champion -  
Hike -  
Inga -

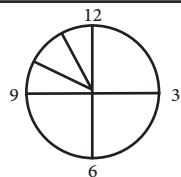
## Improvement

experience ○○○○○○○○○○○○

- \_\_\_ get +1cool (max cool+2)
- \_\_\_ get +1hard (max hard+2)
- \_\_\_ get +1sharp (max sharp+2)
- \_\_\_ get a new hocus move
- \_\_\_ get a new hocus move
- \_\_\_ choose a new option for your followers
- \_\_\_ choose a new option for your followers
- \_\_\_ get a holding (you detail) and *wealth*
- X get a move from another playbook
- X 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)

## Hocus Moves

- **Fortunes:** At the beginning of the session, roll+fortune. On a 10+, your followers have surplus. On a 7-9, they have surplus, but choose 1 want. On a miss, they are in want. If their surplus lists barter, like 1-barter or 2-barter, that's your personal share, to spend for your lifestyle or for what you will.
- **Frenzy:** when you speak the truth to a mob, roll+weird. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold 1 for 1 to make the mob:
  - Bring people forward and deliver them.
  - Bring forward all their precious things.
  - Unite and fight for you as a gang (2-harm 0-armor size appropriate).
  - Fall into an orgy of uninhibited emotion: fucking, lamenting, fighting, sharing, celebrating, as you choose.
  - Go quietly back to their lives.
 On a miss, the mob turns on you.
- **Charismatic:** when you try to manipulate someone, roll+weird instead of roll+hot.
- **Fucking wacknut:** you get +1weird (weird+3).

## Followers

You have around 20 followers, loyal to you but not fanatical. They have their own lives apart from you, integrated in the local population. They are your scene, scattered across communities throughout the region. You meet with them in twos and threes in private places or homes.

\_\_\_ Your followers are dedicated to you. Surplus: +1barter, and replace want: X You have few followers, 10 or fewer. Surplus: -1barter.  
desertion with want: hunger. X Your followers aren't really yours, more like you're theirs. Want: judgment instead of want: desertion.

\_\_\_ Your followers are involved in successful commerce. +1fortune. \_\_\_ Your followers rely entirely on you for their lives and needs. Want: +desperation.

X Your followers, taken as a body, constitute a powerful psychic antenna. Surplus: +augury. \_\_\_ Your followers are drug-fixated. Surplus: +stupor.

\_\_\_ Your followers are joyous and celebratory. Surplus: +party. \_\_\_ Your followers are rigorous and argumentative. Surplus: +insight.

\_\_\_ Your followers are hard-working, no-nonsense. Surplus: +1barter. \_\_\_ Your followers disdain fashion, luxury and convention. Want: +disease.

\_\_\_ Your followers are eager, enthusiastic, and successful recruiters. Surplus: +growth. \_\_\_ Your followers disdain law, peace, reason and society. Surplus: +violence.

\_\_\_ Your followers are decadent and perverse. Want: +savagery

## Fortune

1

## Surplus

+augury  
1-barter

## Want

judgement

## Other Moves

- **Unnatural lust transfixion:** when you try to seduce someone, roll+weird instead of roll+hot.
- **Spooky intense:** when you do something under fire, stand overwatch, or bait a trap, roll+weird instead of roll+cool.

## Barter

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## Gear

Stark black garments, suitable for travel  
A large Dammerung symbol on a heavy chain  
A journal and a walking staff  
Oddments worth 4 barter

## 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:

- Serve a wealthy NPC as auger and advisor.
- Serve a wealthy NPC as ceremonist.
- Serve a population as counselor and ceremonist.
- 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.

## Augury

When you are able to use something for augury, roll+weird. On a hit, you can choose 1:

- Reach through the world's psychic maelstrom to something or someone connected to it.
- Isolate and protect a person or thing from the world's psychic maelstrom.
- Isolate and contain a fragment of the world's psychic maelstrom itself.
- Insert information into the world's psychic maelstrom.
- Open a window into the world's psychic maelstrom.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the world's psychic maelstrom as it is local to you, and will bleed instability.

On a 10+, choose 2; on a 7-9, choose 1:

- It'll persist (for a while) without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your antenna takes the brunt of it.

## When a Gang Suffers Harm

**1-harm:** a few injuries, one or two serious, no fatalities.

**2-harm:** many injuries, several serious, a couple of fatalities.

**3-harm:** widespread injuries, many serious, several fatalities.

**4-harm:** widespread serious injuries, many fatalities.

**5-harm and more:** widespread fatalities, few survivors.

### *Does the gang hold together?*

With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

A PC gang leader can hold a gang together by imposing her will on it, if she has *pack alpha*, or by ordering it to hold discipline, if she has *leadership*, but otherwise it follows these rules, same as for NPCs.