

# Archimandrea Hike

Woman, scrounge religious wear, rugged face, scorched eyes, wiry

cool

hard

hot

sharp

weird

body.

do something  
under fire

go aggro  
sucker someone  
do battle

seduce or  
manipulate

read a sitch  
read a person

open your brain

## Chopper Special

If you and another character have sex, they immediately change their sheet to say Hx+3 with you. They also choose whether to give you -1 or +1 to your Hx with them, on your sheet.

3	3	=1	1	1
highlight <input type="checkbox"/>	highlight <input type="checkbox"/>	highlight <input type="checkbox"/>	highlight <input type="checkbox"/>	highlight <input type="checkbox"/>

v10

Hx

Carl -  
Champion -  
Egon -  
Inga -

## Improvement

experience ○○○○○○○○○○

X get +1hard (max hard+3)  
X get +1cool (max cool+2)  
X get +1sharp (max sharp+2)  
X get +1weird (max weird+2)  
X get +1weird (max weird+2)  
X choose a new option for your gang  
X choose a new option for your gang  
\_\_ get a holding (you detail) and *wealth*  
X get a move from another playbook  
X get a move from another playbook

X get +1 to any stat (max stat+3)  
\_\_ retire your character (to safety)  
X create a second character to play  
\_\_ change your character to a new playbook  
X choose 3 basic moves and advance them  
\_\_ advance the other 3 basic moves

## Chopper Moves

- **Pack alpha:** when you try to impose your will on your gang, roll+hard. On a 10+, all 3. On a 7-9, choose 1:
  - They do what you want (otherwise, they refuse)
  - They don't fight back over it (otherwise, they do fight back)
  - You don't have to make an example of one of them (otherwise, you must)
 On a miss, someone in your gang makes a bid, idle or serious, to replace you for alpha.
- **Fucking thieves:** when you have your gang search their pockets and saddlebags for something, roll+hard. It has to be something small enough to fit. On a 10+, one of you happens to have just the thing, or close enough. On a 7-9, one of you happens to have something pretty close, unless what you're looking for is hi-tech, in which case no dice. On a miss, one of you used to have just the thing, but it turns out that some asswipe stole it from you.

## Gang

__ your gang consists of 30 or so violent bastards. Medium instead of small.	__ your gang's bikes are in bad shape and need constant attention. Vulnerable: breakdown	<b>Size</b> <input type="text" value="Small"/>
X your gang's well-armed. +1harm	__ your gang's are picky and high maintenance. Vulnerable: grounded	<b>Harm</b> <input type="text" value="3"/>
X your gang's well-armed. +1armor	__ your gang's loose-knit, with members coming and going as they choose. Vulnerable: desertion	<b>Armor</b> <input type="text" value="2"/>
X your gang's well-disciplined. Drop savage	X your gang is in significant debt to someone powerful. Vulnerable: obligation	<b>Cage</b>
__ your gang's nomadic at heart and able to maintain and repair its own bikes without a home base. It gets +mobile.	__ your gang is filthy and unwell. Vulnerable: disease	Rich Obligated
X your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +rich.		

## Harm

stabilized

shattered (-1cool)

crippled (-1hard)

disfigured (-1hot)

broken (-1sharp)

## Other Moves

- **Merciless:** when you inflict harm, inflict +1 harm.
- **Deep brain scan:** when you have time and physical intimacy with someone—mutual intimacy like holding them in your arms, or 1-sided intimacy like they're restrained to a table—you can read them more deeply than normal. Roll+weird. On a 10+, hold 3. On a 7-9, hold 1. While you're reading them, spend your hold to ask their player questions, 1 for 1:
  - What was your character's lowest moment?
  - For what does your character crave forgiveness, and of whom?
  - What are your character's secret pains?
  - In what ways are your character's mind and soul vulnerable?
 On a miss, you inflict 1-harm (ap) upon your subject, to no benefit.

## Barter

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## Gear

Lucerne Hammer - 3harm arm messy  
Crossbow - 2harm close slow  
Religious scrounge wear - 2 armor

## 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 a-jangle and expect to and hi-tech or luxe eternal.

## Gang Size

For gang size, 10–25 people means small, 25–50 people means medium, and more than 50 people means large.

Gangs inflict and suffer harm as established, as usual: they inflict harm equal to their own harm rating, minus their enemy's armor rating, and they suffer harm equal to their enemy's harm rating minus their own armor.

Harm = weapon - armor.

However, if there's a size mismatch, the bigger gang inflicts +1harm and gets +1armor for each step of size difference:

- Against a single person, a small gang inflicts +1harm and gets +1armor. A medium gang inflicts +2harm and gets +2armor, and a large gang inflicts +3harm and gets +3armor.
- Against a small gang, a medium gang inflicts +1harm and gets +1armor, and a large gang inflicts +2harm and gets +2armor.
- Against a medium gang, a large gang inflicts +1harm and gets +1armor.

## 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.