

Inga Muller

Middle age woman with tattooed face, cool eyes, curvy body, vintage

wear and quick hands

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

Battlebabe Special

If you and another character have sex, nullify the other character's sex move. Whatever it is, it just doesn't happen.

0

highlight

1

highlight

3

highlight

1

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0

highlight

v5

Hx

highlight

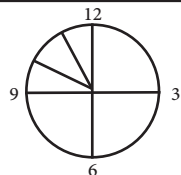
Champion -
Egon -
Hike -
Leibchen -

Improvement

experience ○○○○○○○○○○○○
 ___ get +1hard (max hard+2)
 ___ get +1hot (max hot+2)
 ___ get +1sharp (max sharp+2)
 ___ get +1weird (max weird+2)
 ___ choose a new battlebabe move
 ___ choose a new battlebabe move
 ___ get an ally (detail with MC)
 ___ get a gang (you detail) and *leadership*
 ___ 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)

Battlebabe Moves

- **Dangerous & sexy:** when you enter into a charged situation, roll+hot. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1 for 1 to make eye contact with an NPC present, who freezes or flinches and can't take action until you break it off. On a miss, your enemies identify you immediately as their foremost threat.
- **Ice cold:** when you go aggro on an NPC, roll+cool instead of roll+hard. When you go aggro on another player's character, roll+Hx instead of roll+hard.
- **Merciless:** when you inflict harm, inflict +1harm.
- **Visions of death:** when you go into battle, roll+weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.
- **Perfect instincts:** when you've read a charged situation and you're acting on the MC's answers, take +2 instead of +1.
- **Impossible reflexes:** the way you move unencumbered counts as armor. If you're naked or nearly naked, 2-armor; if you're wearing non-armor fashion, 1-armor. If you're armor, use it instead.

Weapons / Gear

Barter

Kitchen knife (2-harm, hand, antique) Silenced pepperbox pistol (2-harm, close) Leather scroungewear fashion (1 armor)	
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Other Moves

- **You call this hot?** when you act under fire, roll+hot instead of roll+cool.
- **A devil with a blade:** When you use a blade to go aggro, roll+hot instead of roll+hard

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Harm & Healing

When you suffer harm, roll+harm suffered (after armor, if you're wearing any). On a 10+, the MC can choose 1:

- You're out of action: unconscious, trapped, incoherent or panicked.
- It's worse than it seemed. Take an additional 1-harm.
- Choose 2 from the 7-9 list below.

On a 7-9, the MC can choose 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the MC can nevertheless choose something from the 7-9 list above. If she does, though, it's instead of some of the harm you're suffering, so you take -1harm.

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.

Gang

By default, your gang consists of about 15 violent bastards with scavenged and makeshift weapons and armor (2-harm gang small 1-armor). Then, choose 2:

- your gang consists of 30 or so violent bastards. Medium instead of small.
- your gang's well armed. +1harm.
- your gang's well armored. +1armor.
- your gang's self-sufficient, able to provide for itself by raiding and scavenging. It gets +rich.

And choose 1:

- your gang's armory is for shit. It gets -1harm.
- your gang disdains armor (why? are they fucking stupid?). It gets -1armor.
- your gang is a pack of fucking hyenas. It gets +savage.
- your gang's loose knit, with members coming and going as they choose. Vulnerable: +desertion.
- your gang is in significant debt to someone powerful. Vulnerable:+obligation.
- your gang is filthy and unwell. Vulnerable: +disease.
- your gang is lax about security and likes to drink and brag. Vulnerable: +reprisals.

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:

any weapon, gear or fashion not valuable or hi-tech;
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;
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.

Notes