

# Magda Kettler

Woman, a shroud, pallid beauty.

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

## Contaminated Special

If you and another character have sex, but only the first time you have sex with them, give them a move from your playbook. You're allowed to ask the other player their preference, but ultimately you choose the move, and the substance if required.

1

highlight

=1

highlight

2

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1

highlight

2

highlight

v1

## Hx

highlight

Carl -  
Champion -  
Egon -  
Inga -

## Improvement

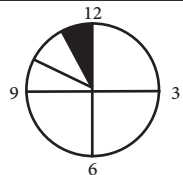
experience ○○○○○○○○○○○○

- \_\_\_ get +1cool (max cool+3)
  - \_\_\_ get +1hard (max hard+3)
  - \_\_\_ get +1sharp (max sharp+3)
  - \_\_\_ get +1weird (max weird+3)
  - \_\_\_ exchange one of your contaminated moves
  - \_\_\_ exchange one of your contaminated moves
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  - \_\_\_ get followers (you detail) and *fortunes*
  - \_\_\_ 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

## Contaminated Moves

- **Ravenous:** in the presence of the moment of death, any action you undertake, other than to seek it directly and urgently and consume it in rapture, is under fire from the intensity of your contamination's craving.
- **Fury:** when you go aggro on someone, there's no appeasing you. If they cave, mollify, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack. Furthermore, whenever you have the opportunity to spend 1 to inflict terrible harm, you must do so.
- **Addicted:** when someone asks you to do something, if they promise the moment of death to you, even without offering evidence that they can or will make good, it counts as seducing or manipulating you and hitting with a 10+. This is true even if they're an NPC.
- **The other one:** tell the MC to create the other one as a perversion of birth who comes to you in your brain and acts for you with your body. Once per session, and more often if you choose, tell the MC that now you're the other one. Ask the MC what you do.
- **Hive mind:** you share thoughts and senses with others who share your contamination. At any time, you can ask the MC what they're seeing, hearing, feeling, and thinking about, and you can read them if you choose, even from afar. At any time, you can also ask the MC if there are others who share your contamination, and who, or who's new.
- **Degeneration:** at the beginning of the session, roll+hot. On a 10+, rewrite your looks slightly for the better. On a 7-9, rewrite your looks slightly for the worse. On a miss, rewrite your looks significantly for the worse. Rewrite freely, not limited to choosing new looks options from your list.
- **The lily of the pits:** if you have the moment of death, you don't need or desire anything else. At the beginning of the session, spend 0-barter on lifestyle, and tell the MC that you toil not, and yet are arrayed in charnal splendor.

## Harm



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

## Other Moves

## Barter

# Magda Kettler

## Gear

Misericorde (3-harm intimate)

## Contamination

**Inhuman strength and reflexes:** you are many times stronger and quicker than the uncontaminated. Any time you think that your inhuman strength or reflexes might help you, ask the MC to choose 1:

- You get +1 or +2 to your roll, or you get +1choice or +1hold after your roll.
- You can act under ire to do it, when a normal person would be simply incapable.
- You inflict +1harm, +2harm, or add ap to your attack.

**Inhuman flexibility:** you can contort your body into bizarre, appalling, and unnatural configurations. You can fit through or into spaces that no one could possibly fit into, in order to hide, escape, or gain entry. You can also impress, dismay, or frighten someone without using seize by force to do it. The MC can have you act under fire to hold a position for a long time, to take the most extreme positions, or to move while contorted.

**Inhuman resilience:** no amount of harm can make your life untenable. Treat harm past 11:00 as painful and temporarily debilitating, but not lasting. At the beginning of the next session, reduce your harm to 6:00. The MC might decide that certain kinds of extreme harm—immolation or beheading, for instance—count as a decontamination attempt, as follows.

**Decontamination:** you might be able to be decontaminated. Maybe a savvyhead or an angel with an infirmary can help, or a brainer or a hocus with augury, or a quarantine with a medlab or a -isolation rig. Maybe you have another plan of your own. In any case, seeing a decontamination attempt through to its conclusion immediately makes your life untenable.

The only way to be sure of decontamination is to change to another playbook, and to agree with the MC that your contamination belongs to your old life that you're leaving behind. Seeing a decontamination attempt through gives you an opportunity for this, but doesn't require it or guarantee it.

## 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:

- Brute labor for a wealthy NPC or population
- 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.

## Subterfuge Moves

When *you're the bait*, roll+cool. On a 10+, choose 2. On a 7-9, choose 1:

- You draw your prey all the way into the trap. Otherwise, they only approach.
  - Your prey doesn't suspect you. Otherwise, they're wary and alert.
  - You don't expose yourself to extra risk. Otherwise, any harm your prey inflicts is +1.
- On a miss, the MC chooses 1 for you.

When *you're the cat*, roll+cool. On a hit, you catch your prey out. On a 10+, you've driven them first to a place of your choosing; say where. On a 7-9, you've had to follow them where they wanted to go; they say where. On a miss, your prey escapes you.

When *you're the mouse*, roll+cool. On a 10+, you escape clean and leave your hunter hunting. On a 7-9, your hunter catches you out, but only after you've led them to a place of your choosing; say where. On a miss, your hunter catches you out and the MC says where.

When *it's not certain whether you're the bait or the mouse*, roll+sharp. On a hit, you decide which you are. On a 10+, take +1forward as well. On a miss, you're the mouse.