

# Tendahl

Man, utility wear + tech, plain face, squinty eyes, strange body

(twisted by scoliosis)

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

## Savvyhead Special

If you and another character have sex, they automatically speak to you, as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the MC will answer your questions between them.

Otherwise, that move never works on people, only things.

0

highlight

=1

highlight

=2

highlight

2

highlight

3

highlight

v4

## Hx

highlight

Carl -  
Egon -  
Hike -  
Inga -

## Improvement

experience ○○○○○○○○○○

- get +1cool (max cool+2)
- X get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- X choose a new savvyhead move
- choose a new savvyhead move
- get a gang (you detail) for security and leadership
- X add 2 options to your workspace
- X add life support to your workspace, and now you can work on people there too
- 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
- X choose 3 basic moves and advance them
- advance the other 3 basic moves

## Savvyhead Moves

- **Thing speak:** whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7-9, ask 1:
  - Who handled this last before me?
  - Who made this?
  - What strong emotions have been most recently nearby this?
  - What words have been said most recently nearby this?
  - What has been done most recently with this, or to this?
  - What's wrong with this, and how might I fix it?

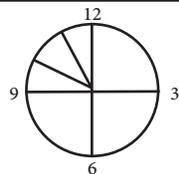
Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.

- **Bonefeel:** at the beginning of the session, roll+weird. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.
- **Oftener right:** when a character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark an experience circle.
- **Reality's fraying edge:** some component of your workspace, or some arrangement of components, is uniquely receptive to the world's psychic maelstrom (+augury). Choose and name it, or else leave it for the MC to reveal during play.
- **Spooky intense:** when you do something under fire, stand overwatch, or bait a trap, roll+weird instead of roll+cool.
- **Deep insights:** you get +1weird (weird+3).

## Gear

knife (2-harm hand)                      leather apron and face shield (1-armor)  
hammer (2-harm hand messy)

## Harm



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

## Other Moves

- **Charismatic:** when you try to manipulate someone, roll+weird instead of roll+hot.

# Tendahl

## Notes/Projects

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## Your Workspace

Choose which of the following your workspace includes. Choose 3: a garage, a darkroom, a controlled growing environment, skilled labor (Carna, Thuy, Pamming, eg), a junkyard of raw materials, a truck or van, weird-ass electronica, machining tools, transmitters & receivers, a proving range, a relic of the golden age past, booby traps.

When you go into your workspace and dedicate yourself to making a thing, or to getting to the bottom of some shit, decide what and tell the MC. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/build/fix/figure out \_\_\_\_\_ .
- You're going to need \_\_\_\_\_ to help you with it.
- It's going to cost you a fuckton of jingle.
- The best you'll be able to do is a crap version, weak and unreliable.
- It's going to mean exposing yourself (plus colleagues) to serious danger.
- You're going to have to add \_\_\_\_\_ to your workplace first.
- It's going to take several/dozens/hundreds of tries.
- You're going to have to take \_\_\_\_\_ apart to do it.

The MC might connect them all with "and," or might throw in a merciful "or." Once you've accomplished the necessities, you can go ahead and accomplish the thing itself. The MC will stat it up, or spill, or whatever it calls for.

## 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:

- Maintain a wealthy NPC's finicky or fragile tech.
- Conduct research for a wealthy NPC.
- Repair a wealthy NPC's hi-tech equipment.
- 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;*  
*a session's hire of a violent individual as bodyguard;*  
*a few sessions' hire of simple labor;*  
*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.

## Harm, Healing, and Bargaining.

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.

When you give 1-barter to someone, but with strings attached, it counts as manipulating them and hitting the roll with a 10+, no leverage or roll required.

When you make known that you want a thing and drop jingle to speed it on its way, roll+barter spent (max roll+3). It has to be a thing you could legitimately get this way. On a 10+ it comes to you, no strings attached. On a 7-9 it comes to you, or something pretty close. On a miss, it comes to you, but with strings very much attached.