

THE AUGMENTED

Sometimes you need a little extra to get you going, to put you ahead of the competition, or just to feel pretty.



HEAD

Intelligence, planning



HAND

Strength, combat



HEART

Empathy, stability



GROUP

Networking, negotiation



TECH

Use items, abilities

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

SPACE

OBSERVATION DECK – A place to look, to wonder, to feel small, to contemplate

INTUITION

Remove an Intuition to change a roll to a success or to avoid all harm in one event.

Good Done For

HARM & STRESS

Mark a harm when you're injured. At 5 harm you are unstable.

Healthy | Dying

Mark a stress when directed. Erase a mark after downtime. At the 5th stress mark, you are exhausted.

Alright Exhausted

SCARS

Note any Scars you acquire, location/type, & how it affects you:

MOVES

Pick two:

- With Your Special Eyes:** They definitely had your brand when you upgraded your visual input. With your augmented eyes, you can see *in near total darkness*, and get a +1 when *surveying a scene* in bad lighting.
- Volume Control:** People talk, and you listen. You can control your hearing to *hear very quiet sounds* or to *filter out very loud ones* within 100 feet.
- Zoom Zoom:** You paid for the latest light-weight skeletal upgrades because you just gotta go fast. You can *move very quickly* and get a +1 to *Act Under Fire* when dodging enemy attacks.
- Fursona:** The latest augmentation techniques enhance your skin to withstand dangerous temperatures. If you pick **fur**, you are *impervious to cold down to -30°F*. If you pick **scales**, you are *impervious to heat up to 120°F*. Facial reconstruction to match augment choice included.

STATS

Choose one set of ability ratings:

- Head 0, Hand +2, Heart 0,
Group +1, Tech +1
- Head +2, Hand +1, Heart 0,
Group -2, Tech +1
- Head +1, Hand +2, Heart -1,
Group 0, Tech -1
- Head -1, Hand +2, Heart -2,
Group +2, Tech 0
- Head +1, Hand +1, Heart 0,
Group +1, Tech 0

CONNECTIONS (Cx)

In your game journal (or other note area) make a list of all the player characters. Then on your turn during the Cx phase, go around the table and ask each character some or all of the following:

- Do you accept me? Cx+/-2
- Do I unsettle you? Cx+/-1
- Do you distrust me because of my abilities? Cx+/-2

For everyone else, mark Cx+0.

GEAR

Choose your gear from the handbook list and write it here:

EXPERIENCE

Mark an experience when you fail a move. After you reach five, you level up. Pick an improvement, then clear the boxes and start again.

IMPROVEMENTS

When you level up, pick an improvement. Once you've leveled up five times, you can also pick from the Advanced Improvements.

- Add +1 Head, max +3
- Add +1 Tech, max +3
- Add +1 Hand, max +2
- Add +1 Group, max +2
- Take another Augmented or Augmented variant move
- Take another Augmented or Augmented variant move
- Take one (or another) Trouble with pro & cons from an augmented variant
- Take one (or another) Trouble with pro & cons from an augmented variant
- Take a move from another playbook
- Take a move from another playbook

ADVANCED IMPROVEMENTS

- Add +1 to any stat, max +3
- Advance 3 basic moves, your choice
- Advance 3 more basic moves, your choice
- Create a new character to play
- Retire this character to safety
- Change this character's Archetype

AUGMENTED | VARIANTS

To make a variant, fill out the character sheet above, but write in your variant title above the Archetype name.

THE ALMOST-HUMAN

There's something not quite human about this one, but no one can really pinpoint why. Whatever their true identity, they struggle to gain the trust of those around them.

MOVES

- **Looking for Me?:** Sometimes the best way to get by is to blend in, and you have the uncanny ability to do it at will. Whenever *you need to hide in plain sight*, roll +tech. On a 10+, you disappear to all senses and sensors until you move. On a 7-9, you're mostly hidden. On a miss, you *think* you're hidden, but you're not.
- **Mind Trick:** You can't explain it, but sometimes you can sense what people are thinking. Roll +head instead of +heart whenever you *try to Get a Feeling* from someone.

TROUBLE

Sometimes your abilities get you in to trouble. Pick a unique aspect about your abilities that you like, but two consequences that it has had on your daily life. Choose from the lists below:

Positive (pick one):

- Experienced (+1 to +head when you *Get a Feeling*)
- Empathetic (+1 to +tech when performing *First Aid*)

Consequences (pick two):

- Sometimes you can't shut out the noise –machines, radio waves, thought patterns—and it overwhelms you
- You don't understand why people find your abilities frightening and it pains you
- When you look at the stars, you feel a deep, terrible longing that you can't vocalize or explain
- You're so used to hiding that you're not sure you know who you really are anymore, and it scares you

THE CONSTRUCT

They were never human to begin with. Whether they're an AI in a robotic body or a lab-grown experimental being, they share little in common with their human compatriots, except maybe their goals.

MOVES

■ **Live Long and Kick Ass:** You were made to survive. You take +2 *base armor* from the materials your body is constructed with, and *anyone meleeing you takes 1-harm*. This does not stack with other armor.

■ **Unnatural:** Humans can heal on their own, but you've got nanites for that. You are *impervious to disease*, and *once per crisis you can instantly heal yourself for up to 3-harm*.

TROUBLE

Sometimes your abilities get you in to trouble. Pick a unique aspect about your abilities that you like, but two consequences that it has had on your daily life. Choose from the lists below:

Positive (pick one):

- Integrated (+1 to +tech when Using an Advanced Item)
- Perceptive (+1 to +head when Surveying a Scene)

Consequences (pick two):

- Sometimes you forget to simulate breathing, and people find it uncomfortable to be around you
- You lose track of time because you get caught up in your own digital world
- Your care and maintenance need an expert, and it's costly
- You struggle to understand the complexities of human nature, and it leaves you feeling like an outsider

THE CYBORG

One or more major part of this person has been replaced by tech. This has many benefits, but also some downsides.

MOVES

- **Two by Two:** What's better than two hands? Four hands! Melding the human body with machine, you gave yourself an extra pair of arms to help in your daily tasks. You have +1 extra gear (non-armor) and cannot be restrained.
- **Resistance is Futile:** You're the one everyone calls on moving day. Your machine-like strength is due to, well, machine-like muscles. You are *able to lift and move objects up to 500lbs*. You can do 2-harm when *meleeing someone barehanded*.

TROUBLE

Sometimes your abilities get you in to trouble. Pick a unique aspect about your abilities that you like, but two consequences that it has had on your daily life. Choose from the lists below:

Positive (pick one):

- Impressive (+1 to +group when *Influencing Someone*)
- Sturdy (+1 to +heart when *Protecting Someone*)

Consequences (pick two):

- Things are not made with your body in mind, and you struggle to find important things like EVA suits that fit
- You sometimes underestimate your strength and end up breaking things or hurting people unintentionally
- People talk about you behind your back because of your abilities, and it has a toll on your confidence
- Sometimes people want to test their strength against yours, and you frequently get challenged to fights you don't want