

BRAINER GEAR

- implant syringe (tag hi-tech)
After you've tagged someone, if a brainer move allows you to inflict harm on them, inflict +1harm.
- brain relay (area close hi-tech)
For purposes of brainer moves, if someone can see your brain relay, they can see you.
- receptivity drugs (tag hi-tech)
Tagging someone gives you +1hold if you then use a brainer move on them.
- violation glove (hand hi-tech)
For purposes of brainer moves, mere skin contact counts as time and intimacy.
- pain-wave projector (1-harm ap area loud reload hi-tech)
Goes off like a reusable grenade. Hits everyone but you.
- deep ear plugs (worn hi-tech)
Protects the wearer from all brainer moves and gear.

HOLD

GEAR & BARTER

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:

- Interrogate a warlord NPC's prisoners.
- Serve a wealthy NPC as kept brainer.
- Extort or blackmail 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; 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 find hi-tech or luxe eternal.

CREATING A BRAINER

To create your brainer, choose name, look, stats, moves, gear, and Hx.

NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

STATS

Choose one set:

- Cool+1 Hard+1 Hot-2 Sharp+1 Weird+2
- Cool=0 Hard=0 Hot+1 Sharp=0 Weird+2
- Cool+1 Hard-2 Hot-1 Sharp+2 Weird+2
- Cool+2 Hard-1 Hot-1 Sharp=0 Weird+2

GEAR

You get:

- 1 small fancy weapon
- 2 brainer gear
- oddments worth 8-barter
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small fancy weapons:

- silenced 9mm (2-harm close hi-tech)
- ornate dagger (2-harm hand valuable)
- hidden knives (2-harm hand infinite)
- scalpels (3-harm intimate hi-tech)
- antique handgun (2-harm close reload loud valuable)

If you'd like to start play with a vehicle or a prosthetic, get with the MC.

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

High formal wear, clinical wear, fetish-bondage wear, or environmental wear improper to the local environment.

Scarred face, smooth face, pale face, bony face, plump moist face, or sweet face.

Soft eyes, dead eyes, deep eyes, caring eyes, pale eyes, ruined eyes, or wet eyes.

Awkward angular body, soft body, slight body, crippled body, or fat body.

MOVES

You get all the basic moves. Choose 2 brainer moves.

You can use all the battle moves, but when you get the chance, look up **keeping an eye out**, **baiting a trap**, and **turning the tables**.

Hx

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- Which one of you has slept in my presence (knowingly or un-)?

For that character, write Hx+2.

- Which one of you have I been watching carefully, in secret?

For that character, write Hx+2.

- Which one of you most evidently dislikes and distrusts me?

For that character, write Hx+3.

For everyone else, write Hx+1. You have weird insights into everyone.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.