

Stats

--	--	--	--	--

Fitness <i>physicality, endurance, agility</i>	Presence <i>influence, charm, looks</i>	Violence <i>aggression, fighting, shooting</i>	Intellect <i>knowledge, education, rational thinking, reason</i>	Discipline <i>willpower, mental strength</i>
--	---	--	--	--

Assign to stats: +2, +1, +1, 0, -1

Condition

Health oo oo o o o	Sanity oo oo o o o	Taint ooo oo o o
------------------------------	------------------------------	----------------------------

Experience []

Gain experience for:

- +1 for each Condition gained
- +1 for each esoteric secret learned (from old tomes etc.)
- +1 after each session
- +1 after each session when the group votes for "who made the game most interesting"

Using experience for:

- 1 to re-roll
- 1 to activate a Sigil
- 1 to gain narrative leeway
- n to power up a ritual (depends on the level of the ritual)
- 2 to reduce Taint level by one
- 4 to mark an advance

Advancement

- ☐ Get +1Fitness (max. Fitness +3)
- ☐ Get +1Presenve (max. Presenve +3)
- ☐ Get +1Violence (max. Violence +3)
- ☐ Get +1Intellect (max. Intellect +3)
- ☐ Get +1Discipline (max. Discipline +3)
- ☐ Get a new hacker move
- ☐ Get a new hacker move
- ☐ Get a move from another playbook
- ☐ Get a move from another playbook

Moves

You begin with all the basic moves.

Choose two special moves:

□ Social Engineering: By digging for information, you can find angles to make people trust you. With time +1 on INFLUENCE rolls.

□ Phone Phreaking: Manipulating phone systems by whistling is only the beginning of your capabilities. When trying to access a system roll +1Intellect.

On a 10+ you are in, but choose 1 and the Keeper chooses 1

- you need to expose yourself
- your attack is noticed afterwards
- you need favors that will need to be repaid
- you need equipment you don't currently have
- you need time

□ Dumpster diving: With seemingly meaningless and disparate pieces of information, you are able to draw pretty good conclusions. +2forward when following a clue.

□ Organized: With time, you can INVESTIGATE scenes exhausted by another.

□ The Right Tools: You may assist with your intellect

The Experience Move

Gear

You start with:

- A basement studio
- Good computer

Choose two of the following:

- Additional hardware
-

Basic Moves

Act Under Pressure (Roll + Stat)

When you take an action that risks failure or opposition, roll with one of the basic stats. This includes sanity checks.

On a 10+, You succeed.

On a 7-9, the GM offers you a worse outcome, hard bargain or a cost. If agreed upon, you succeed.

Assist/Interfere (Roll + their trust to you)

When you Assist or Interfere on someone's action, roll their Trust to you.

On a 10+, They take +2 (Assist) or -2 (Interfere) to their roll.

On a 7-9, They take +1 or -1 to their roll, and you are exposed to the outcome of the roll.

On a miss, They lose of point of Trust to you

Fight (Roll + Violence)

When you attack someone or something, roll+Violence.

On a 10+, You deal Harm as established or Choose 2

On a 7-9, Choose 1

- You and your opponent both deal harm as established

- You manage to create an advantage, take +1forward

- You manage to break away from the action

- You spot a weakness. +1harm on with next *fight*.

On a miss, the opponent deals harm as established, chooses two from the list above or GM makes a hard move.

Influence (Roll + Presence)

When you want someone to do something for you, you may use your wits, charm, looks etc. to ask someone to do it.

On a 10+, they'll do it but might ask for something in return.

7-9, they'll do it but will ask for something in return.

Instinct (Roll + Discipline)

When you need to know what others are thinking, meaning or thinking you need to trust on your Instinct. Asks are directed to the GM.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Investigate (Roll + Intellect)

Looking for clues in a scene.

On a 10+, choose 1:

- You find something hidden

- You find something lost

- You find something forgotten

- You find a Good item (GM's choice)

- You find a Minor item (your choice)

- You find something relevant (Clue)

- Pick one from the following:

On a 7-9, choose 1:

- You find a Minor item (GM's choice)

- You find a Clue (+1forward), but the situation escalates

On a 6 or less, there either is nothing else to be found or the GM may hold 1 hard move against you.

Reason (Roll + Intellect)

When the clues are gathered, the libraries visited and the old dusty tomes read the player may use Reason to tie in the knots.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Spark of Taint (Roll + Discipline)

Whenever you commit an inhuman act (kill someone in cold blood, work magic, eat human flesh, go darkside etc.) make roll+Discipline.

On a 10+ You remain unaffected by the Taint

On a 7-9, You are fighting the Taint. You may choose to advance it. If you do, gain +1exp.

On a miss, your Taint advance a step. Gain +1exp.

A Hacker

A WAYWARD SONS PLAYBOOK

Who Are You?

Often thought of as the fat nerd in your parents basement, you are actually as familiar with manipulating humans as you are manipulating systems. In fact, your real secret is that you can strike where no-one expects you just because you are sociable and willing to dig through garbage to find those little tidbits of information you need. You don't do it for the money, you do it for the thrill. And the thrill has lead you to places you didn't really want to go.

Name

Gordon, Albert, Kevin, Adrian, Chad, Jeffrey

Look

Choose one from each category

Gender: Man

Clother: cheap suit, sweat pants, worn jeans and t-shirt

Face: condensending,

Eyes: sharp, tired,

Body: slim, full

Your Angle

Why did you become a hunter?

Numbers station, hacking government database, general paranoia, fugitive looking for safety, strange videos posted on a BBS

Your Trust

_____	[]	_____	[]
_____	[]	_____	[]
_____	[]	_____	[]