

THIRSTY! SWORD LESBIANS

ADVANCED LOVERS & LESBIANS
Settings, Adventures, and Playbooks for *Thirsty Sword Lesbians*



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Thirsty Sword Lesbians • Advanced Lovers & Lesbians

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Welcome

Welcome to **Advanced Lovers & Lesbians**, a collection of settings, adventures, and playbooks for the **Thirsty Sword Lesbians** tabletop roleplaying game. **Thirsty Sword Lesbians** is about connection, found family, and messy queers, themes that transcend any particular setting and any individual person's experience. Thanks to over 8,000 crowdfunding backers, this book includes contributions from dozens of authors, each with their own unique experiences and perspectives.

As with the core book, a setting is designed to be a sandbox with themes, characters, and adventure hooks. An adventure is a fleshed-out idea with more detail than the hooks contained in the settings. You can modify and add to these to make them your own in play.

This book also features ten new playbooks. Some of these are designed with particular setting elements in mind or otherwise might not fit with every game, so consult with your group before bringing these advanced lovers and lesbians to the table.

Lastly, you'll find a set of random tables you can use to inspire characters, settings, plots, and more.

Of course, no single volume can rival the creativity of the fan community that has already started building on **Thirsty Sword Lesbians**. The text of the original book as well as this one are offered under open licensing terms so that you can go ahead and create without needing to ask for special permission, as long as the works you make are shared back to the commons under similar terms. For more information, visit PoweredByLesbians.com.

I'd like to offer a great, heartfelt thank you to all of the creators who have contributed to this book, sharing creativity, insight, and sometimes vulnerability in order to help the game speak directly to a broader range of experiences. I'd also like to thank everyone who has supported the game in any way: getting excited about it, backing, playtesting, hacking, reviewing, or just making the creative team feel good by telling us what it's meant to you. I love hearing about your games, characters, rules hacks, and seeing art of your sword lesbians, too; don't hesitate to tag the Gay Spaceship Games Twitter with those: @GaySpaceshipGms.

I'm not done writing more neat stuff for **Thirsty Sword Lesbians**, either, so I look forward to continuing to create alongside all of you.

Very queerly yours,

~April~

PLAYBOOKS

The Bloody: When a problem can no longer be solved amicably, when a threat to the community demands violence, the Bloody stands ready to do that violence on behalf of others. Their central conflict stems from the toll that violence and readiness takes on them, and how hard it can be to drop their defenses.

The Dream Mirror: Be the person of her dreams—and theirs, and hers, and that other person's too. The Dream Mirror knows how to be just what others want. Their central conflict is not knowing how to be themselves. How can they even begin to untangle their own desires from those of the people around them?

The Ensemble: The Ensemble is a pair of individuals. Together they can be more than the sum of their parts, or they can fall so deeply into each other that they're lost to the world.

The Hologoddess: They are will, made synthflesh, but they are a machine who fights, and loves, with mathematical precision. Their conflict lies in their inability to relate to organics and the loneliness of that detachment.

The Investigator: The Investigator is clever, inquisitive, and hot on the trail of mysteries relating to the Toxic Powers. Their experience has led them to be slow to trust others, while strengthening their desire for truth and justice. Their core conflict is vulnerability versus suspicion.

The Legion: The Legion is a soldier chosen by destiny, and the latest to bear the name and powers of their legacy of past incarnations. Their conflict is figuring out who they are between their present self and the many "thems" that came before them.

The Matriarch: The Matriarch has kids, a gang, or partners who look for their help to stay alive. They consider how their relationships fit with their wards as well as their own personal desires. The world may be against their family, but they'll do whatever they can to make it better for them. Their central conflict is balancing their family's needs versus taking care of their own.

The Naga: The Naga comes from a society that hunts them or exploits them for their nagamani (magic crest jewel). As such, most Naga are in hiding and live their lives shapeshifted in a body not of their true form. Their central conflict lies in the vulnerability of sharing their true selves versus the safety of passing in a society that would do them harm.

The Sun Hand: The Sun Hand uses baking magic to support friends, empower themselves, and defuse bad situations. They try to impress others with an obsessive hoarding of skills and knowledge. Their central conflict lies in balancing their obsession with healthy relationships.

The Troubadour: The Troubadour lives to entertain and have a good time, but self-expression often takes a back seat to earning a living and maintaining privilege. Keeping everyone happy is both their blessing and their curse. Their central conflict is their need to be liked versus speaking their truth.



The Bloody

by Erin Edwards,

based on work by Maria Fanning

When a problem can no longer be solved amicably, when a threat to the community demands violence, the Bloody stands ready to do that violence on behalf of others.

Their central conflict stems from the toll that violence and readiness takes on them, and how hard it can be to drop their defenses.

Example Archetypes:

- ✦ Tired Veteran
- ✦ Folk Hero
- ✦ Wandering Sword Lesbian

Aesthetics

(circle or invent one for each)

- ✦ Intimidating demeanor, exhausted demeanor, protective demeanor
- ✦ Full body armor, comfortable clothes, muscle-baring clothes
- ✦ A sword as tall as you, a hidden sword, a broken sword

Stats

Choose one column of stats, then add 1 each to two different stats.

DARING	+1	+1
GRACE	+0	-1
HEART	-1	+0
WIT	+1	+0
SPIRIT	+0	+1

Reputation Precedes Me

You've spent more time in the fray than most, and you've earned your share of stories and scars alike. For better or worse, even if people don't know your name or your face, they know your deeds.

Answer one question from each list, then answer a third from either list, checking off each answered question.

VICTORIES

- ✦ A foe thought to be unstoppable met their end at your blade. Who were they?
- ✦ You came to the aid of a community that may not have survived without you. Why do they call you a hero?
- ✦ Following your example, others have taken up the sword to defend themselves and their communities. How do you feel about them?
- ✦ You carry a souvenir from a foe who became a friend. What is it?
- ✦ One of your past achievements has become the stuff of legends. What is the legend, and how far is it from the truth?

SCARS

- ✦ You can't save everyone. Name someone you lost and who they were to you. Write their name down on your character sheet, in a place of prominence.
- ✦ You blame yourself for something that may not be your fault. What is it?
- ✦ Conflict has left its marks on your body. What scar do you have that brings back hard memories?
- ✦ There's an activity you can no longer participate in because it takes you back to a bad place. What is it?
- ✦ You have one defeat in particular that lingers with you. What were you fighting for, and why did you lose?

As you begin play, you have seven unanswered questions. Whenever another player rolls a mixed beat or up beat to **Figure Out** you or anyone who knows your reputation, they may ask you one of your unanswered questions in place of one of the questions offered by that basic move. Whenever you answer one of these questions, check it off.

When you answer all five questions from either list, cross out the remaining questions and take one of the following:

- ✦ **If you answered all the questions about your Victories**, you find some measure of peace with being known as a protector. The people around you know that you're ready to put yourself on the line for them. Add 1 to **Daring** (max +3).
- ✦ **If you answered all the questions about your Scars**, you've given up so much, but still you endure. The people around you can see how tired you are, and how you keep going anyway. Add 1 to **Spirit** (max +3).

Playbook Moves

(start with the marked move and choose two more)

- **I'm the Juggernaut, Love!:** When you first mark a Condition during a physical conflict, you may upgrade your next **Fight** roll from a down beat to a mixed beat, or from a mixed beat to an up beat. When you do, answer one of these questions:

- ✦ How does this conflict add to your reputation?
- ✦ You see fear in an enemy's eyes. How does it make you feel?
- ✦ To strike against your opponent, you leave something else open. What is it?
- ✦ You feel invincible. What reminds you that you're painfully mortal?

If the **Fight** is rolled is against another PC, answer one of these instead:

- ✦ What does this conflict mean to you?
- ✦ What would you rather be doing than fighting?

- **Among Wolves:** During a physical conflict, when you **Figure Out a Person**, you may roll **+Spirit** rather than **+Wit**. When you do, you may ask an additional question from **The Heart that Wields the Blade**, even on a 6-.

- **Better Bundle Up:** When you give blunt but honest advice, roll **+Spirit**:

10+ They value your direct advice; you gain a String on them and they take +1 forward to act on your advice

7-9 They may choose 1, or else give you a String on them

- ✦ Point out a flaw they see in your thinking
- ✦ Act contrary to your advice to show why you're wrong

- **How's that Milkshake Taste?:** When dealing with a threat to your community, but not yet engaged in physical conflict, you may take a harmless action designed to wound their pride (like throwing a drink over them). When you do, roll **+Daring**:

10+ Choose 2

7-9 Choose 1

- ✦ They become flustered and retreat
- ✦ Their allies see them as a fool, and they lose critical support
- ✦ They become enraged and try to come for you; take a +1 forward to **Fight** move against them

- **I've Seen Things You Wouldn't Believe:** When you roll **Emotional Support**, you may share a story of something you've seen or done that you think will help. If you do, they answer this question:

- ✦ Does hearing about my past help you?

If they answer yes, you may clear a Condition, even on a 6-. If they answer no, lose a String you have on them or mark a Condition.

- **Wolf and Cub:** Once per session, you may declare your intent to protect someone or something of great value to you. You take +1 forward for actions taken to fulfill that promise. Once per session, when the object of your protection would take a Condition or be harmed, you may take a Condition instead.

TRUTHS OF HEART AND BLADE

- **Do I See Fire?:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - ✦ What makes being vulnerable with them difficult?
- **The Heart that Wields the Blade:** When you **Figure Out a Person** during physical conflict, you may ask one additional question from this list, even on a 6-:
 - ✦ What is it that drives you to fight?
 - ✦ What's the one thing you cannot stand to lose?

PLAYING THE BLOODY

The Bloody is formed around the idea that violence is sometimes necessary, but always has a cost. They put their body and their mental wellbeing on the line for the sake of others. To the Bloody, violence is an act of service, of protection, and is necessary to protect their community and loved ones. While all of the playbooks in *Thirsty Sword Lesbians* have some tie to combat, and many characters will be good at it, the Bloody explores some of the costs that can come from a person throwing themselves into the fray again and again.

The Bloody pulls inspiration from folk heroes and archetypes such as the gruff veteran with a heart of gold, or the lone stranger who wanders into town and gets caught up in people's lives. The playbook also pulls from real-world stories of those who fight back against oppression and state violence, and attempts to explore in a safe way how being ready to step in harm's way to protect others has a cost, no matter how noble. In that exploration, be sure to check in with others at your table, to ensure that your group is comfortable with the themes in play. In particular, keep answers to your questions for **Reputation Precedes Me** in line with the established palette for your table. The stories you tell will be much more satisfying when everyone at the table is on board!

The core conflict for the Bloody is their desire for connection in tension with their difficulty being vulnerable. The Bloody wants to have the deep connections they see around them, but letting down those hard-won defenses is scary at the best of times. When they've answered all the questions from one of their **Reputation Precedes Me** lists, the Bloody is asked to reckon with the impact their history has had on them, personally. A Bloody who has completed their Scars list may continue to find vulnerability difficult and double-down on hiding their heart, eventually becoming a Trickster or Scoundrel. On the other hand, a Bloody who has completed their Victories list may find themselves drawn to the Chosen as they become even more the protector people tend to see them as, or perhaps the Beast, finding that if they could only throw off the expectations of civilization, they would find it easier to connect with others as who they truly are.

The Dream Mirror

by Christie R. Fremon

Be the person of her dreams—and theirs, and hers, and that other person's too. The Dream Mirror knows how to be just what others want.

Their central conflict is not knowing how to be themselves. How can they even begin to untangle their own desires from those of the people around them?

Example Archetypes:

- ✦ Distant-Eyed Art-Deco Diva
- ✦ Athletic, Effortlessly Cool Pearl-Next-Door
- ✦ Hand-Painted Marionette Librarian

Aesthetics

(circle or invent one for each)

- ✦ Flawless demeanor, unattainable demeanor, doe-eyed demeanor, gamine demeanor
- ✦ Dazzling clothes, touchable clothes, ingenue clothes, butch chic clothes
- ✦ A gemstone sword, a shining sword, an insubstantial sword, a sword that grants someone else power

Stats

Choose one column of stats, then add 1 each to two different stats.

DARING	-1	+0
GRACE	+0	+1
HEART	+1	+1
WIT	+1	+0
SPIRIT	+0	-1

Strings Attached

Because you don't show others your true self, your relationships are conditional on keeping up appearances and seeking approval. You can get and use Strings, but cannot **Influence with a String**. You also don't get XP from **Influence with a String** or String Advances.

Others struggle to see the real you, and can't gain more than three Strings on you, meaning they can't earn a String Advance on you, nor use a String for the normal +3 bonus to **Figure You Out**.

Non-Dream Mirrors cannot take these moves as Advances.

- **Tangled Up:** When someone else wants you to do something...

...for them, if you do it, they must show approval, gratitude, or admiration. If you don't do it, they mark a Condition, and if you pursue your desires instead, gain 1 Insight.

...for yourself, confess how little you know about yourself or your desires. If they encourage you to discover yourself, gain 1 Insight (up to once per scene). If they don't, take a Condition.

INSIGHT (campaign) ☐ ☐ ☆ ☐ ☐ ☆ ☐ ☐ ☆

INSIGHT (one-shot) ☆ ☆ ☆

☆ = advances

- **Self-Reflection:** For each Insight advance (☆), answer:

✦ What have you recently discovered about yourself that makes you proud to be you?

Change an aesthetic to reflect that discovery and permanently gain one:

- ☐ You can use and gain XP from **Influence with a String**
- ☐ Others can use Strings for +3 to **Figure You Out**
- ☐ You can gain XP from String Advances and others can earn String Advances on you

After gaining all three, ask another PC:

✦ What do you like best about the person behind the mirror?

Playbook Moves

(start with the move marked and choose two more)

- **Be Their Dream:** When you change yourself to gain someone's acceptance, affection, or interest, ask if it worked. If so, exchange Strings. If you gain three Strings this way in a scene, you **Stagger**.
- **Group Hug:** Once per session, when you offer **Emotional Support**, on a 10+, you may forgo your choice of a benefit for yourself to instead let others clear a Condition if they meaningfully join in and open up to you.

- ❑ **Mirror Ball:** When others **Influence with a String** to encourage you to dazzle an audience, describe your performance and roll **+Heart**:

10+ You each choose 1

7-9 The influencer chooses 1

- ✦ Your audience is rapt and, optionally, interested in the influencer's perspectives or culture.
- ✦ Feelings and sensations linger. For the next scene, a spectator may avoid taking one Condition by thinking about your performance.
- ✦ You get +1 forward to **Entice** while performing. Optionally, the influencer gets credit for the performance.

- ❑ **Antique:** Choose an aesthetic and past.

Aesthetic: Vintage, fairytale, unusual parts, signs of wear

Past:

- ✦ You were once close to someone. Why are they **no longer** around?
- ✦ You're obsolete. Who or what replaced you?
- ✦ You weren't made to last. Why do others consider you disposable?
- ✦ You're from a ruined or destroyed society. How did you contribute to its end?

When someone says or does something reminiscent of your past, if you open up to them, exchange Strings. If you don't, take a Condition and give them a String.

- ❑ **Mimesis:** When you observe someone for a short time, you may ask one:

- ✦ What words would you use to say _____?
- ✦ What would you talk about in this situation?
- ✦ What behaviors do you find non-threatening, endearing, or desirable?
- ✦ Whom do you wish I was more similar to?

- ❑ **The New Black:** Declare a new trend, activity, event, or cultural phenomenon, and spend a String on someone influential. Each member of their group **must** describe what makes them want to participate. Then describe what you'll have to hide or change about yourself if you participate.

- ❑ **Sorry-!:** When your looks or behavior are unacceptable for your social role, choose 1:

- ✦ Get +1 forward to **Entice** while asking forgiveness or getting self-conscious.
- ✦ Offer someone a String to find the faux pas charming or endearing.
- ✦ Ask for guidance or private instruction. If they agree, exchange Strings.
- ✦ Ask what it would take to overlook it. If you do it, take a String on them. If you don't, take a Condition.

- ❑ **Toy Soldier:** When you **Fight** for someone else, roll **+Heart** instead of **+Daring**. On a 7+, they choose 1 of your options from the **Fight** list.

TRUTHS OF HEART AND BLADE

- **Love Interest:** When you become **Smitten** with someone, say why, give them a String, and answer this question:
 - ✦ Why do you think you must keep up your performance to have any chance with them?
- **Secret Confessions:** When you **Figure Out a Person** in physical conflict, you may additionally ask one of these questions, even on a 6-:
 - ✦ What desire or fantasy have you hidden from others?
 - ✦ How have prior relationships fallen short of expectations?

PLAYING THE DREAM MIRROR

The Dream Mirror is a people pleaser, and was taught acceptance and love are conditional. They perform their assigned role perfectly until everyone—including them—believes the act. Who are they really? Who would they be if they weren't pleasing everyone else?

To get the most from this playbook, use **Figure Out a Person** or **Mimesis** to understand someone's desires, then **Be Their Dream** or **Entice** them. Exchange Strings early and often. Then use **Tangled Up** and **Self-Reflection** to see how your relationships change when you prioritize yourself.

This playbook is a love letter to those of us whose humanity has been sacrificed for others' comfort. Autistic people, especially those raised as women, are forced to mask and camouflage. When we discover we're autistic (often after decades of struggle and burnout), it's hard not to second-guess everything. Trans people face self-loss twice—first grappling with the heartbreaking realization that performing our assigned gender has stolen precious time for self-discovery and self-love; then every day after, when we're pressured to pass for others' comfort and our own safety. Being queer, too, often means adopting compulsory heterosexuality or allosexuality, and not understanding why everything feels so wrong and empty. We later realize the pain inflicted on ourselves and others is irreversible. Simply being a woman means navigating fathoms of pressure that push the air from our lungs. We're supposed to be the good girl, the innocent prize, the sexy-but-cool nerd, the working domestic goddess, the perfect mother with no bodily autonomy, the seductress skilled at everyone's pleasure but her own, and the always-available empath. Do we ever get to take a breath and do something for ourselves?

The Dream Mirror does.

After self-discovery, your journey doesn't have to end. Pressure to assimilate is more intense when you know the cost, as the Beast finds out. If you're afraid others won't accept you now, play the Trickster. A self-assured Dream Mirror might see the world anew as the Nature Witch. Or advocate for others as the Spooky Witch. No matter what, the hard work of finding yourself is the first step to understanding what makes you happy—and finding your eventual happily-ever-after.

The Ensemble

by April Kit Walsh

The Ensemble is a pair of individuals. Together they can be more than the sum of their parts, or they can fall so deeply into each other that they're lost to the world.

Their central conflict pits the lure of a comfortable but imperfect relationship against the possibility of connecting more broadly and keeping a healthy sense of self.

Example Archetypes:

- ✦ Fusion
- ✦ Battle Couple
- ✦ BFFs

Aesthetics

(circle or invent one for each)

- ✦ Bubbly demeanor, clingy demeanor, vigilant demeanor
- ✦ Same color clothes, complementary clothes, clashing clothes
- ✦ Swords drawn from the other's heart, matching swords, gifted swords

Stats

Choose one column of stats, then add 1 each to two different stats.

DARING	-1	+0
GRACE	+1	-1
HEART	+0	+1
WIT	+0	+1
SPIRIT	+1	+0



Harmony

You have a Harmony track, which starts at 1. If it drops to 0 or less, you can no longer activate powers that require you to **spend** Harmony. At 3 Harmony, you are so in sync that you begin to lose your individual selves.

Harmony

0	1	2	3	4
---	---	---	---	---

Decrease Harmony when:

- ✦ One of you is **Smitten** with someone and the other isn't
- ✦ One of you feels neglected or scorned by the other
- ✦ One of you accepts an invitation to an activity the other can't or doesn't wish to attend.

Increase Harmony when:

- ✦ You take comfort in each other after a difficult event
- ✦ You are both **Smitten** with another person
- ✦ You neglect a friend to spend time with each other

At 3 Harmony:

- ✦ If you are ever apart for even an instant, you **Stagger**
- ✦ Others take -2 ongoing to **Emotionally Support** you

Answer for each of you:

- ✦ How does the other make you feel loved?
- ✦ What problematic behavior of yours do they enable with their support?

Duality

Track Conditions and XP jointly; you are interdependent enough that you are both affected by Conditions, unless you take the **Compartmentalize** move.

Track Strings and **Smitten** separately. Whenever an effect grants you a String, assign it to whichever of your selves makes the most sense to you. At character creation, each of your selves can have 0, 1, or 2 Strings on each other PC as normal. Your selves do not take Strings on each other.

Playbook Moves

(start with the move marked and choose two more)

- **Synchronize:** When you work together seamlessly, you can transform into a single being. Choose two features and one drawback of your synchronized form. You may change these choices whenever the nature of your relationship changes significantly. In addition, while synchronized, you may roll +Harmony instead of the usual stat for any roll, but afterwards you must subtract 1 from your Harmony. At Harmony 0, you must leave your synchronized state. You can choose to un-merge at any time unless you choose the Addictive drawback.

FEATURE	DRAWBACK
+ Giant	+ Terrifying
+ Flying	+ Ungainly
+ Many-armed	+ Destructive
+ Super senses	+ Conspicuous
+ Impervious to a common danger	+ Addictive

- **Compartmentalize:** You may spend 1 Harmony to avoid feeling each other's Conditions so keenly for a single scene. For every Condition that you have when you activate this move or take later in the scene, decide which of your selves is most keenly affected by it. For actions undertaken by your other half, you may ignore the penalty associated with that Condition, but you can't clear the Condition through a destructive action. You are still Defeated if you would take a sixth Condition.
- **Public Display:** When you proclaim your affection for each other publicly, invent a new cute pet name and roll +Spirit:
- 10+ Choose 2
 - 7-9 Choose 2 but an onlooker becomes jealous, obsessed, or concerned for one of you
 - + An onlooker is inspired to confess their feelings
 - + You warm someone's heart; they may clear a Condition if they affirm your relationship
 - + Increase your Harmony by 1
- **Same Wavelength:** Your selves can communicate wordlessly whenever the other is near. When you try to connect while apart, roll +Heart:
- 10+ You can communicate clearly, sense each others' surroundings, and one of you can show up at the other's side even if it seems implausible. Mark a Condition to bring friends along.
 - 7-9 You can communicate general feelings and concepts, sense if the other is in danger, and get a general sense of where the other is.

- ❑ **Two Heads:** When you **Figure Out a Person** together, you can allow them to ask you a question from the list in order to ask them another question, which can be any question at all, not just ones from the list.
- ❑ **Well, Actually:** When your selves disagree, you may spend 1 Harmony to learn the answer to any question you could conceivably know or deduce the answer to and say it aloud. Your other half is skeptical. Take +1 forward to either act on the answer or to act on the skepticism or an alternate theory.
- ❑ **Wingmate:** Whenever one of you talks up the other or otherwise makes them look good, the other takes +1 forward to **Fight** or **Entice**. On a down beat, however, the subject of the move may prove more interested in the wingmate.

TRUTHS OF HEART AND BLADE

- **Wandering Eyes:** When you become **Smitten** with someone, say why, give them a String, and answer one of the following questions:
 - ✦ How would pursuing them make my partner feel unloved or unneeded?
 - ✦ Why do they need you more than your partner does?
- **Outflanked:** When you **Figure Out a Person** in physical conflict, you may additionally ask one of these questions, even on a 6-:
 - ✦ What is your most pressing relationship need?
 - ✦ What special joy or service would you offer a partner?

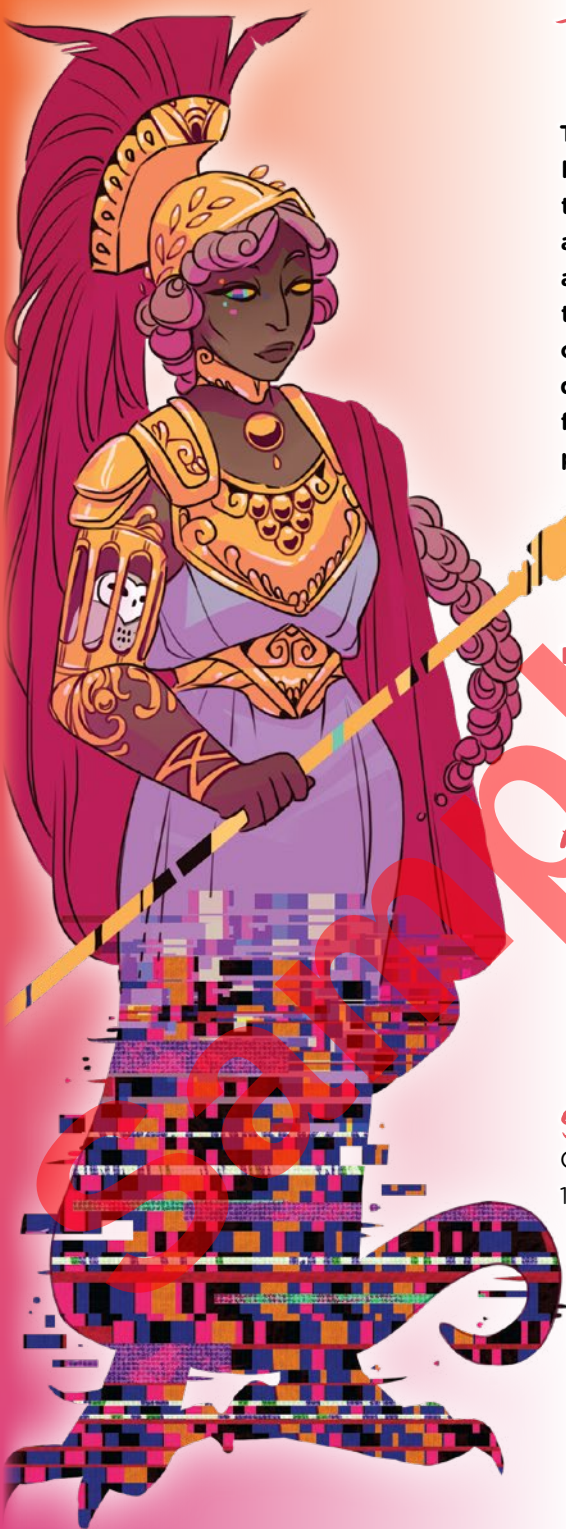
PLAYING THE ENSEMBLE

The Ensemble's most unique feature is that you are playing two distinct characters represented by the same playbook. This can be a challenge and isn't for every group, but it's also a fun way to explore how an existing relationship interacts with a group of thirsty sword lesbians.

This isn't just any relationship, though. In keeping with the game's theme of messy lesbians, this relationship has some issues. Each partner enables some unhealthy behavior, and one or both of them is anxious about their attachment. Too much Harmony can mean that someone's boundaries or identity is getting erased to prioritize the relationship.

When advancing out of this playbook, the Matriarch presents one way to continue exploring the relationship, focusing on how one member balances the needs of the family with other desires and obligations. Any playbook, though, could work as a way to more deeply explore one of the Ensemble characters.

You may also find yourself advancing into the Ensemble when a PC connects deeply with another character and you're interested in exploring their dynamic in this playbook's structure.



The HoloGoddess

by Katherine Cross

They are will made synthflesh—or hard light, or steel. The ghost in their machine could come from any number of places—a training algorithm gone awry, a digital assistant who developed a will of their own, a deity from a civilization long dead—but they are a machine who fights, and loves, with mathematical precision.

Their conflict lies in their inability to relate to organics and the loneliness that stems from that detachment.

Example Archetypes:

- + Embodiment of Social Media
- + Aloof Mainframe
- + ...But Doctor, I Am Pagliacci!

Aesthetics

- + Calculating demeanor, influencer's demeanor, gold-plated heart
- + Polished nanofibres, digital nudity, cyber armor, Regency ballgown

Stats

Choose one column of stats, then add 1 each to two different stats.

DARING	-1	+0
GRACE	+1	+0
HEART	+0	-1
WIT	+0	+1
SPIRIT	+1	+1

Hologlamour

You can summon for your digital body a holographic representation of your ideal self. What face do you present to the world? What style? Choose one, with all its benefits and drawbacks.

- ❑ **Imperatrix:** Roman armor, silk skirts, a gladius carved from starlight.
 - ✦ **Bonus:** When you **Fight** someone you don't have Strings on, on a 10+ you may spend two of your choices to deny your opponent the chance to choose an option.
 - ✦ **Bug:** When you **Defy Disaster**, you can't use your best stat (or any stat tied for best) unless it's the only approach that makes sense.
- ❑ **Stardust:** Short skirt, long lab coat, a pocket protector full of dreams, an experimental sword.
 - ✦ **Bonus:** When you have time to study something with specialized equipment, ask the GM any question related to it.
 - ✦ **Bug:** You're an ideas person. If you're ever the first one to act in a crisis or enter danger, mark a Condition.
- ❑ **Idoru:** Frills, a boom mic, neon hair, a sword like a spotlight.
 - ✦ **Bonus:** Whenever you reach a new place, you may declare that you have a fan there who can be moderately helpful. Name someone you've lost who they remind you of.
 - ✦ **Bug:** You lack the ability to hide, for any reason, anywhere. People are drawn to you.
- ❑ **Prime Mistress:** Suits with lines sharper than your sword—a pen. A leather folio filled with the secrets of the universe.
 - ✦ **Bonus:** When you **Figure Out a Person** in a negotiation, you may ask a question from **Search Engine Optimization**.
 - ✦ **Bug:** Whenever you take the time to give someone else **Emotional Support**, say what political or tactical edge your opposition gets as a result of your divided focus.
- ❑ **The Crown:** Decolletes, stays, corset bones made of binary, a jeweled sword of office, and a diamond CPU.
 - ✦ **Bonus:** Whenever you confidently proclaim a truth about a person or society, a significant number of previously undecided people will believe you.
 - ✦ **Bug:** When you actively seek to **Entice** someone, you must choose an approach that demonstrates your superiority and dominance. This may mean that the **Entice** move doesn't trigger (unless the subject is into kneeling...).

You can create your own or customize these options! Come up with a slick style, plus one (preferably situational) bonus along with one drawback, subject to GM approval.

Playbook Moves

(choose two)

- ❑ **Anti-Virus:** When someone with a String on you is threatened, once per session you can show up to defend them, even if it seems impossible. Take +1 forward to protect them.
 - ❑ **The Emptiest Orchestra:** You always know what kind of song most appeals to someone. In addition, if you invite others to join you in song, take +1 forward or clear a Condition.
 - ❑ **Encartography:** You have vast stores of information, much of it accurate and some of it useful. When you try to recall information relevant to a challenge before you, roll **+Spirit**:
 - 10+** The information is precise, accurate, and just what you needed
 - 7-9** Most of the information is accurate, but something crucial is out of date and you don't know what
 - ❑ **Force Multiplication:** When you and an ally fight together, you each benefit from your onboard combat suite. When one of you gains a String from **Fighting**, the other also gains a String on the target. If one of you would mark a Condition from **Fighting**, the other may mark it instead. If you're fighting alongside multiple allies, choose one to be your fighting partner for purposes of this move when you first invoke it during the scene.
 - ❑ **Justice through Precision:** When you **Fight**, you may mark a Condition to choose an additional option, even on a 6-.
 - ❑ **Please State the Nature of Your Psychiatric Emergency:** If you roll a 10+ when offering **Emotional Support**, you can ask the person you're supporting about what they hide from everyone else. However, you can't help but overshare in response. Whoever you comfort gets to ask you a question in return.
 - ❑ **Sharp with Numbers:** Your skill with a blade flows not from raw strength, but from your mastery of the tactical field before you. You can roll **+Spirit** to **Fight** instead of **+Daring**. That same mastery also allows you to triangulate your position with perfect precision, so you always know where you are.
 - ❑ **Training Drone:** You can summon an exact holographic copy of yourself that provides you with an opportunity based on distracting, intimidating, or confusing others. Every time you summon your drone, however, roll +nothing to see which bug manifests:
 - 10+** No bugs. And the hologram is extra sparkly!
 - 7-9** The drone can't be dismissed for the rest of the session and it's playing your most embarrassing music from your secret internal playlist.
 - 6-** Your training drone wants to fight and probably fall in love with your friends (in addition to anyone you want them to fight).
- Your holographic clone is also an excellent dance partner, sparring buddy, and always laughs at your jokes.