

LABORATORY

Choose which of the following your laboratory includes. Choose 3:

- a vehicle workshop
- a a-tech imagery department
- a hydroponic unit
- skilled interns (Carna, Thuy and Pamming, eg)
- a utility vehicle: truck, van or loading mecha
- a computer department
- a nanofactory
- a communication center
- a proving range
- some high-end A-tech prototype
- high end security

When you go into your lab and dedicate yourself to making a thing, or to getting to the bottom of some science, decide what and tell the Keeper. The Keeper 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 T-notes;
- the best you'll be able to do is a prototype, weak and unreliable;
- it's going to mean exposing yourself (plus interns) to serious danger;
- you're going to have to add ___ to your lab first;
- it's going to take several/dozens/hundreds of tries;
- you're going to have to take ___ apart to do it.

The Keeper 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 Keeper will stat it up, or spill, or whatever it calls for.

BUDGET

When you're charging someone for your service, 1-budget is the going rate for: one piece of A-tech gear repaired, a week's maintenance of a-tech stuff - A-pods, mecha, Engel, the like; a month's employment as technician on call; one solid, reliable and true answer.

1-budget will cover a month's living expenses, if your tastes aren't too grand.

As a one time expenditure, 1-budget covers the price of : a night of luxury and company, one heavy hospital bill, any weapon, gear or fashion not valuable or A-tech, bodyguard service for a week by a ronin, one year taxes to the government, bribes and fees and gifts sufficient to get you into anyone's presence.

For better stuff, you should make particular arrangements. You can't just go shopping around the archeology with a few thousand terranotes and expect to find arcanotech prototypes and luxe eternal.

THE ARCANOTECHNICIAN

When Teresa Ashcroft unlocked the eldritch equations behind the D-engine tech, she opened a whole new field of science dedicated to decypher the occult knowledge of the past to produce the science of tomorrow : flying cars, giant robots, unlimited energy, breakthrough medecine. This is the field so many great names flourished in: Simon Yi, Golvash Czeny, Anton Myakame... Most people think your name will one day belong amongst theirs.

They all went ravingly mad, though. Pity.



ADDITIONAL RULES

BREACH

When you use your contacts or your laboratory to open a **breach** to the other side, roll +other. On a hit, you can choose 1:

- Reach through the other side to something or someone connected to it.
- Isolate and protect a person or thing from the other side.
- Isolate and contain a fragment of the other side itself.
- Insert information into the other side.
- Open a window into the other side.

By default, the effect will last only as long as you maintain it, will reach only shallowly into the other side as it is local to you, and will bleed taint (shock as established when first seen). On a 10+ choose 2, on a 7-9 choose:

- it'll persist for a while without you actively maintaining it.
- it reaches deep into the other side.
- it reaches broadly into the other side.
- it's stable and contained, not bleeding (-1shock).

On a miss, whatever happens, your lab or your contacts takes the brunt of it.

GEAR AND WEAPON TAGS

n-armor	Autofire	Infinite	S-harm
n-harm	Close	Intimate	Shock
+nharm	Close/far	Loud	Tag
+bonus	Far	Messy	Valuable
Alive	Hand	Refill	Worn
AP	Hi-tech	Reload	Mech
Applied	Implanted	Remote	Size
Area			



THE A-TECH

CREATING AN ARCANOTECHNICIAN

To create an arcanotechnician, choose name, look, stats, moves, laboratory and gear.

NAME

Choose.

LOOK

Human, Nazzadi, Xenomix or White.

STATS

Choose one set:

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

Man, woman, ambiguous, or trans-gressing.

Utility wear plus tech, cool wear plus tech, vintage wear plus tech, tech wear.

MOVES

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

Plain face, pretty face, open face, or expressive face.

Squinty eyes, calm eyes, dancing eyes, quick eyes, or appraising eyes.

Fat body, slight body, hunched body, wiry body, stumpy body, or strange body.

Hx

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

List the other characters' name.

GEAR

In addition to your laboratory, detail your personal fashion. You have savings worth 3-budget, and any personal piece or three of normal gear or weaponry.

IMPROVEMENT

Whenever you roll a highlighted stat and whenever you reset your Hx with someone, mark an experience hex. 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.

On the others' turns:

- Choose the character you figure for the biggest potential problem. Whatever number that player tells you, give it +1 and write it next to the character's name.
- Everyone else, whatever number they tell you, give it -1 and write it next to their character's name. You've got science to do and other stuff to learn.

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

NAME

DESCRIPTION



Act under fire



Take by force • Go aggro



Seduce or manipulate



Read sitch • Read person



Open to the other side

Hx

Help or interfere • Session end

A-TECH SPECIAL

If you and another character have sex, you pick up etheric resonance off them, as though they were a thing and you'd rolled a 10+, whether you have the move or not. The other player and the Keeper will answer your questions between them. Otherwise, that move never works on people, only things.



IMPROVEMENT

Experience: IMPROVE

- get +1cool (max cool+2)
- get +1hard (max hard+2)
- get +1sharp (max sharp+2)
- get a new a-tech move
- get a new a-tech move
- get 2 jobs (detail) and **operation**
- get a unit (detail) for security, and **leadership**
- add life pod to your workspace, and now you can work on people there too
- get a move from another playbook
- get a move from another playbook

- Get +1 to any stat (max. stat+3)
- Retire your character (to safety)
- Create a 2nd character for you to play
- Change your character to a new type
- Choose 3 basic moves and advance them
- Advance the other 4 basic moves

ARCANOTECHNICIAN MOVES

PERCEIVE ETHERIC REASONANCE: whenever you handle or examine something interesting, roll+other. On a hit, you can ask the Keeper 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 yourself to the other side and missed the roll.

BONEFEEL: at the beginning of the session, roll+other. On a 10+, hold 1+1. On a 7-9, hold 1. At any time, either you or the Keeper 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 +1 forward now. On a miss, the MC holds 1, and can spend it to have you already be there, but somehow pinned, caught or trapped.

ANALYTIC MIND: 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.

BREAKTHROUGH: some component of your laboratory, or some arrangement of components, is uniquely receptive to the other side (+breach). Choose and name it, or else leave it for the Keeper to reveal during play.

SPOOKY INTENSE: when you do something under fire, roll+other instead of roll+cool.

ARCANE INSIGHT: you get +1other (other+3).

OTHER MOVES

GEAR + HOLD

