



INTRODUCING THE STALKER

Choose a name, stats, moves, Hx, looks, gear and a Target

Name: Ralph, Bert, Cardgace, Ed, Jesus, Luther, Pendragon, Cullen, Wilford, Belvedere, Radio, Rubella, Mumps

Stats:

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

Cool-2, Hard+1, Hot+2, Sharp-1, Weird+2

Cool-1, Hard+2, Hot-2, Sharp+1, Weird+2

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

Pick 2 Stalker moves.

Hx:

On your turn, Pick someone that you choose to voice your secret dreams and desires to. Ideally this should be the most manipulative fucker in the group. Tell them Hx+3

Everyone else, tell them Hx-1. You keep to yourself.

On their turns, Choose a Target (See Target section). Ignore what they give you and write Hx+3 or Hx-3 instead.

Choose another player that you saw the way they were looking at your target. Add +2 to what they give you. (maximum Hx+3)

Looks:

Man, Woman, Withered, Awkwardly transgressive

Scrounge wear, inappropriate utility wear, inappropriate environment wear, fetish wear

accusing eyes, lazy eye, pained eyes, glaring eyes, child's eyes

cold face, doll face, rubbery face, scarred face, scrunched up face

skinny body, fat body, giant body, falling apart body, ripped body

Gear:

Get a common weapon and 2 gifts you think the target will want. They can be hi-tech or valuable, but they have to be portable.

SPECIAL

If you have sex with your Target, immediately change to a different Playbook. Replace all of your Stalker moves with moves from any playbooks.

If you have sex with someone who isn't your Target, they lose their original fashion and gain fashion that reflects the looks choices of your Target.

ADVANCEMENTS

+1 hard (hard+3)

+1 sharp (sharp+2)

+1 hot (hot+2)

Get a new stalker move

Get a new stalker move

Get a workshop (detail)

Get a hoard (detail)

Get a holding (detail) and Wealth

Get a move from a different playbook

Get a move from a different playbook

MOVES:

Creep-field: Just by being in a situation you're interfering with your Target, but roll+weird and instead of +Hx.

I don't even want to know: +1 weird (weird+3)

Secret Santa: Giving a gift worth 1-barter counts as going Aggro, but rolling +weird instead of hard and with the weapon being your creep (s-harm messy)

Dedicated: If you're Acting Under Fire for your Target, don't roll, instead treat it as a 7-9 result where you take some personal sacrifice or get into trouble.

I'll be watching you: If your target Opens their Brain and rolls a 7-9, hold 1. If they miss, hold 2. Spend your hold to be right there with good preparation, with or without an explanation.

TARGETS:

One of the PCs is your Target. Its the PC with the highest Hot, or if there's a tie with the highest Hot, the PC who seems the most vulnerable among them.

Write a flowery list of trivia about your Target. This will be important later as a sign that both of you are meant to be together.

When you reset HX with the target, reset it to +3 (If it was positive) or -3 (If it was negative)

If the composition of your group changes or Hot stats change and your Target doesn't have the highest Hot (Including if there's a new tie for highest Hot), pick a new target with the highest Hot.