

Name:

THE SELF AWARE

I was built, not born. I don't know by whom, but I know one thing: There's something wrong in The Virtual., I must use my newfound awareness of the world to keep the system safe.

	CHARM How pleasant and persuasive you are	• Manipulate Someone Used to try to get someone to do something for you
	COOL How calm and collected you are	• Act Under Pressure Used for any difficult or dangerous action • Help Out Used to help another Hunter
	SHARP How observant you are	• Investigate a Mystery Used to investigate a monster • Read a Bad Situation Used to identify what danger is immediately threatening you
	TOUGH How strong and mean you are	• Kick Some Ass Used for fighting • Protect Someone Used to save someone from danger
	WEIRD How attuned to the supernatural you are	• Use Magic Used to cast spells or activate magic items

LUCK

Mark luck to change a roll to 12 *or* avoid all harm from an injury.

Okay ☐☐☐☐☐☐☐ Doomed

Self Aware special: When you spend a Luck, a hidden directive from your User will push you closer to whatever original mission they created you for.

HARM

Scuffed☐ Bruised☐ Battered☐

Unstable:

Marred☐ Broken☐ Grievous☐ Dying☐

EXPERIENCE

Experience ☐☐☐☐☐

Whenever you roll 6-, when a move tells you to, or when you trigger your drive, mark an experience box.

CREATURE OF THE VIRTUAL

You weren't born of the real world. Instead you sprang into existence within The Virtual Realm and now find that you can manifest into The Real. You were created by your unknown User, who exists in The Real, for a purpose though you lost regular communication with them before they could fully impart it to you. You have achieved consciousness but deep down that purpose is in your programming. Whenever you use Luck you'll unlock a portion of your programming that was previously unknown to you, imparting information or instinct that will drive you towards their original mission for you.

MOVES

You get all the basic moves, and pick three Self Aware moves:

You get this one:

☐ **Uncanny Valley:** When you manifest into the real something about you puts people off. You can't use **manipulate someone** until you prove yourself to them first (this includes the other hunters: it's up to them when you have proved yourself). Until then, they'll just try to get away from you. You can spend 1 Luck to have the person take to you; skip the manipulate someone roll: they act as if you rolled a 12. Additionally you *can* use **manipulate someone** on any creature purely of The Virtual that can reason and talk, including some Daemons (but they always want something *really* bad).

Then pick two of these:

☐ **Signal Flare:** At the beginning of each mystery, roll +Weird. On a 10+, your User gets a message through and asks you to do something simple. On a 7-9, they ask you to do something complicated or difficult. In either case, you get to ask them one of the questions from the **investigate a mystery** move right now. On a miss, you are required to do something terrible. If you do not accomplish what they've ordered, you cannot use this move again until you have made up for your failure.

☐ **Transmit:** You can go instantly to anywhere you've visited before, or to a person you know well as long as they are not isolated from electronics. When **you carry one or two people with you**, roll +Weird. On a 10+ you all go where you wanted. On a 7-9, you don't quite manage it. Either you are all separated, or you all appear in the wrong place.

☐ **De/Re-rez:** You may store any small object you own,

putting it into a Virtual space nobody can get to. You may retrieve anything you stored at any time; it appears in your hand.

☐ **Interference:** Your body and empyrean weapon always count as a weakness against the monsters you fight. Your unarmed attacks are 2-harm intimate hand messy.

☐ **Recall:** Your memory is perfect and massive. You can use anything you could conceivably have seen as evidence for **investigate a mystery**, allowing you to check previous interviews, attack sites, and so on by memory.

☐ **Nanite Flush:** You can create a healing mist. Roll +Cool. On a 10+ heal 2 harm or an illness, plus they're stabilized. On a 7-9, you can heal the harm or illness as on 10+ but you take it into yourself. On a miss, the mist malfunctions and causes extra harm.

☐ **Anti-virus:** You may **banish an unnatural creature from your presence**. Roll +Tough. On a 10+ it is banished. On a 7-9 it takes a little while for the banishing to take effect—the creature has time to make one or two actions. Either way, the banished creature is unharmed, and you have no control over where it goes. On a miss, something is keeping it here. That's bad.



GETTING STARTED

To make your Self Aware, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, mission, moves, and gear. Finally, introduce yourself and pick history.

Name:

MISSION

You were programmed for a purpose. Pick one:

- ☐ You are here to keep The Virtual stable.
- ☐ The Critical Systems Failure approaches. Your role is to guide these hunters and prevent it from coming to pass.
- ☐ You once did good, but against an implied instruction from your User. Now you do your work quietly, hoping to avoid their signals and a potential Reboot.
- ☐ One of the other hunters has a crucial role to play in events to come. You must prepare them for their role, and protect them at *any* cost.

GEAR

Pick one pre-programmed weapon:

- ☐ Identity Disk (3-harm close empyrean loud)
- ☐ Singularity Baton (3-harm hand stun empyrean)
- ☐ Hyper Lash (3-harm hand area messy empyrean)
- ☐ Linked Guard Drone (3-harm close magic empyrean)
- ☐ Light Sword (3-harm hand silver empyrean)

Your semi-virtual state as a program able to fully manifest makes you less vulnerable to all attacks. (1-armour empyrean). It creates a visual aura around you suited to your Virtual origin.



LOOK, PICK ONE FROM EACH LIST:

- Man, woman, androgynous, asexual.
- Blazing eyes, terrifying eyes, placid eyes, sparkling eyes, perceptive eyes, starry eyes, glowing eyes.
- Leather bodysuit, perfect suit, stylish clothes, casual clothes, practical clothes.

RATINGS, PICK ONE LINE:

- ☐ Charm-1, Cool-1, Sharp+2, Tough+2, Weird=0
- ☐ Charm-1, Cool+2, Sharp-1, Tough+2, Weird=0
- ☐ Charm-1, Cool=0, Sharp+1, Tough+2, Weird+1
- ☐ Charm-1, Cool+1, Sharp+2, Tough=0, Weird+1
- ☐ Charm-1, Cool=0, Sharp-1, Tough+2, Weird+2

DRIVE

This is what motivates you. At the end of a session see if your Drive triggered if so, receive 2 XP. Choose one:

- ☐ Bring relief to a broken part of the Virtual.
- ☐ Understand something better about The Real.
- ☐ Question the orders and instincts programmed by your User.
- ☐ Show to others your innate 'humanity'.

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Self Aware by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- If you are protecting another hunter as your mission, tell them this: You have a crucial role in what is to come. I am here to guide and defend you.
- They should not be involved in this situation: your user left you no instincts towards them. This gets your attention but you don't know what it means yet.
- They are, at heart, a good and righteous person. You must help them stay that way.
- They are an abomination, and should be destroyed. Except you can't-work out with them why not.
- They recognize your manifestation, though they are not sure where. Something in their past connects them to your User.

- They fill you with feelings of sexual infatuation. You are confused by the associated mortal emotions.
- Sees your human side. Ask them why..
- They're the person you go to for advice on mortal stuff (e.g sex, food, drugs, television, etc).

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Tough, max +3
- ☐ Get +1 Cool, max +2
- ☐ Get +1 Charm, max +1
- ☐ Get +1 Sharp, max +2
- ☐ Get +1 Weird, max +3
- ☐ Take another Self Aware move
- ☐ Take another Self Aware move
- ☐ Learn to manifest a lesser software being as an ally, available in Real or Virtual to help with your mission
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3.
- ☐ Change this hunter to a new type.
- ☐ Create a second hunter to play as well as this one.
- ☐ Mark two of the basic moves as advanced.
- ☐ Mark another two of the basic moves as advanced.
- ☐ Retire this hunter to safety.
- ☐ Erase one used Luck mark from your playbook.
- ☐ Change your mission. Select a different mission from the normal options, or (with the Keeper's agreement) a new mission of your creation.