

Name – Mother Superior

Look

Mother Superior is a full-figured woman of just below average height, though she seems a bit taller because of her high-heeled boots. The first thing one might are her dark blue eyes, emphasised by the kohl she usually wears. Thin lips that make all of her smiles look wicked and a pert nose complete the rest of her face. Her black hair is braided back in several rows, the braids tied in sort of roll and held in place by long bone skewers that are arrayed like a fan behind her head. Eschewing a shirt, she wears a sort of mesh brassiere, leather panels a bit darker than her own lightly-tanned skin tone tied in with leather lacing, leaving an exposed midriff. Leather straps just beneath her bust and over her shoulders provide an anchor for her pistol holstered on her left in a cross-draw configuration, and the machete strapped to her back. She also wears a studded wide collar or choker, with several short chains dangling down onto her breasts. Her black leather pants fight tightly, slashed down the side, exposing a strip of skin down each leg that is crisscrossed with leather lacing. Over this she wears a long heavy leather coat or, when the weather is colder, a long fur coat. Sometimes she paints tribal patterns across her face, primarily black and red.

Stats

Cool +2	Hard +3	Hot +2	Sharp +2	Weird -1
do something under fire (p86)	go aggro, seize by force (p86) seduce or manipulate (p87)		read a sitch, read a person (p87)	open your brain (p88)

Hx help, interfere, session end (p88)

> +2 Ormond > +3 Morgan Crimson > +3 Lady Snow > +2 Luxarm > +2 Gwynevere	> > > +2 Lavender > +1 Luco X > +1 Stig (“Driver”)	> > > > >	> > > > Lady Ivy aka Rose has 1 hold > Ormond has 2 hold on her.
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Experience (p24)

x (hard, gang) x (hard as cool, under fire)	x (hard, gang)	x (long session)	x (hard, wealth move)	x (hard, seize by force)
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Harm countdown

3	6	9	10	11	12	shattered -1cool	crippled -1hard	disfigured -1hot	broken -1sharp
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Moves

Gear, Gigs, Crew, and other crap

all basic moves (p86–88) Leadership (pg58) Wealth (pg58) Battle-hardened: when you act under fire, roll+hard instead of roll+cool. Impossible reflexes: the way you move counts as armor. If you’re naked or nearly naked, 2-armor. Advanced moves: going aggro, seducing or manipulating, seizing by force, acting under fire (something cool happens when 12+ is rolled)	fashion suitable to your look (as above) leather trench coat 1-armor 1-barter antique fur coat geiger counter (hi-tech clip-on) small lighter with a battery and heating element nipple piercing (valuable implanted) map of Low Town gang territories	9mm (2-harm close loud) machete (3-harm hand messy) a horrid little gun (2-harm reload close loud) bat with nails and razorwire (3-harm hand messy) ornate heavy sword (4-harm hand valuable) angel kit 8-stock 2-barter worth of weed 1-barter worth of booze 1-barter worth of good food oddmments worth 3-barter
Hardholder special: If you and another character have sex, you can give the other character gifts worth 1-barter, at no cost to you.	Mother Superior’s special: If Mother Superior and another character have sex, you can choose to take +1 Hx with them and they with her, and they hold 1 over her. If you don't, nothing happens, including their sex move. If Mother Superior has sex with an NPC, roll+cool. On 10+, Mother Superior takes +1forward. On 7-9, she takes +1 forward but they get 1 hold over her. on 6 and under, they hold 2 over her. They can spend their hold to give Mother Superior -1 to any one roll, even if they aren't present. This totally applies to NPCs.	

Hardholder

The Caravan (Hardhold)

- holding has:
- ~~• 75-150 souls.~~
 - for gigs, a mix of hunting, crude farming, and scavenging (surplus: 1-barter, want: hungry).
 - ~~• a makeshift compound of concrete, sheet metal and rebar. Your gang gets +1armor when fighting in its defense.~~
 - ~~• an armory of scavenged and makeshift weapons.~~
 - a gang of about 40 violent people (3-harm gang medium unruly 1-armor).

- your population is large, 200-300 souls. Surplus: +1barter, want: +disease.
- your gang is well-disciplined. Drop unruly.
- your gang is large instead of medium, 60 violent people or so.
- your armory is sophisticated and extensive. Your gang gets +1harm.
- for gigs, add a manufactory. Surplus: +1barter, want: +idle. (metal)
- your compound is mostly tents, lean-tos and wooden walls. Your gang gets no armor bonus when fighting to defend it.

The Caravan (surplus: 4-barter want: disease hungry idle)
Gang (4-harm gang large 1-armor)

Caravan inventory

2-barter food 3-barter ammo 1-barter “stuff” (Like flashlights, tools, parts.) 2-barter soaps and oils 3-barter fuel	human jerky
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Advances

- ☒ get +1hard (max hard+3)
- ☒ get +1weird (max weird+2)
- ☒ get +1cool (max cool+2)
- ☒ get +1hot(max hot+2)
- ☒ get +1sharp (max sharp+2)
- ☒ choose a new option for your holding (bigger gang)
- ☐ choose a new option for your holding
- ☒ erase an option from your holding (your holding owes protection tribute. Surplus: -1barter, want: +reprisals.)
- ☒ get a move from another playbook (Battle-hardened: when you act under fire, roll+hard instead of roll+cool.)
- ☒ get a move from another playbook (Impossible reflexes)
- 6+:
- ☐ get +1 to any stat, to a maximum of +3.
- ☐ retire your character (to safety), and create a new character to play.
- ☒ create a second character to play, so now you’re playing two.
- ☐ change your character to a new type.
- ☐ choose 3 basic moves and advance them.
- ☒ advance the other 4 basic moves. (going aggro, seducing/manipulating, seizing by force, and acting under fire)

Possible future path

~~change your character to a new type: change to Battlebabe~~

~~Battlebabe moves to choose: Dangerous & sexy, Perfect instincts~~

~~get a move from another playbook: My other car is a tank from the Driver~~

~~—————Power+3 looks+1 3-armor weakness+3 ———construction/utility. Fast, off-road, easily repaired. Muscular. Gramped, picky, loud.~~

~~get a move from another playbook: No-shit driver from the Driver~~~~get 2 gigs (detail) and moonlighting~~~~get +1weird (makes it weird +0)~~

change your character to a new type: change to Skinner

Skinner moves to choose: Breathtaking and An arresting skinner

get 2 gigs (detail) and moonlighting

get a move from another playbook: Dangerous & sexy from the battlebabe