

THE SILHOUETTE

When you compromise the board enough to shift the influence and power of a megacorp to yourself as an Executive, whether in secret or otherwise, you unlock the Silhouette Plugin.

You start with +1 Influence.

When you remove someone from the board, cement an alliance with a board member, or achieve +3 Capital – take +1 Influence.

You get *Cipher* and can take the other moves with any following improvements.

Cipher: When you consolidate your contacts, interests, and Capital to make use of your Influence at the megacorporation, consume 1 Influence and 1 Cred to do the following:

- Undermine, takeover, or destroy another corporation.
- The same, but to an NPC.
- Put a plan in motion that the MC says requires your Influence.
- Take advantage Forward.
- Treat another megacorp as an NPC for the purposes of moves.
- Develop a new kind of technology that previously did not exist.

If the MC decides your action requires more than 1 Influence they will tell you how much Influence is required and, with each Influence spent, show in the fiction your progress toward it.

Cornerstone: When you completely take over a rival corporation and their territory, take +2 Influence.

Erebus: Once per session, you may spend 3 Cred to gain the knowledge of what transpired in any scene you were not already a part of.



THE ITINERANT



When you walk your own path away from the society you knew in order to discover something new about the world, you unlock the Itinerant Plugin. Tell the MC what you left behind and what you hope to find out there.

You get *Outlier* and can take the following moves with any following improvement.

Outlier: At the start of each session, tell the MC how you think The Veil is trying to find you and roll without adding a State. On a 10+, describe how you've evaded it this time and take +1 Forward. On a 7-9, what you do works, but you've left behind a trace, a trail, or overlooked something crucial. No matter the result ask any one question of the MC.

Mad like Max: You've got a dependable ride that is customized and one of a kind—work with the MC to design it. Whenever you're on it for the purposes of the *Analyze* move, you may treat the road as a place or situation. You also may ask, “Where might I be able to find _____?”

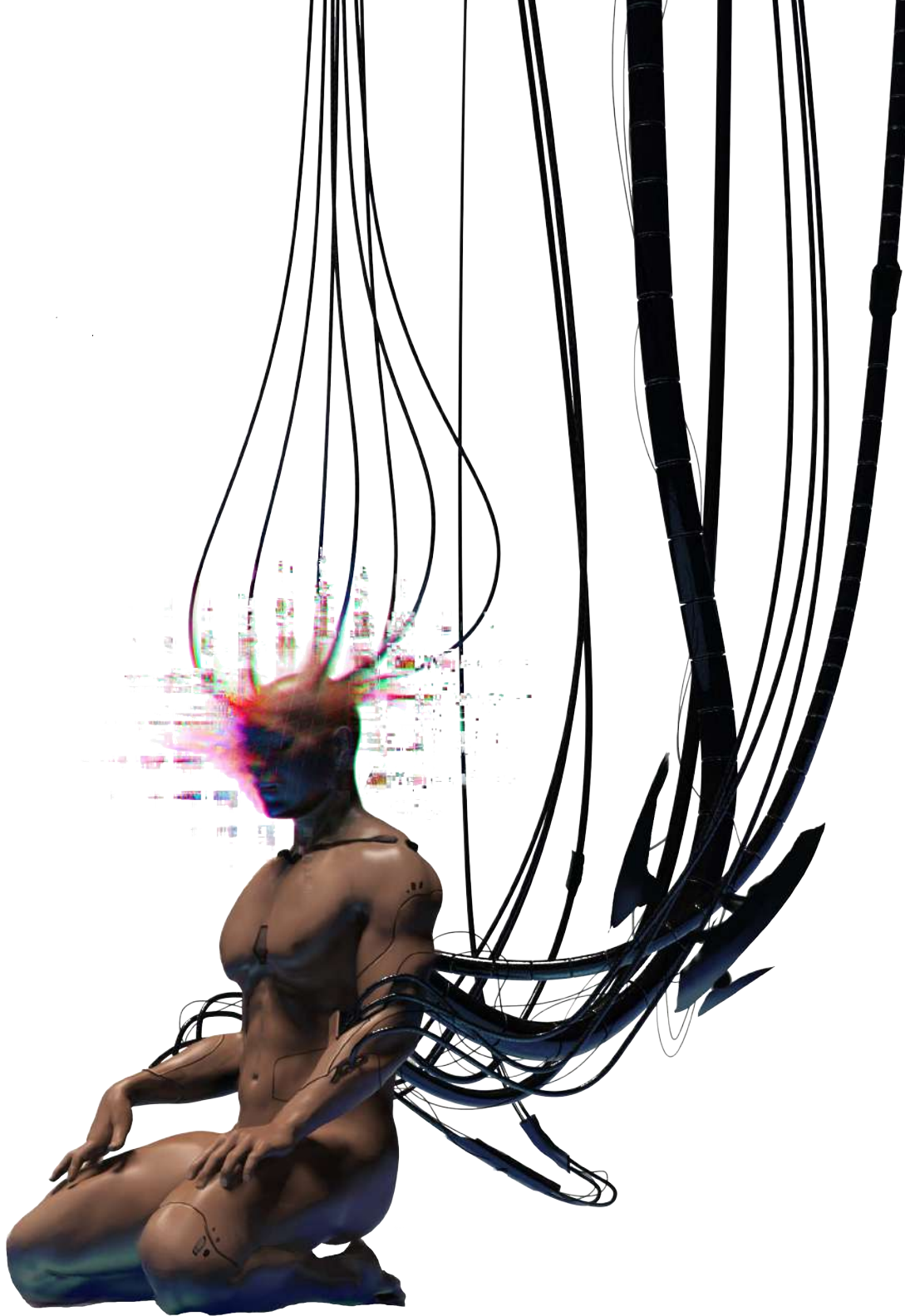
The Horizon is a Beltway: When you trust your gut, your bones, and your ride to take you where you need to be without holding a destination in your mind's eye, roll. On a 10+, tell the MC what you hope for and they will tell you where you end up. You tell them what here is useful. On a 7-9, the same but... they'll also tell you why it's less than what you hoped for.

Master of your Domain: When you draw a map of your travels whenever you go to a new region and sketch it out, name it and add at least one landmark. If you pass through here again, Hold 1. Spend your Hold 1 for 1 to:

- Ask the MC what here has changed since you passed through last.
- Take Advantage Forward.
- Treat the region as an NPC for the purposes of triggering a move.

Make My Day: When you resort to violence and describe how it's different than societal norms, they are always frightened or dismayed by you – they choose which.

THE IMMATERIAL



When you leave behind your vessel and migrate your consciousness, either in its entirety or in part into The Veil, you unlock the Immaterial Plugin.

You get *Wintermute* and can take the moves below with any following improvement.

Wintermute: Something, maybe The Veil itself, fears you and seeks to confine you. At the beginning of each session, tell everyone how it's doing so and then roll without adding a State. On a 10+, Hold 3. On a 7-9, Hold 1. The Hold is your dominance over that which confines you. Spend it 1 for 1 in order to:

- Infiltrate a PC through their Neurochip to piggyback on their perceptions.
- Disconnect someone's Neurochip from The Veil, temporarily.
- Alter or manipulate any system connected to The Veil.

Self/less: When you resolve a Belief or Question that is focused on a moral or philosophical quandary, you take +1 Forward to *Wintermute* at the beginning of the next session.

Tangled Webs: When you manipulate or utilize any cog in a system of oppression, including The Veil, to disseminate a message that goes against said system, or to discern something about it, roll. On a 10+, they will tell you something interesting and something useful. On a 7-9, the same but either could be misinformation, if the MC so chooses.

Manumission: When you use *Tangled Webs*, you can also ask the MC directly how to wrest more control for yourself. Every time you do, take +1 to *Wintermute*, to a maximum of +3, permanently.

One Of Us: When you use the *Link* move, you may choose to introduce a digital construct as an NPC.

THE CARRIER



Whenever you inject yourself with a virus that is bio-engineered, you unlock the Carrier Plugin.

You get *Transmission* and can take the other moves with any following improvements.

Transmission: When you submit your body to the will of a virus, roll. On a 10+, Hold 2. On a 7-9, Hold 1. Spend your Hold 1 for 1 to:

- Treat biological substances as NPCs for the purposes of moves.
- Communicate with any one person also infected with the same virus as you.
- Rapidly heal Harm.
- Interact with a digital avatar outside of a purely digital environment.
- Gain the effect of a Tag you meditate with the MC, temporarily.
- Have no side effects.
- Not have all other viruses in your system expunged.
- Ask The Veil a question from the basic moves or your playbook.

The MC always has final say as to just how much fictional positioning you get from the virus(es) in your system.

Like Recognizes Like: When you have any active virus within you, your normal perceptions allow you to identify other carriers. You may add the question, “Is this person a carrier?” when you *Probe* them.

THE SHIP BREAKER



Ship Breakers locate and scavenge high-value systems before owners can intercede. When you get cybernetics or tech that allows for the scanning of these targets, you unlock the Ship Breaker Plugin. You Detail with the MC what high-value targets are, from barely passable to highly sought after.

You may now ask, “What here can be dismantled?” with the *Analyze* move when you are assessing high-value targets on-site.

You get *Commencement* and *Dismantle* and can take the other moves with any following improvements.

Commencement: When you scan for high-value targets, roll without adding a State. The MC will draw a clock with as many segments as the sum of your dice roll. Everyone who is a Ship Breaker can see this clock. On a miss, a Golden Opportunity, or any kind of complication, the MC can mark a segment of the Clock; when every segment is marked, you are detected and may be unable to proceed with the salvage (MC’s Call).

On a 10+, choose three. On a 7-9, choose two. On a miss, choose one but the MC may also consider this a Golden Opportunity.

- You arrive completely undetected.
- It isn’t heavily guarded.
- There must be black tech or military grade systems on-board (MC Details).
- Other Ship Breaker crews are not aware of it—yet.

Dismantle: When you attempt to extricate high-value systems, roll. On a 10+, you remove the system without difficulty. On a 7-9, the MC marks a segment on the Clock and you require more time, additional help, or something of value breaks. On a miss, same as 7-9, but the MC marks as many segments as the lowest die you rolled.

Jack Of All Trades: You may ask, “What here can be dismantled?” outside of high-value targets and situations.

Hardly Understood: For the purposes of moves you may treat high-value targets as NPCs.