

CHECK EXAMPLE

- The Slinger says they attempt sneaking past someone.
- The Maestro decides this requires a Check, meaning the Slinger must “Go Fish!”
- The Slinger asks the Maestro or the Gun if they have a card—but they don’t.
- The Slinger draws from the Deck, completing a Pair and placing it in their Cache.
- The Maestro says the Check is Hard, setting its Cost at 11.
- The Slinger pays with a 7- Pair adding their Light On Your Feet 2 for a total of 9.
- The Gun aids by Paying a Single 2, tying their total with the Cost.
- The Maestro takes the normal success, moving the narrative forward.

BARGAINS

If a player lacks Pairs, can’t pay a Check’s Cost—or doesn’t wish to in order to retain Pairs for future Checks or for narrative reasons—it becomes a Bargain.

If the player has a Face Card to give the Maestro, the check is a baseline success.

If they cannot or don’t want to, it becomes a Blind Pay resulting in Failure or Limited Success with complications. A Bargain’s Blind Pay is never a standard Success—it always comes with complications.

FACE

King: A symbol of luck used to succeed any Check including the other player’s.

Queen: Thrive in every environment and can be Paired with any (non-face) Single matching it to produce a Pair.

Jack: Know a good deal when they see it, play one any time to draw 3 cards.

Aces: Always good to have up your sleeve, paying with one is a Major Success with an extra effect from this list:

- You gain extra insight, pose a question to the table and collaboratively answer.
- You gain or maintain the upper hand, determined collectively.
- Your result improves remarkably, describe how.

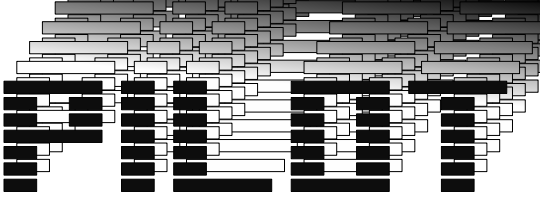
BRAIDS

You gain Braids by acting according to your Agendas and Runes, completing noteworthy tasks, doing cool shit and failing checks.

You always gain a Braid when failing a check.

The Maestro may give you Braids as they see fit. (If GM-less, give each-other Braids when characters lean into their Runes and Agendas).

MOVES



You are a land dweller whose life took an unprecedented turn as your soul synchronized with a Mech. You were irreversibly changed, serving as its Core.

You kind’s lot is enslavement and exploitation by Sky Sovereigns if they have any say—and they have for a very long time. As a Pilot, you’re an affront to their senses. If you (and your Mech) will not bow they will crush you under their heel.

Together, you and the Mech can make a, previously unattainable, life. Will you choose survival or turn your eyes heavenward to self-styled gods’ thrones?

MECH.PILOT

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NAME

PRONOUNS

LOOK

STATS

Assign 2, 1, and 0 to each.  
Add your Stat value to the value of what you pay for Costs and Checks.

GRIT

WORD

FIRE

BRAIDS

Spend 5 Braids to: Create a new Trinket or Tool, Declare a new fact about the world, or clear a marked Assimilation. Spend 10 Braids: Give yourself a new stat, starting at 0. Spend 15 Braids: Raise a stat by 1 (maximum 3). Raise their max Integrity, The cost is current Integrity + 3.Spend 20 Braids to raise both of their Assimilation caps by 1. This cost can be split and paid together. (Both can pay 10, one cay pay 15 and the other 5, etc.)

INTEGRITY



Begin with five points of Integrity. Restore your Integrity by Resting: regain ½ used Integrity, Spending a Single: Regain Value Integrity.

Spend 1 Integrity to draw upon your changed nature. You may harden your skin and become temporarily impervious or triple your sight past human capacity or ignore the need to eat or drink, shifting your appearance... anything goes when subsuming your human nature for the God-Code’s power.

If you wish to manipulate your body’s nanomachines with full Integrity, you may take 1 wound.

WOUNDS



ASSIMILATION



Players share a “health” pool. Whenever one takes a hit or suffers injury, the other also marks 1 Wound. If all Wounds are marked and someone is hit again, clear all Wounds and both Mech and Pilot mark 1 Assimilation. All physical damage instantaneously heals—including lost limbs and wrecked systems. However, the Pilot’s body transforms and the Mech adapts an increasingly bestial appearance.

MOVES

Choose one Move. Draw a random card from the deck and check the results.

HEART OF THE MACHINE

Reaching through the bond you grant yourself and your Mech new power.

Before drawing a card, declare a value. If the card drawn is equal to or within two points of it, you and your Mech restore 2 Assimilation. If you draw a face card, put it at the bottom and re-draw.

SIX MILLION GODS & DEVILS

You impose your will upon the God-Code drawing upon its strength.

You produce weaponry, tools or gear, (you choose) using your Mech’s nanomachine colonies. The higher the value, the better quality or more produced lasting value days. If you draw a face card, put it at the bottom and re-draw.

SKY’S THE LIMIT

You surrender, briefly, to the Twist. If you survive unscathed, you gain a little power.

Draw three cards at random from the deck after declaring: a single value or specific face card. If you get one, put it in your deck. If two appear, place them in your hand. Discard the rest.