

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.

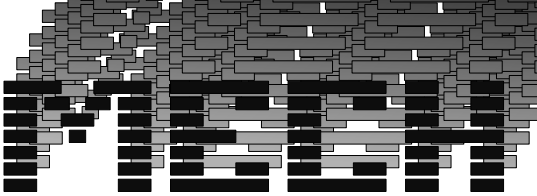
BRAIDS

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 biomechanical weapon with a forgotten purpose. Your initial memories were reaching for a Pilot’s soul and letting it inflame your chassis’ internal circuitry. At that moment, you recognized your mother-frame’s deep emptiness. A keen sense of something missing.

Remembrance consists of disorienting technobabble flashes and complex data strings. You adapt like scintillating liquid metal to your Pilot’s situation and desires—an extension of their limbs as they became your Core.

With prolonged contact, your respective psyches’ separation blurred. Do you accept this confluence’s proffered truths or fear changes?

You are a weapon intended to grant mortal hands the power to slay gods.

MECH-PILOT

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NAME

PRONOUNS

FORM

STATS

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

ARK-GOD

ARK-HUNTER

ARK-SHEPHARD

FLIGHT

When you fly, flip the deck’s top card: its value determines how many hours you stay airborne without cost. You’re faster than anything save an Ark. Sacrifice a Memory to rip a hole into reality that leads to any location and step through.

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). Spend Braids to strengthen their God-Code, Advancement costs are Limited to Complex: 10 Braids, Complex to Substantial: 15 Braids. 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.)

CONNECTION

A weapon fit to slay gods must be honed reaching for infinite possibilities. You begin with a Limited God-Code complexity growing stronger as you gain advancements.

STRENGTH

You begin with Limited strength, growing stronger as you accumulate advancements.

LIMITED

Basic, simple nanomachine manipulation.

COMPLEX

Permits complicated manipulation.

SUBSTANTIAL

The strongest possible, may require a check.
You can perform beyond your current Connection Strength by spending 2 extra Connection per additional Strength level. Regain Connection by either resting (regain ½ Connection) or spending a single (regain the card’s value).

WOUNDS



MEMORY



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.

PROTOCOL

within you is God-Code, the Ark’s greatest legacy.
Choose a Protocol. Mark a Limiter to use it.

MERLIN PROTOCOL

Rip away the world’s deceitful veil.
Pick a random card from the deck. For Value seconds everything within sensory range’s infinite probabilities are revealed. Your systems instantaneously calculate you and your Pilot’s best route. If you draw a face card, put it at the bottom and re-draw.

GALAHAD PROTOCOL

Take heaven between your fangs.
Pick a random card from the deck. The value targets are speared by multiple energy swords summoned from pocket dimensions. If you draw a face card, put it at the bottom and re-draw.

MORDRED PROTOCOL

Become like a god.
Pick a random card from the deck to exercise temporary, crushing control upon the Twist and MAGs. Higher values are more beneficial, lower values turn the Twist and MAGs against you. If you draw a face card, put it at the bottom and re-draw.