The Megalomaniac	Level:				
Name:					
Alignment		Assign to y	our stats: 16 (+2), 15/	(+1), 13 (+1), 12 (+0)	, 9 (+0), 8 (-1)
☐ Lawful I did what I had to do		STR		INT	
☐ Chaos Be gay do crimes		Strength:	Weak □ -1	Intelligence:	Stunned 🗆 -1
☐ Euil All the world's a stage, and I have been cast as the bad guy		DEX	_	WIS	
		CON	Shaky 🗆 -1	Wisdom:	Confused 🗆 -1
Starting Moves		Constitution:	Sick □ -1	Charisma:	Scarred 🗆 -1
I know a Guy When you try to call in a favor, you Roll + CHA on a +10 you are able to get in touch with an old colleague who still owes you a favor. On a 7-9 you get in touch with a colleague but there is a complication. Choose one. • You left on unfriendly terms • You still owe them something • They can only supply limited help		HP Max: HP: Max HP = 4 + Constitution Damage: D6 Armor:			
 You could only find one of their associates Read the Room 		Tags:			
When you enter an unfamiliar space, Roll +CHA. on a +10 you may ask 3 questions on a 7-9 you may ask 2 questions and one of them is wrong. • Do I know anyone here • What is the quickest way out • Who is the most vulnerable to me • What is the most valuable to me		Race			
		☐ Doctor When you use War Medicine, you my add a +2 to the damaged healed			
What happened here Pichu Pucinoss		☐ Technomancer When you use Hard Light Projections, you may			
Risky Business When you Defy Danger , you can gain an extra D6 , but if you roll anything below a complete success it is taken as a complete failure.		☐ Gambler When you use Risky Business, you may roll 5d6 and drop the			

object that is sort of like what you were going for but not quite the DM will decide what that is.

War MedicineWhen you **Attempt to heal a wound**, Roll + INT, **On a +10** You heal 1d6 +Int. **On a 7-9** you still heal them but something goes wrong. Choose one

When you attempt to make an object with hard light, you Roll + Int, On a

+10 you create an object that perfectly fits your imagination. The object can not be bigger than a 10ft by 10ft cube., can only be localized to your person, it comes in a bright primary transparent slightly glowing color and can't have any properties that surpass the limits of hard light (i.e resistance against high temperatures, incredible density, or conductivity). On a 7-9 you create an

• You put yourself in danger

Hard Light Projections

- You give them a new Injury
- You take a -2 to the healling roll
- It takes longer than you had expected

Bonds	
saved	, a long overdue favor. me once. I will make sure he regrets that. ssed one of my crimes but doesn't know it was
me. I cannot let then	,
me.	

lowest and the highest. Normal rules still apply

Gear	Coin: Load: /			
You start with: Cybernetic (0 weight): the cybernetic you use to Hard Light Project Doctors Tools (1 weight) 5 Coins	(100 coin = 1 weight) (Your Load is 8 + STR)			
Choose 2:				
☐ Hidden Knife (range Hand, tag Precise & 1 Piercing , 1 weight) ☐ Revolver (range Far, 2 weight)				
& Ammo (6 ammo, 1 weight), Ammo left: \(\begin{align*} a				
from your old criminal organization				
	:0000000:0000000			
Advanced Moves (Level 2+)				
☐ What Do You Want	☐ You Might Feel a Slight Pinch			
When you try and find some motive, You Roll + CHA. On a +10, You find out what is most valuable to them, On a 7-9 you find out what they are currently after	When you try and heal someone roll + INT On a +10 you heal them back up to full but they suffer one debality. On a 7-9 you heal them but the procedure is rushed and they suffer 2 debalities.			
□ B !B	□ Set 'em up			
When you Monologue at someone , start talking and for every 1 minute you keep up a coherent emotional monologue +1 forward to your next Parley .	When you introduce two people , you Roll + CHA On a +10 you start them off on the right foot your partner takes +2 forward to Parley . On a 7-9 they are a little bit rock and might need some extra pushing.			
☐ Deaths Bane	□ Ooo! Pretty!			
When you Attempt to spare a Life, you Roll + INT On a +10 steal them from death's clutches. On a 7-9 you bring them back but somethings Different.	When you Hard light Project , you can change the color of the projection to any solid color you want.			
□ Who Am I ?!?	☐ Distracting Words When you Attempt to insult someone, you Roll + CHA On a +10 you			
When you try and craft a role , you roll + CHA On a +10 you may ask 3	cause the enemy to halt, hesitate or flinch. On a 7-9 you gain the full			
questions. On a 7-9 you may ask 1. • What is my profession	undivided attention of the creature and they are not happy.			
What is my nameWhat do I normally wear	☐ Multiclass Move Get one move from another class. Treat your level as one lower for			
 What is my greatest achievement/mistake What are my interests 	choosing the move.			
• What are my interests				
Advanced Moves (Level 6+)				
☐ Who Ever You Want	☐ Wave Particle Duality			
Replaces: Who Am ?!? When you craft a role, you roll + INT On a +10 you may ask 3 questions. On a 7-9 you may ask 1.	When you Hard Light Project , You can translate, rotate and scale your objects at will but you cannot reshape them without having to make a new hard light projection .			
What is my name and professionWhat did I do to get here	□ Knock 'em down			
 Does my character know anyone What is my motivation 	Requires: Set 'em up When you try and help someone make a deal, you Roll + Cha, On a +10			
What would I sacrifice to succeed Life Like	you turn a partner's Parley roll into a complete success. On a 7-9 you only turn the role into a partial success			
Replaces: Ooo! Pretty	lue That is the question			
When you Hard Light Project , you can change the color of the projection to match whatever texture/color you could imagine making it	Replaces: B !B When you Monologue at someone, start talking and for every 1 minute			
almost indistinguishable	of emotional coherent monologue you and your allies gain +1 forward to their next roll			
☐ A Deal with Death	☐ Pascal's Mugging			
When you take your Last Breath, you can instead attempt to Parley with Death	When you convince someone to give you something, you Roll + CHA			
☐ From Downtown	On a +10 you convince the person that you are god. They will give you any one possession they currently have. On a 7-9 they won't give you the			
When you Hard Light Project , you no longer have to localize it to your form but can instead project anywhere you can see. The projection	item but take +3 forward to your next Parely roll.			
□ Bigger is Better				
When you Hard Light Project , the max size of your projections can be 30ft by 30ft				