

HK-TK

A ROLEPLAYING GAME ABOUT HONG KONG'S PSYCHIC UNDERWORLD

If you're a mover, blaster, faker, any sort of psychic, you have three choices: become someone's lab experiment, be some government's or triad's bitch, or try tooth and nail to survive on your own.

If that last option is appealing, you need to go to where government psy-ops fear to tread and where triads fight each other for power. We flourish when no one's in total control, where the highest bidder changes every week. Get your ass to Hong Kong.

- William Tan, blaster & freelance hitman

HK-TK is a roleplaying game about a psychic underworld set in a cinema lens of Hong Kong, a land of players and themes, dramatic moments of betrayal and need. If you've ever watched a gritty Hong Kong crime drama, you know the world.

HK-TK is heavily inspired by the 2009 movie *Push*. I love the ideas in that movie, that blend of eastern and western cinema ideas, and the promises of that movie: a psychic underworld that doesn't need much explanation, where people might want big things but need to look out for themselves first and foremost.

I hope you enjoy this! I wrote it over a weekend (though ideas have been percolating in my head for a long time beforehand), and haven't had a chance to playtest it yet, have it peer-reviewed, and it's certainly not edited. It's woefully incomplete, with no real examples, GM advice, and at times (particularly with aspects) I tell you "go read this other, free game where they invented it." Finally, these rules may not work at all. But even if they don't, there are ideas here that will work for some future game. :)

I may put out updates as time goes on. If you try it, please tell me how it goes!

Thank you for reading,

Ryan Macklin

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P.S. If you see similarities to other games, that's because no designer lives in a vacuum. I have taken inspiration from many things, like: *Dogs in the Vineyard*, *Fate*, *Unknown Armies*, *Smallville*, *Leverage*, *Technoir*, *Lady Blackbird*, etc. I claim no credit to those original ideas; I simply like mixing pieces together to see what sort of play behaviors they'll promote.

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CREATING YOUR PSYCHIC

Protagonists and important GM characters (or GMCs) are made up of beliefs they're passionate about, abilities they're good at, liabilities that hinder them, and other, little things like the stuff they consider important.

ARCHETYPE & ISSUE

You start protagonist creation by picking an archetype, an issue, and a power. The archetypes point you to what he or she is good at and a bit of that character's history. The issues point you to what's going on with this character right when play starts. The power powers you to why this character is valid in a world of ambitious, powerful psychics.

Once you've picked those and applied them to your character, you'll finish off by fleshing out the remaining passions & abilities.

PASSIONS

Your issue will guide you through one or two of your passions. Fill those in, and finish with the remaining ones.

If you want to hold off on the relationship passions until you're done with character creation and have tied yourself to other characters, feel free.

ABILITIES

Pick one of the Core Abilities listed with your archetype. That's your best ability, rated at D10.

Pick three more abilities that you're pretty good at, rated at D8.

Finally, pick three abilities you're not good at, rated at D4.

Everything else is, by default, rated at D6.

Note: those D4 abilities can help you out be generating mojo, so don't just automatically take abilities you never intend on using.

PSYCHIC POWER

Pick one of the psychic power packages. You get all uses of that power, as well as psychic detection and interference. (You can also pick the no-power option, and instead increase your abilities.)

LIABILITIES

Make a liability based on guidance from your issue. You may also make a second one. The liabilities you make at character creation are permanent.

Why would you want to make more than one? Because liabilities are a key way to generate mojo, which you need for psychic powers and lasting effect. (See Gain Mojo, p. 9)

SIGNIFICANT OBJECTS

You get two to four things that are important to your character, things he'd use or things that would remind him why he's doing this. They have no special rating; just write down a name and brief description.

If, for some reason, one of your significant objects gets lost or destroyed, you get two mojo from the person who caused that to happen & strike it from your sheet. At the end of the session, you may claim a new significant object, either a replacement or something different.

PICK AN ACTOR

If it helps, think about the actor, pop culture figure, or fictional dude that your protagonist embodies. This can flesh out ideas about your character. The killer that wants to get out of the life is a very different person when played by Chow Yun-Fat than when played by John Cusack.

This can be a neat trick to generate ideas, but don't use it if its not helping you do that. Don't get hung up on who should play your character or get into a Wikipedia argument about who someone actor is.

TIES TO OTHER PROTAGONISTS

The psychic underworld is a lonely place, and the ambitious need friends to survive. Friends like the other characters at the table.

Look at the character to your left. Come up with a reason that your protagonist needs their help. That player & you should come up with something. But don't make it easy; make it interesting, because...

Look at the character to your right. Come up with a reason why yours doesn't trust them. Again, talk it over with that player.

So yes, your character will need something from someone who doesn't trust them.

Finally, you and the character twice to your left (to the left of the person you need something from) and you have a charged history. It could be some positive, like an old lover or friend from the old days. It could be something negative, like one of you trying to kill the other. It could be both—nothing quite like an old lover that tried to kill you. In any case, it's *history* now. But it should color your interactions, and sometimes history has a way of repeating.

If you only have three characters, skip the last step.

The answers to these might prompt you to change some stuff around on your character. Go for it! As long as you don't change any of the numbers around, like adding a D8 ability, it's all good.

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PASSIONS

You have five passions: three character passions (noble, fear, and rage) and two relationship passions.

(If you're an Unknown Armies fan, you can see that I'm taking some ideas whole-cloth and importing them here.)

NOBLE PASSION

Your noble passion is the value you most hold dear. It's the most important ideal, the thing that you use to remind yourself that you're a civilized human being, and you're Right and others aren't. It could be an innocuous thing, like being a good employee, or something that occupies your free time, like helping the homeless. Even the most depraved fuck has a noble passion.

FEAR PASSION

Your fear passion is what terrifies you to the core. It might be a primal fear, like a fear of dogs, spiders, or the dark. It might be a societal fear, like fear of social collapse, of "urban" people, or the poor. Whatever it is, it shakes you and makes you want to run the hell away or lash out without any control. Even the most hardened convict has a fear passion.

RAGE PASSION

Your rage passion is your big, red button, and woe be to those who press it. It could be something deeply personal, like child abusers for someone beat as a kid. It could be something that annoys you beyond reason, like bad drivers. Whatever it is, when it comes up, at least part of you wants to pick up a tire iron and go sickhouse. Even the nicest old lady has a rage passion.

RELATIONSHIP PASSIONS

Your relationship passions are two relationships that are extremely important to you. They could be family, friends, mentors, enemies, any relationship that has influence over you and is a source of drive and motivation. A relationship can be positive or negative, and it can be reciprocated or the other person can be totally oblivious to how important they are to you.

These relationships can be with the other protagonists, or with newly created GMCs.

ARCHETYPES

COP

One of the most dangerous professions in Hong Kong is being a cop. Corruption is everywhere, even among your ilk. Are you the sort of cop that's bought into it, or who fights against it?

Question: What case made a name for you, for good or ill?

Core ability: Detection or Guns

CON MAN

Living the good life—whether that's in a penthouse or just off the damp street—it's easy when you convince others to give it to you. People are easy, just sprinkle a little lie here and hope there.

Question: What was your biggest mistake on a con?

Core ability: Charm or Infiltration

INFORMATION BROKER

You know how to get any information, and that makes you dangerous. Your kind work for everyone: government, triads, and freelancers. But they all fear you as much as they respect you.

Question: What do you know that you shouldn't?

Core ability: Hacking or Charm

JOURNALIST

Being a journalist in the psychic underground is like being a time bomb. Everyone wants to use you, but no one wants to handle you. And if you get in over your head, you're alone.

Question: What story made you known in the underworld?

Core ability: Charm or Urban Awareness

KILLER

You're a gun for hire, the sort of man who takes blood money to end someone's "problem." Maybe you have rules, certain people you will or won't kill. Or maybe not.

Question: Who did you kill to gain your reputation?

Core ability: Guns or Martial Arts

STREET URCHIN

You grew up on the harsh & bitter streets, and have the scars to prove it. Orphans, runaways, and the lost call the dark alleys home. At least, for as long as Hong Kong permits them to live.

Question: Who abandoned you?

Core ability: Urban Awareness or Infiltration

THIEF

People have things, and it's your job to fix that little problem. Maybe you work for someone, stealing expensive and protected items. Or do you live day-to-day, sticking to the slums & shadows?

Question: What did you blow your biggest score on?

Core ability: Infiltration or Athletics

THUG

Whether you hurt people or just look like you're going to, you've gotten your way thanks to being built like a badass. And you've survived so far, because people don't expect you to be bright.

Question: Who do you wish you didn't have to hurt?

Core ability: Martial Arts or Intimidation

THE 80% PHILOSOPHY

Like make small games, this game is intentionally incomplete. I'm not going to come up with every single archetype, issue, ability, or psychic power that a character might have in this game world. But I invite you to fill in the holes where you see them.

I call this the "80% Philosophy", where my job is to give you most of what you need, but leave you room to fill in if you want to. Sometimes you won't need to. Sometimes you'll desire something. Awesome! Take what's in here as guidelines and examples. Make this game yours.

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ISSUES

TO GET OUT OF THE LIFE

The life in the psychic underworld is a harsh mistress, always eager for your embrace while holding two wicked knives. Getting out of it, and finally tasting peace, is a trial that few truly succeed at.

Question: Whose thumb are you under? What finally triggered the decision to leave?

Liability: These questions should lead to a loyalty liability.

Passion: One of your passions should relate to why you want out of this life.

TO SEE JUSTICE DONE

Justice is about a code, a belief that those who transgress must be held accountable. It is what makes civil society work, and in Hong Kong, civil society must be delivered.

Question: What injustice was done? Why must you bring this justice?

Liability: Something relating to what keeps you from letting go of this drive.

Passion: One of your passions should relate to this drive to see justice done.

TO GET TO THE TRUTH

The Truth is the most powerful weapon, one that everyone fights against. You may have

Question: What are you seeking? And who have you pissed off in your search?

Liability: Stubbornness, obsession, being blind to anything except your goal, things like that.

Passion: Your noble passion should relate to this ideal, as should a relationship passion to someone you've angered or troubled.

TO GET REVENGE

Revenge isn't justice. It goes beyond, into the realm of the primal. It's a demon on your back whose hateful hunger can only be sated by violence, at any cost.

Question: Who wronged you? How?

Liability:

Passion: Your rage or noble passion should relate to this. And a relationship the (or a) person responsible

TO FIND/SAVE SOMEONE

The underworld deals with human trafficking, extortion, violent interrogation, forced labor, and even worse. But finding people is difficult, and finding without being noticed is impossible.

Question: Who is in peril?

Liability: Something regarding what you've done to get noticed.

Passion: The person you're saving, or the person responsible.

TO REDEEM MY HONOR

Honor is the one currency in Hong Kong that, when traded, is nigh impossible to regain.

Question: What horrible thing did you do?

Liability: Your very dishonor is a liability, whether it's an internal feeling or a reputation others know about.

Passion: Your noble or fear passion should relate to this.

TO GET MONEY

Money, the symbol of power. People crave money not for itself, but for what it represents: the power to change your world or secure your future.

Question: What do you need the money for?

Liability: Either greed or relating to what you need the money for.

Passion: Someone who will help you get that money, if you play ball.

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ABILITIES

Each ability talks about when it's applied, the sort of vibe each rating has, and typical skills used to oppose it in a contest.

ATHLETICS

Whenever you need your body to get from point A to B, and you need jump a fence or flat-out run, Athletics is your ability. It also comes in handle when you're trying to dodge out of the way of someone's fist or gunfire.

D4 - Thinking about a jog gets you winded.

D6 - You can run, if you need to.

D8 - You could teach at a gym.

D10 - You're a triathlon god.

Counters: Athletics if it's a race.

CHARM

Whenever you need someone to do something for you, and to think it's their idea in the first place, Charm comes to play. This includes sweet-talking people, seducing them, anything that makes people at ease.

D4 - The dictionary definition of "no charisma"

D6 - Charming at parties. Sometimes.

D8 - People just love being around you.

D10 - Everyone eats out of your hand

Counters: Charm to see your way through, Resolve to hold your ground

DETECTION

Finding clues, connecting the dots, and getting everything you need to prove in a court of law (or your own personal court of the gun) what's going on is covered by Detection.

D4 - You can't find the glasses sitting on your head.

D6 - You aren't totally oblivious.

D8 - Could make a living as a PI.

D10 - Modern day Sherlock Holmes.

Counter: this is normally rolled against inanimate things, but sometimes Infiltration might counter.

ENDURANCE

Taking pain and punishment, pushing the body beyond its limits, that's all Endurance.

D4 - A little punch and you're crying home.

D6 - You've taken a few hits.

D8 - You have good control of your body's reactions.

D10 - Your body is a living fortress.

Counters: none. This is a reactive ability.

GUNS

Guns are about shooting people and, well, that's pretty much it. If you need a high velocity round to penetrate the skull of your target from a few hundred yards away, or just want to blast someone's kneecaps up close, this is your ability.

D4 - Can't hit the broad side of the proverbial barn.

D6 - You've been to the range a few times.

D8 - Scary with a gun.

D10 - Elite military sniper.

Counters: Athletics to get the hell out of the way. Endurance to take the shot and shrug it off (and don't expect that to work). Martial Arts if you're close enough for your target to grab you.

HACKING

When it comes to getting information out of machines or feeding some misinformation in, Hacking is where it's at. That includes getting electronic security to believe you should be there or that authorized personnel shouldn't.

D4 - You barely know how to use your phone.

D6 - You know enough to get in trouble (and sometimes out).

D8 - You're l33t.

D10 - The Gibson is your bitch.

Counters: Hacking counters hacking. It's the computer version of martial arts.

INFILTRATION

If you need to get in or out of a place quickly, quietly, without a trace, you're using Infiltration. This also covers urban disguises, looking like a messenger or janitor without any suspicion.

D4 - OH YEAH, YOU'RE TOTALLY STEALTHY

D6 - Sometimes you can get away unnoticed.

D8 - You could be a spy.

D10 - You're the inspiration for Solid Snake.

Counters: Urban Awareness

INTIMIDATION

The art of making someone think you're about to hurt them or someone they care about, or otherwise make their lives hell, Intimidation is useful in the psychic underground to both cops and thugs.

D4 - You couldn't scare a mouse away.

D6 - You could push a few people around.

D8 - People know to be careful around you.

D10 - You are not to be fucked with, and everyone knows it.

Counters: Resolve to stay true. Intimidation to shrug it off. Endurance if the intimidation takes the form of torture.

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MARTIAL ARTS

Whether you're punching, kicking, or using a weapon, when you want to inflict a beatdown, you're doing it with Martial Arts.

D4 - You've watched a Jet Li flick.

D6 - Got a bit of training.

D8 - You do your own stunts.

D10 - People call you "master".

Counters: Martial Arts to parry or block. Athletics to get the hell away. Endurance to take the pain.

RESOLVE

Keeping your cool in times of pressure means Resolve. Whether it's someone sticking a gun in your face or someone teasing at your libido, this ability is what separates the strong-willed from the easy victims.

D4 - You'll crack if you go a day without your favorite TV show.

D6 - You got some willpower.

D8 - Your emotions are locked-down tight.

D10 - Mossad can't crack you.

Counters: none. This is a reactive ability.

URBAN AWARENESS

Knowing when someone's about to sneak up on you, getting a sense of an environment, all that jazz is Urban Awareness. This is the ability that covers not getting killed out of nowhere.

D4 - Off in your own world.

D6 - You know where you shouldn't walk at night.

D8 - You quickly take notice of exits and deep shadows.

D10 - You are the zen master of the alleys.

Counters: This is usually a passive ability.

PSYCHIC POWERS

Each psychic power has three types of uses: minor, significant, and major. Minor uses are free to do. Significant uses require spending one mojo. Major uses cost three mojo (or more if specified). Some powers have more than one use of a given type, and others have no uses at a given type.

You can only have one psychic power.

BLAST PROJECTION

Blasters are the ultimate assassins. With their minds, they can cause a pulse of energy to burst forth from their palms, destroying whatever it hits. No guns, no problem with metal detectors or pat downs.

Inanimate destruction (minor): you can destroy a small inanimate object or damage a large one, as if a tank round just hit it.

Assassination (significant): Treat this power as an ability worth two D10s, for any roll where you're trying to kill or cripple someone with your power. May use it as often as needed against the same target in this scene.

Invisible Explosive Round (major): Blow something big up, like a building. If against someone in a flight, treat as an ability worth four D10s. Note: this power doesn't protect you from what you blow up, so you might want to be a good distance away.

PHASE

Phasers are the ultimate security risk. They can alter their body so that it passes through solid matter.

There is no minor use of this power.

No Walls (significant): You can pass through a wall. Loose, thin clothing can come with, but nothing more rigid or thicker than that.

Full Phase (major): You and whatever you're holding or wearing can pass through a wall.

PRECOGNITION

Precogs are weird. They aren't entirely reliable, especially if they tell people what their predictions are or even act on them, but they aren't to be dismissed, either. But that their visions can be altered doesn't help their cases.

Sneak Peek (minor): Once per scene, you can ask the GM for a vague sense of the future. Do with it what you will.

Precog Fighting (significant): You can see what your foes are about to do. Double your ability die in a fight.

Help Behind the Curtain (significant): You knew what was about to happen, in a vague sense, and did something to prepare you for this moment. Maybe you brought an object with you or stashed something, or did some research. Add an aspect on the scene or a liability to another character.

There is no major use of precognition, at least that anyone knows of.

PSYCHOMETRY

Fondlers are the weirdos of the underground. They can see psychic impressions on inanimate objects, and...that's about it.

Brief Glimpse (minor): once per scene, you can ask the GM for a brief glimpse of a memory regarding an object you're holding.

Focused Sight (significant): you can also up to three questions about the object you're holding, like "when was this last used to commit murder?" and "who held it recently?"

Imprint (major): you can form a link with this item, allowing you to do Brief Glimpse and Focused Sight on it at any time even after it's out of your possession, and know instantly which direction it's in and how far away. This lasts until you imprint a new object or the end of the session.

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PYROKINESIS

Matches are just like you'd expect, far too preoccupied with fire than is healthy. But if you need something burned into unidentifiable ashes, that's your huckleberry.

Parlor Trick (minor): Light a cigarette with your mind, or otherwise make a small fire.

Incinerate (significant): Cause something to spontaneously combust. If against a living being, treat this as an ability with a D10.

Unmake (major): Burn something as hot as phosphorous, until there's nothing left but ash and dust. Size determines how long it'll take. For instance, a body takes a few minutes to burn. If doing this against a living being, treat this as an ability with three D10s.

SLEIGHT OF MIND

Fakers are the ultimate con men. They can change what you experience, like make a piece of paper look like a hundred dollar bill or make a rancid beef smell like fresh roses. If a faker doesn't live like a king, it's because he's choosing not to.

Slight Sleight (minor): Change something to look like something else that's the same size, feel, etc. The effect will only last a few minutes, and only affects sight.

Glamour (significant): Change the experience of one small thing, no bigger than a ham. You can change every sense except touch, which can cause confusion if they feel something very different than what they see or smell.

Haunt (significant): You can cause minor projections in someone's mind, make them see shadows out of the corner of their eyes or hear things in the distance. If using this to manipulate someone, double your charm or intimidate ability die.

Disappear (major): Completely make a person disappear from view (though they can still be touched or bumped in to). This lasts for a scene.

TELEKINESIS

Movers are the jack-of-all-trades in psychic underworld. Every triad leader worth a damn has a couple mover thugs as bodyguards.

Subtle Moving (minor): You can use sleight-of-hand tricks to something you can clearly see, like rolling dice. Add a D6 to any roll you're doing when doing so.

Levitation (significant): You can levitate something small (no more than 10 or so pounds) and walk it or walk with it somewhere. Lasts for the duration of the scene. Treat it as an aspect on the scene.

The Punch (significant): Movers can be heavy hitters, increasing their kinetic force in fights. Double your martial arts dice for the rest of the scene.

Projected Blocking (major): Movers can also block things from hitting them by decreasing their kinetic strength. Fights against you lose their highest die for the rest of the scene. Yes, this includes bullets.

TELEPORTATION

Bamfers are rare, and for good reason. Few of them survive the first time they teleport, as it takes concentration to not leave half of their body being.

Bamfing (minor): In non-stressful situations, you can focus and make yourself appear somewhere you can see through your own eyes (not through a screen or otherwise).

Combat Bamfing (significant): You can relocate yourself in space during a fight. Double your Athletics or Martial Arts dice for this scene.

Projection (significant): You can cause an object you can see with your own eyes to appear in your hands.

True Teleportation (major): You can relocate yourself to anywhere you've been or seen with your own eyes. Anywhere in the world.

THINGS EVERY PSYCHIC CAN DO

PSYCHIC DETECTION

No one can naturally see minor uses of powers, unless the effect is obvious. But with significant and major uses, other psychics can see an aura (combat telekinetics, for instance, let off blue-green flashes when they use their powers in fights).

Of course, even without the aura, some effects are easy to notice, like anything a blaster does. It just might not be obvious unless someone is looking at the right (or wrong) place at the right time that it's being done by a psychic or who specifically is doing it.

PSYCHIC INTERFERENCE

Every psychic has this secondary ability. If you're trying to stop someone from doing a psychic action, you can turn it into a content just by exercising your will. However, if the effect they're doing cost mojo, it costs you the same amount of mojo to attempt interference. If you will, they cannot do what they attempted for the rest of the scene, but they get their mojo back and you lose yours. If you lose, you get your mojo back, their mojo goes away as normally spent, and they can make liabilities per the normal rules on you.

PICKING NO POWER

It's legitimate to say you want a character without any power. In that case, take two more abilities at D8, and your character can never develop a power. If you want to play someone who hasn't discovered his power yet, you can also do that; just pick the power in play (but don't take the extra two D8 abilities—that's only for people truly without powers).

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ASPECTS

Aspects are a feature from the Fate roleplaying system. If you aren't familiar with it, you can check out at FateRPG.com. (If you're familiar with Assets from the Leverage roleplaying game, then you also know what aspects are.)

Aspects are phrases that attach to scenes, locations, groups, anything that isn't a single person, to describe some benefit or problem for the people in that scene or location. Unlike in Fate, aspects don't attach to characters. But look at Liabilities, below.

Aspects are created when you win a contest (see *Getting Your Way*, p. 10). Aspects are rated in dice, starting at D6, and can increase to D8 or D10 by spending mojo. By default, aspects only last until the scene is over, which can extend indefinitely, or until it stops making sense, by spending mojo.

For instance, if someone wins a Hacking contest, she could create the aspect "Leaked Information." If she only cares about that lasting for a scene, she doesn't have to spend mojo on it. But if that's important, she can turn that into a lasting aspect.

Later, if someone else fights to close that leak and succeeds, then the aspect goes away. It costs one mojo to the person who made it to make it go away permanently; otherwise, it's just disabled for this scene.

The GM may create some aspects on the game, to show how a situation is in someone's favor. After all, this is Hong Kong, and no one who enjoys breathing plays fair.

Compelling aspects is one way to gain mojo (see next page).

LIABILITIES

Liabilities function much like aspects, but they're on a character, and they're always negative. Protagonists start play with at least one liability that is permanent; that can't be gotten rid of except by a dramatic turn of events in a game.

Like aspects, liabilities can be created due to a successful contest. They start off by lasting only for that scene, unless a point of mojo is spent. Then the liability lasts until the end of the next session, unless you can explain how you get rid of it and spend two points of mojo to the person who created it.

Additional permanent liabilities can only be accepted by the player of that protagonist or GMC.

Liabilities do not have a die rating. They just exist as a phrase on a character sheet. When used in a contest by someone else using it against you, they're rated at D8.

Note: liabilities are one of the main ways to justify gaining mojo.

You can create liabilities that are physical, mental, or social in nature. "Wounded," "Broken Leg," and "Asthma Flare-up" are all valid physical liabilities. "Scared," "Overconfident," and "Angry Beyond Rational Thought" are all good mental liabilities. "Shamed," "Ostracized," and "Too Popular To Sneak Around" are all good social liabilities.

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Mojo

Mojo points fuel your characters. You spend mojo to use psychic powers and inflict lasting liabilities on others. You gain mojo when your life gets complicated because of your passions and limitations.

SPENDING MOJO

Your psychic powers have significant and major uses. A significant use costs one mojo, and a major use costs three.

Causing aspects or liabilities that last longer than the current scene costs one mojo, as does increasing a lasting aspect.

GAINING MOJO

You gain mojo when one of your passions or liabilities makes life hard and complicated for you, and you don't fight against this moment of complication. (Again, this is exactly identical to compels in Fate, so I'm not going to repeat those rules in this document. You can check them out at FateRPG.com)

In short, the GM will offer a situation where a passion or liability interferes with your life; if you don't want that to happen, you can pay one mojo to refuse. You can also do things that cause your protagonist complication in accordance with her passions or liabilities, and ask the GM if that's worth a mojo for self-compelling.

For more on techniques, just check out Fate.

If you use one of your D4 abilities, you get a point of mojo. You can only get mojo for that ability once per scene.

Any mojo you gain during a conflict cannot be used until the next conflict.

You also start each game by gaining mojo equal to the number of permanent liabilities you have, in addition to any you have carried over from the previous session or from a previous character dying.

MOJO FLOW

When you spend mojo, the mojo either goes to the player of the affected protagonist, or to the GM if there's no affected protagonist. If mojo is used in a conflict, whoever loses gets all the mojo spent, as the loser is the affected character.

The GM has unlimited mojo, but that mojo must always be given to a protagonist when spent.

START OF A SESSION

HIGHLIGHT PASSIONS

Before you play the first scene, everyone will highlight someone else's passion.

The player to your left (not counting the GM) will pick one of your passions and highlights it. That passion is now rated a D8 for this game. The GM will then pick one of your passions to highlight. If it's a different passion, that second one is also a D8. If it's the same passion, that passion is a D10.

All other passions for this session are rated at D6. This will happen all over again at the beginning of the next session.

GAIN MOJO

You get one mojo for each permanent liability you possess. If you had any mojo left over from a previous session, you keep that as well.

END OF A SESSION

At the end of a session, if any of your passions have changed based on what you did or what's happened to you, rewrite them to make the character's new outlook.

If you & the GM agree that a liability changed as a result of play, rewrite it to reflect what's going on with you now.

You may also turn one of your current sticky liabilities into a permanent one, if you wish and it makes sense. You may rephrase this liability if it helps.

DEATH & FOLLOW-UP PROTAGONISTS

If you die, you keep all your mojo plus two more mojo if you make a new character that is significant tied to your old one; someone who loved, hated, or needed something from that character.

HK-TK

GETTING YOUR WAY

When you want to get your way against something or someone unimportant, do the following:

DESCRIBE YOUR ACTION & COLLECT YOUR DICE

You'll roll against the GM if what you're doing when failure will result in a problem, either because what you want to do is difficult, complicated, or time is an issue. When none of those things is present, you'll succeed without a roll.

Start by stating what you're doing and what you're trying to achieve. Then gather dice:

- » one die for a passion (or a D4 if none of your passions apply)
- » one die for an ability (or a D6 if none of your abilities apply)
- » a D6 for a single significant object you're employing
- » a die for each aspect that you're using, up to three aspects (most aspects are rated at D6, but sometimes they are D8 or D10)

COLLECT GM DICE

The GM's dice depend on the situation. Start with one D6, and add more based on:

Is it difficult? If most people could not accomplish what you're trying in a calm situation, then it is. Add a D6. Things like: shooting a sniper rifle at 300 yards, breaking into a secured facility, convincing an alert security guard that you're just a janitor.

Is it impossible without the use of your psychic power? This is beyond difficult. Add a D10 instead of a D6 for being difficult. Things like: surviving a twenty-story jump, outrunning a car chasing you down on the open road, convincing someone that you don't exist.

Is it complex? If there are many ways where failure can be introduced, then it is. Add a D6. Things like: forging government identification, hacking a computer, fighting a bunch of mooks.

Is it timed? If something bad will happen if it's not completed quickly, then it is. Add a D6. Things like: cracking a safe before a guard notices, defusing a ticking bomb, rescuing a baby from an oncoming truck.

Do one or more of your liabilities interfere? Add a D8 for each one.

If the answers to all of those are "no," then it's not worth rolling; you succeed. If it is impossible even with your psychic power, then you can't attempt it.

ROLL DICE & COMPARE

Each side will roll all their dice, and add their two highest together.

If the player meets or beats the GM's roll, then the protagonist succeeds. He gets away with what he sought to do. You can add a new D6 aspect relating to what you've done, or increase an existing one (a D6 becomes a D8, and a D8 becomes a D10; nothing goes higher than D10). The aspect only lasts for the rest of the scene unless one mojo is spent to make it sticky. If you bump up an existing aspect but don't spend mojo, it goes back to its previous rating at the end of this scene.

Otherwise, he doesn't get away with it; either he succeeds but at a cost, or he fails and there's a complication (GM's call). You may make a temporary aspect by spending a mojo, but you can't make it sticky.

If you fail, the GM may give you a point of mojo to inflict a sticky liability.

Pushing against something: if you fail, you can spend a point of mojo to push, working in a different action to attempt your goal & description of that action, possibly gathering different dice. The GM will keep the same result as before. If you fail a second time, you cannot push further.

FIGHTING AGAINST SOMEONE

When you want to get your way against someone important (i.e. someone with stats):

DESCRIBE ACTIONS & GATHER DICE

This works against important (statted-up) GMCs or PCs. State what you're doing, gather dice like above and roll them. If there's a liability on the other character that works against them for what you're doing, you may add that die in.

The other side can either immediately give or do a counter-action, where they grab dice and describe what they're doing in return. This continues back and forth until one side either loses against his opponent's roll or gives.

Both sides can add a D8 to their pool if the other person's liability would help them out. You only get one D8, no matter how many of their liabilities help you.

WINNING OR LOSING

When you lose, you have a choice: acquiesce to the other side's demands—which could be psychological ("you'll do X because you want to") or physical "you're dead"—or you can take a liability. If the other side just wants to create a liability, then you're acquiescing to taking that liability.

If you gave, you must acquiesce. If you acquiesce, you don't take a liability, but you must adhere to the demand, or a liability will be placed on you in the future. If this puts your character out of commission permanently, see the rules for dying. Demands last as long as they make sense.

If you take a liability, it's temporary unless the other side gives you mojo. In that case, it's sticky.

OPTIONAL EXTENDED FIGHT SEQUENCE RULE

If you're in a fight, and you want it to feel richer, for each die you collect, add a detail about what you're doing or the surrounding environment. It doesn't have to always be related to the dice you're grabbing, as long as the gist of the action is. Treat it like a movie shot.

(Die 1: Jason dives for his sword. Die 2: doves suddenly fly away. Die 3: Jason hurls his sword at Tang.)