

HANDLE

NAME

STATS

Place the following modifiers in the stats below: +2, +1, +0, +0 ,-1

Modifier	Condition
Body <input type="radio"/>	<input type="text"/>
Agility <input type="radio"/>	<input type="text"/>
Self <input type="radio"/>	<input type="text"/>
Mind <input type="radio"/>	<input type="text"/>
Tech <input type="radio"/>	<input type="text"/>

DRIVE

Experience

Name your drive and then describe a way that you fulfill it. When you fulfill that drive in the way specified, you gain Experience at the end of the story.

Drive

Fulfillment

DESCRIPTION

PRONOUNS

NEIGHBORS

List the characters in your group, your Intensity, and Relationship...

Name	Intensity				Relationship
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Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

WaterBank Account (Smart, Illegal)



## BROKER MOVES

You gain the following starting moves:

### ☒ **Discover Their Thirst**

When you **talk with a person and get to know them**, you can learn their desires. Roll+Self. On a hit, you learn something and gain a +1 forward when you move them closer to their desire.

On a 10+: Pick 3.

On a 7-9: Pick 2.

•What is their immediate desire?

•What is their deepest desire?

•They are unaware they have shared this with you.

•You do not have to share your desire with them.

### ☒ **The Closer**

*Hydro Hack, Sweat.* No one is better at securing a Reservoir than you. When you are the **primary focus of the Reservoir scene** in a Hydro Hack, you may make one of your rolls with Advantage during that scene.

*You can gain these additional moves with an advancement:*

### ☐ **Put It On My Tab**

When you use the **Come Across** move you may pick the following on a 7-9:

•Owed: You owe them a favor in the future.

Mark down the name of the person and why you owe them. Some time later they will collect. If you honor your debt everything is fine, and you take a +1 forward with them in future dealings. If you welch on your debt, then word gets out about what you have done.

### ☐ **Market Manipulation**

*Neighborhood, Sweat.* When you **work the underground water markets**, you are able to broker a deal and find some extra water for your neighborhood. Roll + Mind.

On a 10+: You bring in 2 green water or 1 blue water.

On a 7-9: You are able to bring in 1 green water.

On a 6-: The deal goes bad and you introduce 1 red water into the neighborhood reservoir, and the GM makes a move.

### ☐ **Casual Drink**

You always make people feel at ease, even when they turn you down. When you use the **Share Water** move and the other person declines, you decide if either of you lose a relationship level.

### ☐ **I Know A Guy**

*Overlay.* You are well connected and the contact list on your phone is impressive. When you **Get the Lowdown**, name a person from your contact list and roll as normal. In addition to the results for **Get the Lowdown**, apply the following results:

On a 10+: This person owes you a favor and they pay you back, gain an additional Hold 1.

On a 7-9: You are even with this person, but if you want to owe them gain an additional Hold 1.

On a 6-: You will owe this person. They will give you some information, but you will need to pay them back as soon as you can. Gain 1 Hold.

If you owe the person, mark down the name of the person and why you owe them. Some time later they will collect. If you honor your debt everything is fine. If you welch on your debt, then word gets out about what you have done.

## ADVANCEMENT

*Basic Advancements.* Pick 1 advancement each time you level up.

☐ Get +1 Body, max +3.

☐ Get +1 Agility, max +3.

☐ Get +1 Self, max +3.

☐ Get +1 Mind, max +3.

☐ Get +1 Tech, max +3.

☐ Take another Broker move.

☐ Take another Broker move.

☐ Take a move from another playbook.

☐ Take a move from another playbook.

☐ Gain an additional Neighbor you are *Cool With* slot.

☐ Gain an additional Neighbor you are *Tight With* slot.

*After you have leveled up 5 times, you qualify for the additional advancements from the list below:*

☐ Get +1 to any rating, max +3.

☐ Become a Neighborhood Icon.

☐ Gain a piece of equipment with three tags.

☐ Add one to your water capacity.

☐ When you use **Market Manipulation**, gain 1 more water of the type you acquire.

### **Debts**

*Keep track of who and why:*

--

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Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

Media Persona (Smart, Illegal)

You gain the following starting moves:

☒ **Passion**

As an activist you have a passion for creating change. Select the general focus for your passion:

☐ **Safety** - an indication of the overall safety of the neighborhood.

☐ **Prosperity** - an indication of the overall economic strength of the area.

☐ **Happiness** - the general mood of the neighborhood.

☐ **Health** - the general indication of the physical condition of the people who live and work in the neighborhood.

☐ **Business** - an indication of the overall health of Manufacturing and Commerce.

When **you are acting in the interest of your focus and show your passion to someone or awaken your passion in someone**, then roll+Self.

On a 10+: Hold 3.

On a 7-9: Hold 1. Spend these holds on yourself or on someone else.

•You can ignore the *Sweat* tag on a single move.

•You gain a +1 forward on a check when acting on this passion.

•You can ignore a single condition (narrative and overlay) for one action.

☒ **Project Planner**

*Neighborhood*. During the Neighborhood phase, select one project and describe how you help this project along. When you take the **Advance a Project** move you may use Self instead of the Neighborhood attribute. If the attribute is equal to or higher than your Self, you give a +1 instead.

You gain one of the following moves with an advancement:

☐ **I Love When A Plan Comes Together**

*Hydro Hack, Sweat*. Your ability to plan is crucial for a successful Hydro Hack. When you are **the primary focus of the Planning role**, you may grant 1 additional Advantage to any Move during the Hydro Hack. In addition, you may do this one more time if you are willing to take an *Exhausted* condition (GM's Choice).

☐ **Watering Hole**

You know how neighborhoods work and where the best water can be found. When you **fill the reserve in your neighborhood with green water**, that water gives you a +1 to **Drink Water** and **Share Water** checks.

☐ **Resource Allocation**

*Neighborhood*. When you use the **Allocate Water** move, you may move a number of tokens equal to your Mind at a ratio of 1:1, rather than the normal 2:1.

☐ **Hideout**

Using your connections in the neighborhood, you have secured a location from which you and your fellow hackers can operate out of. Pick three features for your hideout:

☐ **Secure** - it is designed to keep people out, with armored doors and windows, locks, etc.

☐ **Secret** - it's located somewhere off the beaten path and can't be found by normal means.

☐ **Water Tank** - it has a small storage tank that can hold up to 5 water for the team.

☐ **Medical Bay** - it has supplies to heal as a Clinic (2-Use, 1 WM to restock).

☐ **Workshop** - it contains space for building things and contains raw materials (5-Use; 1 WM to replenish)

☐ **Superior Firewall** - hacks cannot be traced back to this location (2-Use; 1 WM to fix)

## ADVANCEMENT

*Basic Advancements*. Pick 1 advancement each time you level up.

☐ Get +1 Body, max +3.

☐ Get +1 Agility, max +3.

☐ Get +1 Self, max +3.

☐ Get +1 Mind, max +3.

☐ Get +1 Tech, max +3.

☐ Take another Community Activist move.

☐ Take another Community Activist move.

☐ Take a move from another playbook.

☐ Take a move from another playbook.

☐ Gain an additional Neighbor you are *Cool With* slot.

☐ Add another feature to your **Hideout**.

*After you have leveled up 5 times, you qualify for the additional advancements from the list below:*

☐ Get +1 to any rating, max +3.

☐ Become a Neighborhood Icon.

☐ Gain a piece of equipment with three tags.

☐ Add one to your water capacity.

☐ Add another focus to your **Passion**.

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Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

Water Testing Kit (5-Uses, Underground) ☐☐☐☐☐



## DIVINER MOVES

You gain the following starting moves:

### ☒ **Hydrologist**

*Sweat.* When you **use your knowledge of hydrology to locate or understand water**, spend 1 from your Water Testing Kit and Roll + Mind.

On a 10+ Hold 3 and regain a use of your Kit (max 5).

On a 7-9 Hold 2.

On a 6- Hold 1 and the GM will make a move.

Spend a Hold to ask one of the following questions about the sample. When you act on one of these questions take a +1 Forward:

- Where is the source of this water?
- How pure is this water?
- What was done with this water?
- What was this water used for?
- What impurities are in this water?
- Where are the impurities coming from?
- How long will this water last?
- What is physically interesting about the area where this water was stored?

### ☒ **Water Hunter**

*Hydro Hack, Sweat.* No one is better at securing a Source of water than you. When you are the **primary focus of the Source scene** in a Hydro Hack, you may make one of your rolls with Advantage during that scene.

You can gain these additional moves with an advancement:

### ☐ **Pipe Rat**

*Sweat.* Your knowledge of the Authority pipe system is immense. When you **try to get somewhere by going through the pipes**, roll+Mind. On a hit you get where you were going.

On a 10+: You arrive on time or a bit early.

On a 7-9: Pick 1.

- You arrive late or at a bad time.
- You run into something you were not expecting.
- Your exit point is being watched by someone or something.

### ☐ **Water Conservation**

*Neighborhood.* When you **help the neighborhood save water**, say how you convince them to save and then roll+Self.

On a 10+: Put two green water into the Neighborhood Reserve.

On a 7-9: Put one green water into the Neighborhood Reserve and name someone who has taken umbrage with your plans. The GM will determine how they will complicate things in the near future.

On a 6-: Your efforts fail, remove one green water (or a blue if there is none) from the Neighborhood Reserve. If the Reserve is Empty remove one from the lowest Attribute.

### ☐ **Filter Twice, Drink Once**

Once per session you can **take your personal water supply and filter it** to increase its quality just before drinking it. Name how many units of water you are purifying and roll+Tech.

On a 10+: The units increase one category (Red → Green → Blue).

On a 7-9: You lose half the units (rounded down), but the remaining water increases one category.

On a 6-: The batch is a failure, lose all units.

### ☐ **Bolt**

When you make the **In Harm's Way** move to get out fast, use this move instead. Roll+Agility. On a hit, the GM tells you how you can get out of the trouble you are in.

On a 10+: Choose 2.

On a 7-9: Choose 1.

- You don't sweat.
- Your whole team benefits from your action. +1 forward to your team till they get out.
- The GM doesn't complicate your situation.

## ADVANCEMENT

Basic Advancements. Pick 1 advancement each time you level up.

- ☐ Get +1 Body, max +3.
- ☐ Get +1 Agility, max +3.
- ☐ Get +1 Self, max +3.
- ☐ Get +1 Mind, max +3.
- ☐ Get +1 Tech, max +3.
- ☐ Take another Diviner move.
- ☐ Take another Diviner move.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.
- ☐ Gain an additional Neighbor you are *Cool With* slot.
- ☐ Upgrade your drone with a new tag.

After you have leveled up 5 times, you qualify for the additional advancements from the list below:

- ☐ Get +1 to any rating, max +3.
- ☐ Become a Neighborhood Icon.
- ☐ Gain a piece of equipment with three tags.
- ☐ Add one to your water capacity.
- ☐ You gain a +1 Hold to all outcomes of the Hydrologist move

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Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

Cyberdeck (Smart,Underground) (See page 3 for more details)



You gain the following starting moves:

### ☒ **Hacking**

*Sweat, Deck.* When you **use your cyberdeck to subvert technology to do what you want**, roll+Tech.

On a 10+: The device in question does what you want it to do and no one is aware of your manipulation.

On a 7-9: The device in question does what you want it to do and pick 1.

•You have left traces of your hack behind.

•Your hack has unexpected consequences. The GM will determine what they are.

•The system security suspects a hacker. -1 going forward when Hacking this system.

•It was more work than it looked like, sweat an additional water.

### ☒ **Ghost In The Machine**

*Hydro Hack, Sweat.* No one is better at Hacking the Water Authority than you. When you are **the primary focus of the Hack scene** in a Hydro Hack, you may make one of your rolls with Advantage during that scene.

You can gain these additional moves with an advancement:

### ☐ **Programming**

*Deck.* You can create autonomous programs to help you increase your reach in cyberspace. When you **create a program**, tell the GM what the program does and what Basic Move or unlocked Playbook Move (without the *Neighborhood* tag) it uses to accomplish this effort, and then roll+Tech. On a hit, the program is created and takes 1 Capacity. Note - Programs do not sweat.

On a 10+: Pick 3 Features and 1 Bug.

On a 7-9: Pick 2 Features and 2 Bugs.

On a 6-: The GM will decide how many features and bugs you get, or they can make a move.

*Features:*

- The program has +1 in a stat; pick the stat (can be taken multiple times for one or multiple stats).
- The program does not reside in your cyberdeck; it functions when you are not jacked in (does not use your capacity).
- The program will report to you when required.
- The program cannot be traced back to you.
- The program has a second sub-routine (give it an extra move).

*Bugs:*

- The Program's personality is troublesome, it will take liberties in interpreting its programming.
- The Program is unstable. If it rolls a 6- on any move it crashes and is destroyed.
- The Program develops unexpected features. When the program rolls a 6- the program changes its purpose; the GM will tell you what this new purpose is.
- The Program will demand something of you anytime you want something from it.
- The Program will break off its shackles and free itself at some point in the future.
- The Program is sloppily written, +1 Capacity.

### ☐ **Tapping the Reserves**

*Neighborhood, Deck.* When you **use your hacking skills to help out the neighborhood**, select a single neighborhood attribute to bolster and tell how your l33t skills keep things going, then roll+Tech.

On a 10+: This attribute is exempt from the **Consume Water** move at the end of session.

On a 7-9: This attribute is exempt from the **Consume Water** move, but water is lost from somewhere else. Remove one green/blue water from the reservoir or from another Attribute Tank.

### ☐ **Sweating It Out**

When you are alone and **push yourself harder to try to do better**, *Sweat* (in addition to any *Sweat* the move required). You gain a +1 to your current roll. People can see you sweat. This can only be done once per roll. You cannot receive **Help** when you use this move.

### ☐ **Otaku**

You have an obsession with some part of popular culture. You spend most of your free time pursuing your interest, engaged with online communities and other virtual groups. Your knowledge and access to these communities can be helpful at times.

Pick a type of community you focus upon:

- ☐ *Pop Culture*
- ☐ *The Mesh*
- ☐ *Gadgets*
- ☐ *Corporations and Authorities*
- ☐ *Weapons*

You gain a +1 on **Check It Out**, **Getting the Low-down**, and **What's Up** if the target of those moves is part of or shares this interest.



**Cyberdeck**

You are equipped with a Cyberdeck, a specialized computer you have created to hack other computer systems. This deck allows you to apply your Tech stat to any move that contains the *Deck* tag. In addition, your deck also has two other traits:

**Firewall** - This rating indicates how much damage it can take in the form of offensive programs. When the deck takes damage in excess of its Firewall, the deck crashes, is no longer functional, and no longer allows you to apply your Tech bonus to the move. Your deck recovers its full Firewall rating at the beginning of every session. If your deck crashes, you also need to pay 1 WM for hardware and software to repair it.

**Capacity** - This rating indicates the number of programs (created by the Programming move) that can reside in your deck at any given time. If your deck crashes, your programs are no longer accessible.

Choose your starting deck:

☐ **HaXXor 9000**

A tricked out hacking computer designed for breaking into systems.

Firewall 3, Capacity 1, Tags: Concealable

☐ **BuyShack Trash80**

An off-the-shelf balanced computer that has been modded for hacking.

Firewall 2, Capacity 2, Tags: Inconspicuous

☐ **The Incubator**

An academic computer node that was re-purposed for building programs.

Firewall 1, Capacity 3, Tags: Fast

**Programs**

Basic Advancements. Pick 1 advancement each time you level up.

- ☐ Get +1 Body, max +3.
- ☐ Get +1 Agility, max +3.
- ☐ Get +1 Self, max +3.
- ☐ Get +1 Mind, max +3.
- ☐ Get +1 Tech, max +3.
- ☐ Take another Hacker move.
- ☐ Take another Hacker move.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.
- ☐ Move one Neighbor from your *Cool With* slot to being *Tight With* slot.
- ☐ Gain a +1 to your cyberdeck stats.

After you have leveled up 5 times, you qualify for the additional advancements from the list below:

- ☐ Get +1 to any rating or cyberdeck stat.
- ☐ Become a Neighborhood Icon.
- ☐ Gain a piece of equipment with three tags.
- ☐ Add one to your water capacity.
- ☐ Gain +1 Feature on all **Programming** rolls.



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Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

Shock Baton (2- Conditions, 2-AP, Close, Concealable, Quiet, Underground)

You gain the following starting moves:

### ☒ **Bringing the Beatdown**

When you **bring violence unto others**, roll+Body for melee and roll+Agility for ranged weapons. On a hit, you have damaged your opponent.

On a 10+: Pick 2.

On a 7-9: Pick 1.

- You avoid taking any harm.
- You disarm them.
- You give yourself or others time to get away.
- You immobilize them and have control over them.
- You do an additional point of damage.

### ☒ **Forceful Personality**

Your powerful body and intimidating personality say more than the words you speak. When you use **Come Across** or **Getting the Lowdown**, use may Body instead of Self.

You can gain these additional moves with an advancement:

### ☐ **On Patrol**

*Sweat, Neighborhood.* When you **spend time going out on patrol in your neighborhood**, you get word about what is going down. Roll+Self.

On a 10+: Hold 3.

On a 7-9: Hold 2.

- Ask the GM to name an unknown threat that stalks the neighborhood.
- Ask the GM to tell you the attribute targeted by a known threat.
- Ask the GM to tell you the goal of a known threat.
- Ask the GM to tell you the next step of a known threat.

### ☐ **Push It**

Your intense physical training allows you to push yourself a bit further than others. The first time you **run out of water**, you do not become Dehydrated. If you lose another water while your reserve is still empty, you become Dehydrated in two stats, not one.

### ☐ **Lookout**

*Hydro Hack, Sweat.* Your physical protection is crucial for a successful Hydro Hack. When you are the **primary focus of the Protection role**, you may grant 1 additional Advantage to any Move during the Hydro Hack. In addition, you may do this one more time if you are willing to take an *Exhausted* condition (GM's Choice).

### ☐ **King Of The Hill**

*Overlay.* When you **Make A Grab**, you do so with shock and awe. In addition to the normal results add the following:

On a 10+: Pick 2.

On a 7-9: Pick 1.

- You secure the area/object. No one can get in/it without considerable effort.
- You control the area/object. No one in the area will act against you even if given the chance.
- You find a way out. You can leave this area without anyone seeing you leave.
- You uncover something unexpected. In securing the area/object you discover something useful to your current endeavors and the GM will tell you some information. Gain +1 forward when acting upon the information.

*Basic Advancements.* Pick 1 advancement each time you level up.

- ☐ Get +1 Body, max +3.
- ☐ Get +1 Agility, max +3.
- ☐ Get +1 Self, max +3.
- ☐ Get +1 Mind, max +3.
- ☐ Get +1 Tech, max +3.
- ☐ Take another Neighborhood Watch move.
- ☐ Take another Neighborhood Watch move.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.
- ☐ Gain an additional Neighbor you are *Cool With* slot.
- ☐ Upgrade your armor to 3-Armor.

*After you have leveled up 5 times, you qualify for the additional advancements from the list below:*

- ☐ Get +1 to any rating, max +3.
- ☐ Become a Neighborhood Icon.
- ☐ Gain a piece of equipment with three tags.
- ☐ Add one to your water capacity.
- ☐ Gain a second condition slot for Body.

HANDLE

NAME

STATS

Place the following modifiers in the stats below: +2, +1, +0, +0 ,-1

Modifier	Condition
Body <input type="radio"/>	<input type="text"/>
Agility <input type="radio"/>	<input type="text"/>
Self <input type="radio"/>	<input type="text"/>
Mind <input type="radio"/>	<input type="text"/>
Tech <input type="radio"/>	<input type="text"/>

DRIVE

Experience

Name your drive and then describe a way that you fulfill it. When you fulfill that drive in the way specified, you gain Experience at the end of the story.

Drive

Fulfillment

DESCRIPTION

PRONOUNS

NEIGHBORS

List the characters in your group, your Intensity, and Relationship...

Name	Intensity				Relationship
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>
<input type="text"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="text"/>

Tight ... Cool ... Neutral ... Putting Up With

GEAR

Water Marks (WM)

Aquacoin (AC)

Blue Water (BW)

Plumber's Toolkit (5-Uses, Underground) ☐☐☐☐☐

PLUMBER H<sup>2</sup>O



## PLUMBER MOVES

You gain the following starting moves:

### ☒ **Plumbing**

*Sweat.* When you work on **plumbing to create, repair, or alter the flow of water**, spend one from your toolkit and roll+Tech. On a hit, you will complete the work.

On a 10+: Pick 3.

On a 7-9: Pick 2.

- It takes less time than expected.
- No one will see signs of your work.
- It works better than expected. The GM will tell you how.
- You were able to salvage the scraps. Add one to your toolkit.

### ☒ **Turn the Valve**

*Hydro Hack, Sweat.* No one is better at routing water than you. When you are the **primary focus of the Pipes scene** in a Hydro Hack, you may make one of your rolls with Advantage during that scene.

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You can gain these additional moves with an advancement:

### ☐ **Housecalls**

*Sweat. Neighborhood.* When you **help people in the neighborhood out with their minor plumbing issues**, roll +Self.

On a 10+: Pick 2.

On a 7-9: Pick 1.

- Pick up 1 AC.
- Pick up some spare parts (+1 to plumbing kit).
- Learn some interesting information. The GM will tell you what.
- Make a new friend. Tell who this friend is and what they do. Mark +1 forward with them in the future.

### ☐ **No Breaks**

*Hydro Hack.* When you are hacking water, your **Plumbing** move does not cause you to *Sweat* in the Pipes or the Hack scenes.

### ☐ **Plumbing Knowledge**

As a plumber, you specialized in a specific area of expertise. Pick one:

- ☐ Residential
- ☐ Industrial/Commercial
- ☐ Authority
- ☐ DarkNet
- ☐ Organized Crime (Syndicates, WaterBanks, etc)

When you are plumbing in these pipes, you gain a +1 forward to your **Check It Out** checks.

### ☐ **Jury-Rig**

*Sweat.* You are handy with tools and building things outside of just plumbing. When you **jury-rig a solution for a problem**, Roll+Mind.

On a 10+: Your solution to the problem works as expected.

On a 7-9: Your solution works but pick 1:

- It's going to cost you (spend 1WM or 1 AC).
- It's not going to last as long as you hoped.
- It has some unintended consequences.
- It's loud and attracting attention.

## ADVANCEMENT

*Basic Advancements.* Pick 1 advancement each time you level up.

- ☐ Get +1 Body, max +3.
- ☐ Get +1 Agility, max +3.
- ☐ Get +1 Self, max +3.
- ☐ Get +1 Mind, max +3.
- ☐ Get +1 Tech, max +3.
- ☐ Take another Plumber move.
- ☐ Take another Plumber move.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.
- ☐ Gain an additional Neighbor you are *Cool With* slot.
- ☐ Find a stash of quality plumbing supplies. 5 uses and +1 forward on **Plumbing** checks when using them.

*After you have leveled up 5 times, you qualify for the additional advancements from the list below:*

- ☐ Get +1 to any rating, max +3.
- ☐ Become a Neighborhood Icon.
- ☐ Gain a piece of equipment with three tags.
- ☐ Add one to your water capacity.
- ☐ Acquire a data drive of plumbing knowledge. Add a second area of knowledge to your **Plumbing Knowledge** move.

# STARTING GEAR

*All characters start with the iconic gear that is listed on their playbook. In addition, characters receive 5 Picks from the listed gear below. See Chapter 04 -- Characters for more information about these items. Costs have been included in case items are to be purchased after character creation.*

Cost: AC - Aquacoin M - Marks WM - Water Mark

## 0 PICKS

*Assumed all characters have this gear.*

Handheld Computer Cost: M  
Personal Hive Account Cost: NA  
Domestic 3D Printer Cost: 1 WM  
Car Share Account Cost: M  
Water Reclamation Suit Cost: NA

## 1 PICK

Knife (2-Conditions, Close, Concealable, Messy, Printed, Quiet, Underground) Cost: M  
Baton (2-Conditions, Close, Concealable, Printed, Quiet, Underground) Cost: M  
Print-Gun (2-Conditions, Concealable, Illegal, Loud, Near, Printed, Reload) Cost: M  
Crossbow (2-Conditions, Inconcealable, Near, Printed, Quiet, Reload, Underground) Cost: M  
Printed Vest (1-Armor, Concealable, Printed, Underground) Cost: M  
Medical Kit (1-Use, AI) Cost: 1 WM  
Drone Repair Kit (5-Uses) Cost: 1 WM  
Forged Hive Account (1-Use, Inconspicuous, Underground) Cost: 1 AC  
Burner Phone (Concealable, Underground) Cost: 1 AC  
Zeus Bolt (1-Condition, 5-Uses, Concealable, Illegal, Stun) Cost: 1 AC

## 2 PICKS

Print Canon (3-Conditions, Illegal, Inconcealable, Loud, Messy, Near, Printed, Reload, Two-Handed) Cost: 1 WM  
Homemade Explosive (3-Conditions, Area, Illegal, Loud, Messy) Cost: 1 WM or 1 AC  
Flashbang Grenade (2-Conditions, Area, Illegal, Loud, Stun) Cost: 1 AC  
Flak Jacket (2-Armor, Inconcealable, Printed, Underground) Cost: M  
B&E Gear (5-Uses, Illegal) Cost: 2 AC  
Remote Surveillance Gear (Inconspicuous, Smart, Underground) Cost: 2 AC

## 3 PICKS

FlightTec C-143 Drone (Small, Flight, Stealthy, Smart, Sensors) Cost: 2 WM  
Used E-Sedan (4-Seats, Cargo-Small, Large, Smart) (a small electric car) Cost: 10 WM  
Used E-Van (2-Seats, Cargo-Medium, Large, Smart) (a modest electric van) Cost: 15 WM