

# HOLY FOOL

*Accuser, confuser, questioner.*

There's always one.

You couldn't adapt, wouldn't understand. They said your mind was unclean, your soul was muddy. All you said was that steak was good enough for the Blood Lord Rubra and suddenly they wanted to hang you up and drain you for a blasphemer!



"Bagatto. Our blessed vessel, their accursed wizard. Awake, Bagatto," intoned the chantler. The ritual synthetic had been repeating the villagers' guidance prayers over the corpse-like form of the Fool for over a week as that reckless human's idego traveled deep within the noosphere.

When the Fool Bagatto completed his mission to petition the Dancing Lord to allow the villagers to expand their orchards, he would need the guidance prayers to find his body once more.

## FIRST TRAIT

1. **Abandoned.** When your fellow villagers went for reprocessing and repair, you remained in the rotting house shells. Old things, dead things still talk to you.
2. **Cracked.** Something happened when you were rebuilt. A second mind crept in along with the broken dreams and hazy memories. When a second point of view might help, you can spend 1 life to reroll.
3. **Holy Diver.** Too long you swam in the noosphere, hunting the marrow of forgotten knowledge. At last, the noosphere stared back into you and reworked your mind. You have an intuitive grasp of dreamwalking and dream portals.
4. **Phylake's Child.** They say your parent was a witch who seduced a holy guardian. Daemons talk to you and see you as one of their own.
5. **Soothsayer.** When no one else in a village can read, your interpretation of divine dreams from the ambient hum of the noötrees is invaluable. Grove, glade, mushroom and slime talk to you.
6. **Wanderer.** One day you walked away from your life. Years on the road have hardened your feet and softened your heart. Increase your endurance and aura by 1.

## SECOND TRAIT

1. **Misaligned.** Your odd neural circuitry makes you resistant to the blandishments of daemons and neocognitive magics.
2. **Blessed.** When only luck will do, you have an advantage.
3. **Exorcist.** Your blood repels daemons, ultras, and other body-stealers. Spend 1 life to add 1d6 to your rolls against them.
4. **Ragged.** Your body is falling apart, but cobbled-together biomechanics hold you together. Your mind is creepily accommodating of implants, accepting one and all.
5. **Undying.** Your terminator switches have failed. Even if killed, your body reawakens and your brain rebuilds itself. This is very traumatic and limbs still have to be reattached somehow.
6. **Unseen.** You move like a rat through a crumbling castle. You can spend 1 life to fade away in rubble and ruin.

## FIRST ITEM

1. Cordwood™ jumpsuit and a virtual room headset. Noosphere access on the go. (2 st)
2. Stolen void-certified sleeping bag. Rest easy even if your fast star springs a leak! (1 st)
3. The ring of a dying phylake, a rotting angel. It opens spirit doors. (ward +3, 1 sp)
4. Book of hell aesthetics. Words that can cause pain or take it away. Are these spells? (1 st)
5. Pamphlets promising a better life. (ward +1, 1 st)
6. Radioactive rodent skull. One night, its owner bit you and you had an epiphany. (+1 aura, 2 sp)

## SECOND ITEM

1. Golem carcass. You call it friend. (armor +3, 2 st)
2. Sun's caress. A special sunscreen that heals you as you turn a lovely shade of fried. (1d6, 1 st)
3. Mermaid's kiss. You keep it in a little jar. It keeps all your fears away. (1 st)
4. Flower pot of the living avatar. It keeps any plant alive. (1 st)
5. Walking bed. It's a kind of golem. (L1, carry 1)
6. Dream bone knife. It cuts ghosts and daemons. (1d4+1, 5 sp)

## NAME

Bob, Helio Moto, Iddo, Menes Trega, Padra Dor, Trismeniscus.

## OTHER FOOLS

1. Cimiter's body went up in smoke thrice, and each time they were rebuilt. A cosmetic procedure gone wrong. They were awake throughout.
2. Kotto Kotto has the soul of a cat trapped in the body of a bear that looks like a human. They like coffee.
3. Matto Grâ woke up one day to find centipedes crawling out of their pores and speaking in tongues. After six years of personality refactoring, they can now distinguish between the noosphere and the hylosphere again.
4. Monk ingested a dragon and the dragon rode them out into the vasty wilds. There they dwelled like a wolf for seven years, growing gaunt of limb and long of tooth. One day, the dragon was gone and Monk walked home.
5. Sanaryncis left their body for a bob cat's after accidentally disabling their humanity overrides. After a petition, they regained their human rights.
6. Vioma was a golem before they were rebuilt as a human. But something went wrong and the machine came back. Now electric dreams crawl the transorganic flesh beneath their wooly hide.

# MANAGER

*Decider, goal-orienter, visionary.*

You followed the path.

You did as the ministry mandated, you performed as society suggested, you became someone the regime rewarded. And then something went wrong. Some speck of rebellion, some daemon of doubt, drove you to hand in your time card, pack in your company uniform, and walk out into the wide polychrome day.



Tyxo Iteration-23 adjusted their white collar of office and reading monocle before the mirror prince. The divine fragment observed them and chimed approvingly. They met the criterion for a professional representative of the administrative class.

Tyxo walked out to their desk, carefully masking a limp. They had not saved up for a repair yet, and a limp could see them relegated to a back office, where they would never have a chance to impress a mate and qualify for a reproduction permit. At the desk, they turned on their console and the orange glow soothed them. They installed their mechanical ear and spoke in carefully modulated tones when they heard the connection chime, "Hail human, how can the administration make your day perfect?"

## FIRST TRAIT

1. **Social Survivor.** Trained to intuit what others want. You can spend 1 life to improve a reaction result.
2. **Motivational.** Spend a hero die to encourage a human resource to do what you want. They *can* refuse, but it costs them 1d6 + level life.
3. **Noösphere Priest.** You are trained to interface with the noösphere and program its peripherals for maximum user satisfaction. Also, gain a bonus when making sacrifices to the digital gods.
4. **Golem Engineer.** Without proper protocol and procedures, golems may run amok. You ensure this does not happen. Spend a hero die to soothe a raging golem.
5. **Inquisition Agent.** The Human Authority does not have a secret police force. Such suggestions are illegal. You are certainly not skilled with secret service techniques.
6. **Numbers Maximization Official.** You mastered the popular human game of "numbers go up". Spend 1 life to add 1d6 to a roll, but this is your chance of a critical failure on your next roll.

## SECOND TRAIT

1. **Content Sanitizer.** A career in censorship. You scan with astonishing speed and find hints others would hide.
2. **Competent Appearance.** You always appears competent when appearing to do something that could appear to be your job.
3. **Bureaucrat.** Unfazed by rules and regulations. You always get something useful from a complex institution.
4. **Ruthless.** You feel no guilt about making a required human resource sacrifice. Get additional benefits from sacrifices.
5. **Calculator.** You're fiendishly good at maths. Helps with gambling, ballistics, and orbital dynamics.

6. **Diplomat.** You deliver bad news without getting hurt and always extract at least a small silver lining.

## FIRST ITEM

1. Ruffle Coat. The socially acceptable coat, its silksteel ruffles protect as leather. To accoutrement refined living, pockets offer free inventory for seven soaps. (armor +2, 1 st)
2. Reading monocle. Translates all supported languages. (1 sp)
3. Sensorium overloader. If struck by this oldtech gun, save if to act this round. (close, 1d4, 1 st)
4. Battle briefcase. Protects magic documents and blue prince scrolls. Serves as a shield. (armor +1, 1 st)
5. Mightier pen. An advantage when writing legal and oldtech scrolls. (1 sp)
6. Soup thermos. Keeps liquids edible nigh forever. (1 st)

## SECOND ITEM

1. Articulated golem-wagon. Six wheels, seven gears, and a solar omnibattery. (L2, carry 3)
2. Fireward Circlet. The semi-sentient band of daemon-matrix jewels protects your identity. Spend 1 life to block psychic and daemoniac access to your mind for 1 round. (ward +3, 1 st)
3. Walking stick sword. Elegant. (1d6, 1 st)
4. Book of regulations. Like a lockpick for bureaucracies. (1 st)
5. City shoes. The soft soles mean you can find your way round a city with your eyes closed. (5 sp)
6. Cunning watch. It tells the time and how to behave. (1 sp).

## NAME

Ilion Tixi, Leon Venale, Pirh 't Ei, Primovenio, Simplona Descente, Wada nu Waxen.

## OTHER MANAGERS

1. Tyxo Iteration-22. Tyxo is the 22nd iteration of their standard clone administrator lineage. If they perform well, they will eligible for a standard five-year retirement period. What more should a clone want?
2. Velisar Sarjent MkVII-259c. Velisar is the 3rd re-incorporation of the 259th iteration of their peacekeeper lineage. Frankly, they wonder why their lineage has gone through so many iterations. Also, they like to crochet.
3. Post-classical Rigel-14. Post-classical has always secretly worried that a mix-up occurred when they were generated. They try to make up for it by working extra hard and applying for recombinant parental dispensation once a year.
4. Naster Calculator-7bis. Naster has a deep affinity for numbers. They've always suspected this was encoded in them to keep them pliant. But they don't mind. So long as they swim in numbers, their brain is happy.
5. Rudra Housing-30k. Several transfers and a face change later, Rudra feels like they have found peace in their new role as a park ranger. Yet their background in housing oversight will come back to haunt them.
6. Moth Superior-15. Moth oversees the orimonate processing facilities and the memory implanter. Recently they've started worrying whether their own memories are real and what happened to their home village.