

Key ID: _____

User Name: _____

Clade: _____

Generation: _____

Geneline _____ Experience _____ Interface _____ Technology _____



PERSONAL FLOW		Outstanding Frownies
Starting	Current	

GENELINE

Geneline Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3)	<input type="text"/>	start	current	

EXPERIENCES

Breaking	<input type="radio"/>		Printing [⊕]	<input type="radio"/>	
Cultivation [⊕]	<input type="radio"/>		Recycling [⊕]	<input type="radio"/>	
Ephemera	<input type="radio"/>		Shaping	<input type="radio"/>	
Flood/Bleeding	<input type="radio"/>		Social Engineering	<input type="radio"/>	
Ghosting	<input type="radio"/>		Switching	<input type="radio"/>	
Mobbing [⊕]	<input type="radio"/>		Thin Slicing [⊕]	<input type="radio"/>	
Negotiation [⊕]	<input type="radio"/>		Wetwork	<input type="radio"/>	

⊕ This symbol indicates that this experience earns a one-time flow bonus for the character and his MRCZ

INTERFACE

Interface Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Interface Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Interface Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

TECHNOLOGY

Tech Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Tech Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Tech Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Tech Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

Tech Name:	<input type="text"/>	<input type="radio"/>	<input type="radio"/>	
Tags (choose 3) // One tag must be an experience	<input type="text"/>	start	current	

PERSONAL DATA

DATA	MRCZ and MRCZ LOGO or INSIGNIA
FRIENDS	

MEMORIES

A memory must include three of the following five concepts: person, place, object, MRCZ or action. Starting memories: yesterday, life-changing and creation/childhood.

Long-Term Memories

Short-Term Memories

CHALLENGES

- 1) Initiate challenge; pay flow
- 2) Describe goal for challenge
- 3) Initial draw of two cards plus bugs
- 4) Activate either geneline or experience
- 5) Choose and describe action: go for it, engage tech, support, burn, recalibrate or call
 - 5.1) Starting with the target, take actions in turn until someone calls
- 6) Total points (see table at right)
- 7) Determine winner
- 8) Spend margin of victory on effect and efficiency

SCORING POINTS

	Always counts as 1 pt
	1 pt when geneline is activated
	1 pt when experience is activated
	1 pt when tech engaged
	No points scored when drawn

FLOW INVESTMENTS

Aggregate Challenge Flow Costs

Switching, breaking and ghosting can be used to challenge the Aggregate.

Aggregate challenges require an investment of 50 flow from the initiator.

Targeted Challenge Flow Costs

Flood/bleeding, shaping, ghosting, negotiations, social engineering and wetwork are targeted challenges.

The target of a targeted challenge sets the flow investment for the initiator. The flow investment may not exceed the target's current flow.

Self-Targeted

Ephemera and thin slicing are self-targeted challenges. For self-targeted challenges, the user always initiates and the superuser always plays the target. The superuser sets the flow investment up to but not exceeding the user's current flow.

Breaking Flow Costs

Breaking Materials Challenges	Flow Cost
Wetwork	3
Switching	4
Ghosting	5
Flood/Bleeding	6
Breaking	7
Social Engineering	8
Shaping	9
Ephemera	10
Cultivation	15
Thin Slicing	20
Mobbing	25
Printing	30
Negotiations	35
Recycling	40

Cultivation Flow Costs

Cultivation Materials Challenges		Flow Cost
Plant	Potted plant	2
	Garden, tree	10
	Field, grove	30
Animal	Pet	5
	Litter	20
	Herd	100
Material	Raw, unrefined	4
	Lightly refined	7
	Industrial, heavily refined	40
Machine	Simple machine	3
	Clockwork	8
	Engine	50

Mobbing Flow Costs

Mobbing Materials Challenges	Flow Cost
Mobbing, upgrading or changing tags on keysofts	4
Upgrading or changing tags on interface hardware	6
Mobbing new interface hardware	8

Printing Flow Costs

Printing Materials Challenges	Flow Cost
Base Material	
Dumb material	1
Smart material	3
Complexity	
Simple, nonfunctional, single piece	1
Mechanical (simple machine, clockwork or engine-like)	3
Nanological	10
Size	
Handheld	1
Dog-sized	2
Man-sized	4
Refrigeratorsized	5
Needs-its-own-dedicated-room-sized	10

Recycling Flow Costs

Recycling: Repairing Tech		Flow Cost
Repair	Dumb material	1
	Simple machine	2
	Clockwork	3
	Engine	4
	Electronic	6
	Nanological	8

Recycling: Merging Tech Materials Challenges

Source	Flow	Product	Flow
Dumb material	0	Dumb material	1
Simple machine	1	Simple machine	2
Clockwork	2	Clockwork	3
Engine	3	Engine	4
Electronic	4	Electronic	5
Nanological	5	Nanological	6

MARGIN OF VICTORY

Effect

At least one point of your margin of victory must be spent on one and only one effect.

Each challenge has three possible results or effects:

- a marginal effect, one point of margin of victory
- a moderate effect, two points of margin of victory
- a full effect, three points of margin of victory

Efficiency

In addition to an effect for your actions, you can spend your margin of victory on efficiency. The more efficient you are, the greater the flow rebate you get from the challenge.

- One point gives a 25% rebate on flow invested in the challenge.
- Two points gives a 50% rebate.
- Three points gives a 75% rebate.

Round up any fractions.