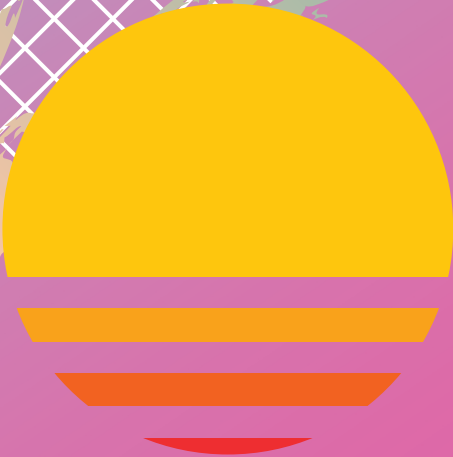


PRISMOT!

*A troikawave! zine by
Jared Sinclair*



12 GLITCH PRIEST

Once upon a time, you peered too long into the abyss. The precarity of this world—and the intangible mathmological code underneath—haunts you now, even as the knowledge eats away at your physical form. So you seek perfection. It is a battle you are destined (comically, tragically) to lose.

Possessions

- Mostly Wireframe Body.
- Mask: Sock (Smiling, Light Armor, +1 Spell - Amity) or Buskin (Frowning, Modest Armor).
- Laser Sword (damage as Greatsword).

Advanced Skills

- 2 Laser Sword Fighting
- 2 Spell - Jolt
- 2 Spell - Starry Orb
- 1 Spell - Windows
- 1 Spell - Current
- 1 Secret Signs - Glitch

GODCorp.



13 SCHOOLGIRL

The schools of Prismot are renowned for their thoroughness. You flunked out immediately, and your parents kicked you out of the house in shame. You've managed to pick up some useful skills in other ways, though.

Possessions

- Adorable Backpack full of supplies (test Luck to have some small needful thing).
- Big Eyes (+1 Awareness) and Small Mouth (provisions restore 1d6+2 Stamina).
- School Uniform (+1 Etiquette while in the city).
- Cellular Phone.

Advanced Skills

- 2 Mathmology
- 2 Violin Performance
- 2 Awareness
- 2 Secret Signs - Teen
- 1 Etiquette

Special

You can test Etiquette vs enemies to force them to re-roll their Mein.

14 FLAMINGO-MAN

You have the body of a human, but with the legs, neck, wings, and head of a flamingo—as well as the unlikely (and unreliable) ability to fly. Flamingo-Men are known to travel long distances to visit exotic places, before returning home to torture their friends and family with pictures and stories from their trip.

Possessions

- Hooked Beak (damage as Small Beast +1).
- Aloha Shirt and Sunglasses.
- Polyester Fanny Pack (+1 inventory slot).
- Half of a Bottle of Rum.
- Fancy Camera.

Advanced Skills

- 3 Photography
- 2 Dancing
- 2 Fly
- 2 Acrobatics

Special

You've been to a lot of places. You may test vs Luck to ask the GM one question about the place you happen to be in. They'll answer truthfully, and as vaguely as they'd like.



15 POOL BOY

The Pool Boy was once the living embodiment of beauty and decadence, but that time is past. You still remember the old ways, as they were taught to you: skim, vacuum, test. Every filter needs changing, and no one does it more gracefully than you. These days, Pool Boys have largely been replaced by Pool Drones, but those of taste (and significant means) keep the old ways alive.

Possessions

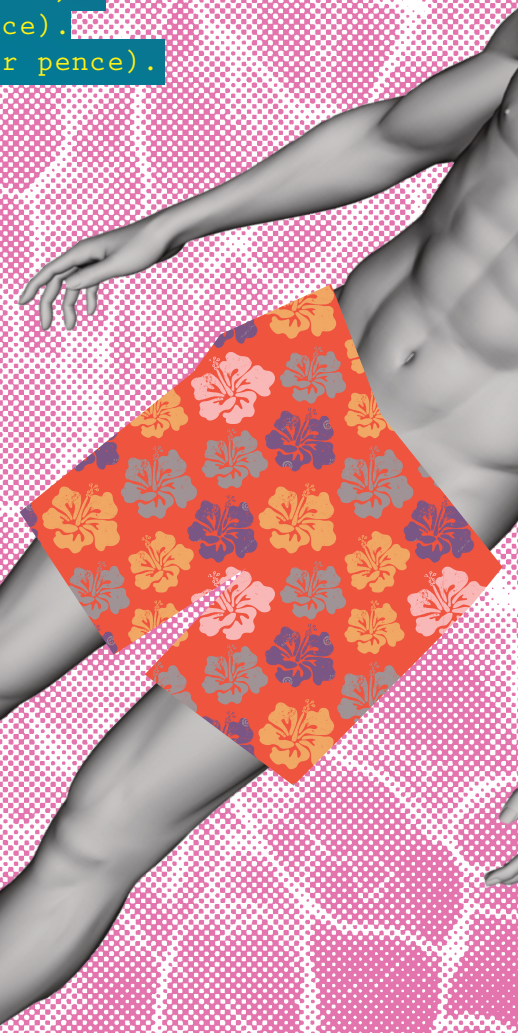
- Telescoping Pole (damage as Staff).
- Skimpy Outfit (+1 Swim, +1 Seduce).
- Last Paycheck (worth 3d6 silver pence).
- Pool Chemicals.
- Flip Flops (can't Run).

Advanced Skills

- 2 Swim
- 2 Seduce
- 2 Pool Maintenance
- 1 Pole Fighting
- 1 Spell - Refresh

Special

You start with 2d6+6 Luck.



SEXY ROBOTS WANT TO MEET YOU!!!!

16 SEXY ANDROID

Unlike humans, androids have a purpose. The lucky ones even know what their purpose is. Even if you're not sure, you could take a guess, based on your outfitting and capacities: the shapely form, the beguiling voice, the way humans respond to you. It has its uses.

Possessions

- Curvaceous Metal Body (always count as Modestly Armored).
- High-Powered LED Eyes (as Flashlight).
- Reinforced Steel Fist (damage as Club).
- Pleasure-Training Chip (+1 to all skill when pleasing another, removable).
- 1d6 Repair Kits.

Advanced Skills

- 3 Mathmology
- 2 Second Sight
- 2 Seduce
- 2 Spell - Amity

Special

You don't need to eat or breathe, are immune to disease, &c (you're a robot). You do not regain Stamina from eating, but can take a few minutes to apply a repair kit to regain 1d6 Stamina, up to three times per day.

You may find and use various training chips, which afford some bonus depending on their nature. You have one slot for a chip. When you swap out a chip for a different one, you must go through a full, hour-long boot cycle for it to take effect.



!!MEET HOT SEXY ANDROIDS IN YOUR'E AREA!!



BONUS MAGIC ITEM!!!

THREE-DEE GLASSES:

One red lens and one blue lens. While worn, you may reach (or even step) into any two-dimensional surface and interact with it as if it were in three dimensions. Be careful, the glasses are made of paper and plastic and don't hold up for long. Make extra sure not to get them wet.

(Follow the directions on the back cover to make your own)

I Search the Trash (or the Body)

d66	Item	d66	Item
11	Beer Koozie	41	Katana
12	Bottle of Fiji Water	42	Light-Up Yo-Yo
13	Bottle of Iced Coffee	43	Little Tree Air Freshener (1-2: New Car, 3-4: Bubblegum, 5-6: Caribbean Colada)
14	Broken Television Remote	44	Miniature Chrome Skull
15	Bundle of Speaker Wire	45	N64 Controller
16	Can of Arizona Iced Tea (1-2: Green Tea with Ginseng, 3-4: With Raspberry Flavor, 5-6: With Lemon Flavor)	46	Nokia 3310 (indestructible)
21	Cassette Tape (1-2: Cyndi Lauper, 3-4: Barbra Streisand, 5-6: Neil Diamond)	51	One Flip-Flop
22	Deck of Cards with Sexy Firefighters on the Back	52	Pair of Theater Masks
23	3.5" Floppy Disk (1-2: Zork, 3-4: Windows 3.11 German, 5-6: Borland Fabulous Fonts 1.0)	53	Palm Frond
24	Gameboy Pocket	54	Palm Pilot
25	Garfield Slap Bracelet	55	Pink Lawn Chair
26	1d3 Glow Sticks (1-2: pink, 3-4: yellow, 5-6: blue)	56	1d3 Rubber Balls
31	Half of a Bottle of SPF 60	61	Secret Boat Drink Recipe
32	Half of a Pack of NewPorts	62	Stale Donut with Pink Icing and Sprinkles
33	Half-Eaten Box of Strawberry Pocky	63	Styrofoam Cup
34	Handful of Paperclips	64	Trackball Mouse, 4' Cord
35	Handheld Hoover	65	Walkman with Tape (1-2: Diana Ross, 3-4: Van Halen, 5-6: Prince)
36	Japanese-English Phrasebook	66	Yin-Yang Necklace

SPELLS

r e f r e s h (1)

You put your face into a body of water and blow bubbles with your mouth, making all of the water sparkling, and lightly-scented (1: peach-pear, 2: tangerine, 3: passionfruit, 4: apricot, 5: coconut, 6: pamplemousse).

c r y s t a l b l o s s o m (2)

Holding up to a dozen arrows in your hand, you whisper a secret to them that you have never told anyone before. Their tips bloom into crystal roses. Add 1 to any damage rolls with these arrows.

w i n d o w s (3)

You trace four squares in the air, together forming a larger square. They take on physical form, allowing each square to be carried separate the others. Any object passing through one square will simultaneously materialize from the other three squares, effectively tripling their number. The triplicates will cease to be in 2d6 days; the original is gone to wherever these things go. The squares last until you next sleep. **WARNING: DO NOT PASS LIVING MATERIAL THROUGH THE SQUARES REPEAT DO NOT PASS LIVING MATERIAL THROUGH THE SQUARES.**

p l a s t i c i t y (2)

You work any plastic substance as if it were soft clay, slowly bending its shape to your whim. Lasts 9 minutes.

c u r r e n t (1)

You touch an open circuit and gain an innate sense of where the electricity has been and where it's headed to. Ask the GM any number of questions about the path of the circuit, what machines it powers, &c. Anything relevant to the purpose of the electrical current. After you've received your answers, test vs Luck or take 1d6 electrical damage (ignores armor) for every question you asked.

r e c o l o r (1)

Cast this spell on any inanimate object smaller than a two-bedroom house. Your sensorium is suddenly bombarded with visions of the object in every possible color, simultaneously. You may then choose any color; the object is now that color.



MONITOR GOLEM

Made of plastic, generally helpful, sometimes buggy. Their face is a screen that they can change at will.

Skill 9 if their type is applicable, 7 otherwise
Stamina 20
Initiative 2
Armor 3

Special
Roll a Type and Mien when encountered.

Characters may test vs Luck or a relevant Advanced Skill to reprogram a Monitor Golem. It takes ten minutes or so. If successful, choose a new type from the list. It's probably best to ask them first.

Type	Mien
1. Poetry	1. Humble
2. Philosophy	2. Haughty
3. Bureaucracy	3. Stubborn
4. Translation	4. Sensitive
5. Physical Labor	5. Obsequious
6. Bodyguard	6. Buggy



POOL GRANNIES

Ten old women in bathing suit and cap, half-submerged in the too-blue waters of some pool or other, moving always slow and synchronous. When they speak, they speak together, in an uneasy unison. They contain knowledges deep and horrifying. Ask your question, but beware: they may answer it.

Skill equal to # of remaining members
Stamina 3 for each remaining member
Initiative equal to # of remaining members
Armor 0

Special
If you bring an offering of SPF60 or a nice fruited gelatin and ask the Pool Grannies a question, you may test vs Luck. On a success, they provide some cryptic (but technically accurate) answer. On a failure, they provide an equally cryptic answer which may or may not be true.

Mien

1. Cryptic
2. Enigmatic
3. Glib
4. Affectionate
5. Kindly
6. Apocalyptic

CUT THESE OUT ALONG THE DOTTED LINE, POKE OUT THE BLACK CIRCLES, AND TAPE THE EARPIECES TO THE MAIN FRAMES AND VOILA! A SET JUST FOR YOU!

