

THE BRAIN CAGE

In the apocalypse, your mind is the only resource that can't be taken away. It is the only thing that can't be stolen, used up, or owned. It is the only thing you have that is truly yours, regardless.

...or it was.

The Brain Cage is a dark brainer device, in which savvy hands can pick apart a person's mind, twisting, dismantling, and re-arranging it to their liking.

Here's how it works...

When you **use the brain cage to take apart someone's mind**, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold 1-for-1 to pick an option off the list below during the procedure.

- Take something away from them that made them who they are.
- Put something inside them that becomes part of who they are.
- Make them commit a single act*
- Keep them from remembering what you did to them.

On a miss, still hold 1, but something goes very wrong during the procedure.

* Against another PC, this works as though you scored a 10+ on a **seduce or manipulate**.



When **an NPC gets you into the brain cage**, roll+cool. On a 10+, hold 3. On a 7-9, hold 2. Spend hold 1-for-1 to choose options from the following list:

- They can't take anything away from you
- They can't put anything inside you.
- You will remember
- You struggle violently, inflicting 1-harm (ap) to your captor.

On a miss, you adopt something about your captor into who you are, and mark experience.