

[AW SRD]

A System Reference Document & Creators' Guide

Fifth Preview

Playbook Mix & Match: Followings & Gangs

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Followings

A following is a group of people who follow the player character's leadership, potentially including the rules or laws they live by, the values or beliefs they espouse, and the systems and relationships that hold them together. [AW SRD] includes three different followings: a simple public **following** like a celebrity's fanbase, a **community** that embraces the player character as its own, and a devoted cult of **vigilants**. You can create more kinds of followings as you choose.

Populations work on a system of **devotions and demands**. When the player rolls **devotion** at the beginning of the session, the holding's devotions and demands, as detailed, determine the possible outcomes.

Extension ***Following***

Standard Move ***Devotion***

Must Include

- Following Title*
- Nature and Description*
- Devotions and Demands*
- Options*

Can Include

- Detailed individual members*
- Associated playbook moves*
- Associated playbook improvements*

- Access to gangs, holdings, vehicles, workspaces, or other extensions.*

Standard Move: Devotion

The standard move for a following is **devotion**: At the beginning of the session, if your followers are secure and stable, roll+[Coo]!. On a strong hit, during the session, your followers offer you all of their devotions. On a weak hit, they offer you all of their devotions, but choose 1 demand. On a miss, or if your followers are in crisis, all of their demands.

If you have more than 1 group of followers, roll separately for each of them.

Make this move before you **live day to day**.

Simple Public Following

You have a public following that loves and admires you as a celebrity. They are your **following**, and you also get the standard move **devotion**.

Out of devotion, your following will (choose 3):

- _ Come together and fight for you (*devotion: battle*). When they do, they're a gang (*gang:small, 2-harm, 1-armor*). You also get the standard move **leadership**.
- _ Commit to work together under your direction (*devotion: labor*). Circle 1–3: farming, hunting, manual labor, scavenging, skilled labor, trade labor.
- _ Conduct trade on your behalf (*devotion: +1 barter*).
- _ Feed and house you in their own homes (*devotion: hospitality*).
- _ Keep their eyes and ears out for things in your interest (*devotion: news & gossip*).
- _ Offer you their wisdom and advice (*devotion: insight*). You get the standard move **insight**.
- _ Perform rituals and ceremonies in your honor (*devotion: worship*).
- _ Support you with offerings of jingle and goods (*devotion: +1 barter*).
- _ Take you in and surround you with love and support (*devotion: comfort*).
- _ Throw parties and celebrations in your honor (*devotion: celebration*).
- _ Another of your own (create a devotion with the MC).

...But they (choose 2):

- _ Act as their boss and overseer (*demands: direction*).
- _ Expect news of your life and doings (*demands: news & gossip*).
- _ Expect you to flatter them and win them over (*demands: flattery*).
- _ Expect you to follow their rules and laws (*demands: obedience*).
- _ Look to you for wisdom and guidance (*demands: teaching*).
- _ Need you to keep them in line (*demands: discipline*).
- _ Need you to fight to keep them safe (*demands: protection*).
- _ Another of your own (create demands with the MC).

Following Improvement

- _ Add an option to your following.
- _ Establish a **following** and get the standard move **devotion**.

Community

You have a community, a strong and loyal group to whom you belong. They are your **following**, and you also get the standard move **devotion**.

Your community are (choose 2):

- _ Children (*devotion: hope, play; demands: protection*). To them you are a parent figure.
- _ Choppers (*devotion: battle, transport; demands: discipline, maintenance*). They're a gang (*gang: small, 2-harm, 1-armor, bikes*). To them you are their gang boss. You also get the standard move **leadership**. You also get a bike (you detail) and behind the wheel.
- _ A cult (*devotion: comfort, worship; demands: teaching*). To them you are a prophet, so think up your teachings.
- _ Elders (*devotion: insight; demands: obedience*). They are your **advisors**. To them you are a young leader, worth their wisdom. You also get the standard move **insight**.
- _ Guardians (*devotion: battle, protection; demands: discipline*). They're a gang (*gang: small, 2-harm, 1-armor*). To them you are their gang boss. You also get the standard move **leadership**.
- _ Laborers (*devotion: +1 barter; demands: R&R, solidarity*). Circle 1–3: farming, hunting, manual labor, scavenging, skilled labor, trade labor. To them you are a leader and organizer.
- _ Visionary (*devotion: insight; demands: flattery*). Your people include a visionary **advisor** who knows weird things. To them you are a supplicant. You also get the standard move **insight**.
- _ Wanderers (*devotion: trade; demands: provisions*). To them you are their (circle 1): home base / wayfinder.

Community Improvement

- _ Add an option to your community.

Vigilants (Following)

You have a small crew of NPCs, your Vigilants, who keep watch for you. They're your **following** and you get the standard move **devotion** for them.

Because they're vigilant, they have *devotion: eyes everywhere* and *demands: downtime*.

They number (circle 1): 6 / 7 / 8 / 9.

You don't need to describe them all before play begins. During character creation, just list 2 or 3 of them:

- Which of them is most like a collie, circling the flock, alert to dangers without and missteps within? ____
- Which of them is most like a hare, ears on a pivot, bolting from danger? ____
- Which of them is most like a hawk, soaring above and taking in a wide view? ____
- Which of them is most like a mouse, watching hidden from secret nooks? ____
- Which of them is most like an old hound, drowsy until they catch a dangerous scent? ____
- ____
- Which of them is most like a terrier, unwilling (or unable) to let it go? ____
- ____, who is like ____.
- ____, who is like ____.
- ____, who is like ____.

During play, list the rest.

Choose 1 additional option:

_ They're choppers & outriders (*devotion: readiness to fight, transport; demands: freedom, maintenance*). To them you're their gang boss. They fight as a gang (*gang: small, 2-harm, 1-armor, bikes*) and you get the standard move **leadership** for them. You also get a bike (you detail) and the standard move **behind the wheel**.

_ They're a cult (*devotion: comfort, worship; demands: teaching*). To them, you're a prophet, so think up your teachings.

_ They're your elders and teachers (*devotion: insight; demands: obedience*). To them, you're a young hero, worth their wisdom. You get the standard move **insight** for them.

_ They're a family (*devotion: care & support; demands: care & support*). To them, you're a (perhaps adoptive) sibling or cousin. Tell the MC that they're *reliable*.

_ They're guardians (*devotion: readiness to fight, protection; demands: discipline*). To them, you're their captain. They fight as a gang (*gang: small, 2-harm, 1-armor*) and you get the standard move **leadership** for them.

_ One of them is a mystical visionary **advisor** who knows weird things (*devotion: insight; demands: supplication*). To them, you're a supplicant, a seeker. You get the standard move **insight** for them.

Vigilants Improvement

_ Add an option to your vigilants.

Gangs

A gang is a group of warriors who follow the player character's leadership in battle. In addition to the gangs included in some holdings, [AW SRD] includes two different stand-alone gangs: a simple **battle gang** and a highly mobile gang of **birds**. You can create more kinds of gangs as you choose.

Gangs have **size, harm and armor**, extending the game's rules for battle into mass combat. They can also have **tags** that detail their capabilities, strengths, and weaknesses.

Extension **Gang**

Standard Move **Leadership**

Must Include

- Gang Title*
- Description*
- Size, Harm and Armor*
- Options*

Can Include

- Tags*
- Detailed individual members*
- Associated playbook moves*
- Associated playbook improvements*
- Access to followers, holdings, vehicles, workspaces, or other extensions.*

Standard Move: Leadership

The standard move for a gang is **leadership**: When you have to order your gang to advance, regroup, hold position, or put their backs into it, roll+[Hard]. On any hit, they do it. On a strong hit, they snap to, and you take +1 forward into whatever you're having them do. On a miss, they do it, but you'll hear about it later.

Battle Gang

By default, your battle gang consists of about 10 violent warriors with scavenged and makeshift weapons and armor (gang:small, 2-harm, 1-armor). You get the standard move **leadership**.

Choose 2:

- _ Your gang consists of about 20 violent warriors (gang:medium instead of small).
- _ Your gang's well armed (+1 harm). Describe their weapons: ____
- _ Your gang's well armored (+1 armor). Describe their armor: ____
- _ Your gang's well-disciplined (tag: disciplined). Describe their training routine and drills: ____
- _ Your gang has a small armada of combat vehicles. Detail them: ____

_ Your gang has a secure home base to retreat to and fight from. In battle, this is a *secure defensive position*.

Gang Improvement

- _ Add an option to your gang.
- _ Establish a **gang** and get the standard move **leadership**.

Birds

Your birds are like (circle 1): Battlefield ravens, eagles, falcons in flight, harvest crows, hunting hawks, vultures. They number (circle 1): 6 / 7 / 8 / 9.

- Name your lieutenant: ____
- Name your best scout: ____
- Name your best fighter: ____

They're your gang (gang:small, 2-harm, 1-armor, mounted). You get the standard move **leadership**.

Their wings are (choose 1):

- _ Bikes. *Frame: bike, massive=0, speed+2, handling+1, 0-armor. Gang: +bikes.*
- _ Cutters. *Frame: cutter, massive=1, speed+2, handling+0, 0-armor. Gang: +hovering.*
- _ Flyers. *Frame: flyer, massive=1, speed+2, handling+0, 0-armor. Gang: +flying.*

They're (circle all that apply): blazing, bucking, churning, crying, darting, flashing, grinding, groaning, hissing, howling, racing, raging, roaring, scorching, screaming, smoking, soaring, swooping, wallowing, whispering...

...and wild machines.

You have wings too. You get the standard move **behind the wheel**.

Their weapons & armor are:

- Long aluminum lances with hardened steel heads (*3-harm hand ap*)
- Hunters' rifles and a carefully hoarded, carefully shared cache of bullets (*2-harm far loud*)
- Wicked knives, clubs, chains, hatchets, & hammers (*2-harm hand brutal*)
- Lightweight layered battle armor (*1-armor*)

You get the same weapons and armor your birds have.

Their cult is (choose 1):

- _ The Gray Wing of Death is cruel, and indiscriminate in its cruelty.
- _ The Gray Wing of Death is generous, and gives every eternal treasure to those who die.
- _ The Gray Wing of Death is kind, and gives kind death to the faithful.
- _ The Gray Wing of Death is a thief, who has stolen the immortality of we who were immortal.
- _ The Gray Wing of Death is a tyrant, and all murder is tyranny.
- _ There is no life and there is no death. All is a dream; all are free.

You don't have to share their cult if you don't want to.

Tell the MC all of the above, and to create your birds as a threat.

Birds Moves

Ecstatic Coma[†]: In worship of the Gray Wing of Death, your gang can enter into a deathlike ecstatic coma. Treat them as a psychic antenna and use them for **augury**. You also get +1Ψ (max 2-Ψ).

Hunter-killers[†]: Your gang's vehicles are mounted with rocket tubes (*4-harm, close/far, concentrated fire, emplaced*). If your gang doesn't have vehicles, it carries portable rocket tubes instead (*4-harm, close/far, concentrated fire, reload, braced*). *Gang: +rockets*.

Skirmishers[†]: Your gang has the experience, discipline, and mobility to take on a larger gang. When you use them to attack or do battle with a larger gang, they're not **outnumbered**, no matter the other gang's size.

[†] To take this as a move from another playbook, you should first have a **gang**.

Other Associated NPCs

For some playbooks, it may be appropriate to detail associated NPCs that aren't followings or gangs. Many extensions include associated NPCs, but [AW SRD] includes just one stand-alone kind of associated NPCs, a parent-figure's **children** (actual or surrogate). You can create more as you choose.

These associated NPCs don't automatically have moves or systems associated with them, but of course you can add them.

Extension ***Holding***

Standard Move ***NA***

Must Include *Title*
 Description

Can Include *Detailed individual members*
 Options
 Associated playbook moves
 Associated playbook improvements
 Access to followers, gangs, holdings, vehicles, workspaces, or other extensions.

Children

You have children, born or chosen. Choose and name 1–4:

- ___ : Skilled with their hands and tools, a maker.
- ___ : Broken and wandering, a seeker among ruins.
- ___ : Touched with insights and arcane skills.
- ___ : A dancer or athlete, an artist of bodies in motion who can captivate eyes and hearts.
- ___ : Devoted, willing to stand in death's way for me.
- ___ : Brazen and fearless, who will go among my enemies and return.
- ___ : Beautiful and still, watchful and kind.
- ___ : Shy and violent, who would undertake to kill for me.
- ___ : Smiling, full of laughter.
- ___ : Still a young child.
- ___ : Now dead and lost to me.
- ___ :
- ___ :

Tell the MC to create them as threats, and to remember that they can be **reliables**.