

- STATS - MOVES - EFFECTS - HARM

- AGGRO -

Confront someone
Do battle

- COOL -

Act under fire
Charm or deceive someone

- HARD -

Attack someone
Do battle

- SHARP -

Read someone
Read a situation

- WEIRD -

Open your brain to the world's psychic maelstrom

Hx

Help someone
Interrupt someone

SEE →
OPPOSITE

- WEAPON -

- ARMOR -

Ψ

- BARTER -

- ENVIRON -

- IMPROVEMENT -

- Get +1Sharp (max Sharp+3).
- Get +1Weird (max Weird+3).
- Get +1Aggro (max Aggro+2).
- Get +1Hard (max Hard+2).
- Get a new Stitcher move.
- Get a new Stitcher move.
- Add 2 new members to your ensemble.
- Establish salvage grounds and get **ear to the ground**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Change playbooks.
- Create an additional character to play.
- Retire your character to safety.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

- SCAVENGE -

- Choose 1:
- You are an *artiste*. You funnel all of you means into supplies for your craft. You have **1-barter**.
 - You sell your skill, doing work as others request it, sacrificing your own passion. You have **3-barter**.

NAME:

THE STITCHER

When the ash settled, and the smoke blew away, the world was left in tatters. Scraps, shreds, pieces torn and scattered. Only the strongest of threads can hold them together, and only the sharpest needles will get through to them.

PRONOUNS:

- 1ST IMPRESSION -

- YOUR ENSEMBLE -

You have a collection of tools, creatures, pieces of furniture, and people that you consider your friends, and go to with your troubles. Choose and name 2-5.

- _____ : Strong & reliable, who keeps your tools organized for you.
- _____ : Clean, comfortable, & well-lit.
- _____ : Old, with signs of many repairs, ready to tell you what you need to hear.
- _____ : Graceful & captivating, reassuring, & kind to you.
- _____ : Haunted & lost, even in their home.
- _____ : Who you saved from certain death, & is in your debt.
- _____ : Tolerant & forgiving, who brings you sustenance & supplies, if you're good.
- _____ : A treasure, who you would gladly sacrifice yourself to keep, & keep safe.
- _____ : The worst thing you've ever seen.
- _____ : Sweet & innocent, too good for this world.
- _____ : A mistake you made, but cannot bring yourself to erase.

Another option that you define.

YOUR HANDY WEAPONS

- **Handful of Needles** (1-harm, intimate, hidden, brutal)
- **Heavy-Duty Staple Gun** (1-harm, hand, reload)
- **Garrote** (d-harm (air), intimate, brutal)

CLOTHING, LIVING SPACE & INCIDENTALS

STITCHER MOVES

- **Taxidermy***: When you taxiderm something, roll +Sharp. On a 10+, choose 3 from the following. On a 7-9, choose 2:
 - *You've really captured the character of the creature you've taxidermed. Marvelous, truly marvelous wor. +Valuable.*
 - *You've created something deeply creepy. Anyone who opens their brain when this thing is around marks experience, but takes -2 to the roll.*
 - *You've created a beautiful paean to a lost or imagined time of primeval innocence. +Valuable.*
 - *You've created a convincing chimera. You can use it as evidence or concrete assurance when you charm or deceive someone, if your proposition somehow hinges on the existence of such a creature.*
 - *It's so lifelike that you'd swear it moved. And you can hear it breathing. And sometimes its eyes follow you.*
 - *You may add it to your Ensemble.*
On a miss, you choose 1, and the MC chooses 1 or 2 for you. The MC can choose from the above, or from the following:
 - *You've accidentally created a living thing. MC, write it up as an interloper.*
 - *You've accidentally created a psychic antenna. You can use it for augury.*
 - *Though sewn from the corpses of animals, your creation demonstrates a certain insight into the human condition. You can treat it as an advisor and use it for insight.*
- **Whose skin?*** When you sew a patch over someone's wounds, roll +Sharp. On any hit, you can stabilize their injuries, and they may heal 1-harm, but it will be painful and unpleasant. They must also suffer Ψ-harm. On a 10+, you may also choose 1:
 - *It is neither painful, nor actually unpleasant. They suffer no Ψ-harm.*
 - *You do a really good job, some of your best work! Ask the MC if they heal 2-harm or 3-harm instead.*
 - *While you work, they let slip a secret. Ask them what it is. If a PC, also gain +1 Hx with them.*
On a miss, the only skin you have on hand is your own. Heal them as much as you like, but suffer the same amount of harm. Both of you suffer Ψ-harm.
- **Tailored facade***: When you disguise yourself or an ally as someone or something they aren't, roll +Weird. On a 10+, you have a convincing disguise ready. Anyone who doesn't know that you're disguised will think you are who or what you say you are. On a 7-9, You can cobble something together, but it's not perfect. Choose 1:
 - *It is fragile. You must be slow and careful with it, or it will break and fall apart.*
 - *It hides your identity, but draws a lot of attention.*
 - *It limits vision, speech, or movement. Whoever is wearing it takes -1 ongoing, where relevant, until they take it off.*
On a miss, it's obviously a disguise, and it is horrifying and uncanny..
- **Research purposes***: When you spend some time studying a dead or dying thing, you may use it for **augury**, but roll +Sharp instead of rolling+Weird.
- **Thinking Aloud*** †: Choose any member of your ensemble. You can go to them as an advisor, for **insight**.

OTHER MOVES

* This is a **highly interruptible** move.

† This move requires the wolves of the maelstrom.

THE STITCHER

To create your Stitcher, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

Frankie, Jacques, Remmy, Tedbear, Charlotte, T'breshold, Lambchop, Loom, Silver, Eyehook, Grisby, Gigi, Misericord, Atlas, Muffin, Poppet, Ticky, Scallion, Innit, Bartlet, Mazy, Adelaid, Buddle, Jerome, Gurm, Noils, Amies, Vanthyn, Deyrolle, Bischoff, Creelgow, Morgan.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Unnerving, professional, ragged, tired, skittish, cruel, patient, watchful, outgoing, curious, lonely, exacting, clingy, proud, innovative, nostalgic, penitent, purposeful, chipper, polite.

STATS

Choose a set:

Aggro=0, Cool+1, Hard-1, Sharp+2, Weird+1
Aggro=0, Cool+1, Hard+1, Sharp+2, Weird-1
Aggro-1, Cool=0, Hard+1, Sharp+1, Weird+2
Aggro+1, Cool-1, Hard=0, Sharp+2, Weird+1

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

You have 0-Ψ.

You have Barter per your Scavenge.

You have 0-environ.

HARD ZONE

Ask your MC which Hard Zone is in play, or else choose with the other players.

You can adapt your gear to the Hard Zone as necessary.

MOVES

You get all the basic moves. Choose 2 Stitcher moves.

GEAR

You get:

- Your ensemble.
- All of your handy weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, Hard Zone, and moves.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2, or all 3:

- *Who among you have I latched onto, calling you my friends?*

For those characters, write Hx+2, and add them to your ensemble.

- *Which one of you has the highest-quality skin?*

For that character, write Hx+3.

- *Have any of you left scraps for me to use in my craft?*

For those characters, write Hx+1.

On the others' turns, volunteer if you like.

IMPROVEMENT

At the end of each session, ask the MC to mark 1 experience for you. Answer the MC's questions to determine which line.

Judge for yourself: does your Scavenge choice still hold true? If so, mark 1 experience on a line of your choice. If not, you have the option to change it now.

Whenever your Hx with someone rolls over from +3 to +1 or from -3 to -1, mark 1 experience on a line of your choice.

When you mark the third experience on a line, take the improvement.

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- ARMOR -

Ψ

- BARTER -

- ENVIRON -

- IMPROVEMENT -

- Get +1Weird (max Weird+3).
- Get +1Cool (max Cool+2).
- Get +1Hard (max Hard+2).
- Get +1Sharp (max Sharp+2).
- Get a new Lucid move.
- Get a new Lucid move.
- Establish a **following** and get **devotion**.
- You get **mysteries** and **interrogating reality**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Change playbooks.
- Create an additional character to play.
- Retire your character to safety.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

- SCAVENGE -

- Choose 1:
- You do not dwell on the physical, and only your barest needs concern you. You have **0-barter**.
 - There are some who come to you for help with their dreams. "Make them stop, make them kind, tell me what they mean!" You help them, for a fee. You have **3-barter**.

NAME:

THE LUCID

PRONOUNS:

fter the flames, came the darkness. In the darkness, many see only danger, lost faces, and ruin. Some, though, can see something else. The past. The future. Even a peaceful life. Shifting, turning, made of wishes, but believed nonetheless.

1ST IMPRESSION

- LUCID MOVES -

- **Night Pass †**: When you drag someone into your vista, choose a landmark as your destination, and roll +Aggro. On a 10+, choose 3. On a 7-9, choose 2. On a miss, ask the MC to choose one for you:
 - When you arrive, you arrive together.
 - When you arrive, you arrive where you intended to go.
 - They cannot hurt you while inside your vista.
 - A figment is there to support you.
 - They can't leave your vista until you let them.

Additionally, whenever you help someone else open their brain, or whenever anyone else helps you open your brain, you can choose to take them with you to your vista..
- **Lullaby***: When you have time to sit with someone and consider them, you can read them more deeply than usual. Read someone, but roll +Weird, and in addition to the usual questions, you can choose from these:
 - For what do you wish you could be forgiven?
 - Whose face smiles at you in your dreams?
 - Where do you long to return to someday?
 - How could I help you see me as a friend?

On a miss, they fall into a fitful sleep, and they suffer Ψ-harm instead
- **Once Removed**: You have one piece of Brain-picker gear. Ask the MC what it is.
- **Psychic Resilience**: Suffering Ψ-harm has no effect on you. You get +1Ψ (max 2-Ψ).
- **Telling Dreams**: At the beginning of the session, you have a dream or vision that tells you something. Ask the MC "What's up with [x]?" and roll +Weird. On a 10+, any number of people of your choice had the same dream. On a 7-9, name one person. They had the same dream. On a miss, ask the MC to name one person. They had the same dream, and saw you in it too.

- OTHER MOVES -

* This is a **highly interruptible** move.
† This move requires you to have a vista.

VISTA

You have shaped your dreaming mind into a landscape under your own rule. Tell the MC to create it as a **landscape** threat. Your vista's landmarks include...

- *A tower, from the top of which you can see the farthest horizon.*
- *A library, which holds the fleeting knowledge of the past, sometimes all at once.*
- *A dark pit, where you keep unwanted nightmares.*
- *A shoreless sea, where who-knows-what floats up to the surface.*
- *Your childhood home.*
- *A roadside eatery, untouched by the world's burning.*

And the figments who dwell there include...

- *Someone who looks exactly like you, but is not.*
- *Someone who is you, though they share no part of your being.*
- *A crowd of friends: lost, imagined, and not yet met.*
- *Someone real, though not as they are now.*
- *The Horse.*

Whenever you **open your brain**, you may choose to visit your vista, and any landmark and/or figment in particular. While you are in your vista, your physical body disappears, and cannot be touched or sensed.

Decide with the MC whether your vista is available for **the forced door** or **new horizons** gamechangers.

DISCREET WEAPONS

By default, you have light body armor (1-armor). Choose 3:

- **Handmade derringer** (2-harm, close, hidden, loud, reload)
- **Hidden knife** (2-harm, hand, hidden)
- **Knuckle dusters** (2-harm, hand, brutal)
- **Bearing sling** (1-harm, close, reload)
- **Heavy staff** (2-harm, hand, area)

CLOTHING, LIVING SPACE & INCIDENTALS

THE LUCID

To create your Lucid, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

Ariadne, Aserinsky, Aton, Bucket, Clair, Cobell, Denys, Doorlock, Dow, Elmsaint, Ethylene, Fox, Ganzfeld, Gar-Case, Hall, Hurko, Mercutty, Murphy, Nocter, Omen, Oneiron, Oracle, Pithy, Rem, Scrib, Swan, Vandercast, Xavery, Yeller.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Absolute, attentive, confident, distracted, dower, elusive, foreboding, inquisitive, jumpy, motivated, nervous, optimistic, patient, protective, steady, stubborn, tired, weary, welcoming, wise.

STATS

Choose a set:

Aggro+1, Cool+1, Hard-1, Sharp=0, Weird+2
Aggro-1, Cool=0, Hard+1, Sharp+1, Weird+2
Aggro+2, Cool+1, Hard=0, Sharp-1, Weird+1
Aggro+1, Cool-1, Hard=0, Sharp+1, Weird+2

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but a move might give you 1-Ψ.

You have Barter per your Scavenge.

By default you have 0-environ, but your weapons might give you 1-environ or 2-environ.

HARD ZONE

Ask your MC which Hard Zone is in play, or else choose with the other players.

You can adapt your gear to the Hard Zone as necessary.

MOVES

You get all the basic moves. Choose 2 Lucid moves.

GEAR

You get:

- Your vista.
- 1 or 2 discreet weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, Hard Zone, and moves.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask the group:

- *Which of you have I seen in my dreams?*
For the characters you have seen, write Hx+2. For those you haven't, write Hx-1.

On the others' turns, volunteer if you like.

IMPROVEMENT

At the end of each session, ask the MC to mark 1 experience for you. Answer the MC's questions to determine which line.

Judge for yourself: does your Scavenge choice still hold true? If so, mark 1 experience on a line of your choice. If not, you have the option to change it now.

Whenever your Hx with someone rolls over from +3 to +1 or from -3 to -1, mark 1 experience on a line of your choice.

When you mark the third experience on a line, take the improvement.

HARD ZONES

By default, these hard zones aren't in play. Bring them into play at your option.

THE DRENCH DOCKS

There came a day when the ocean spat everything up, sick to its very stomach. It didn't care what people would wish it had kept hidden, it all had to go. Even the water itself had gone bad, and was spewed into the sky, and will fall forever as unending, unbreaking rain.

Locations:

- **The Aways**, once a major artery, now a roadway to nowhere, held up by metal arches, stretching out into the fog. If it has an end, none who have seen it have returned to speak of it.
- **The Block**, a plane of cement, smooth and square, that drops off cleanly into the sea. If there were ever a clear day, it would shine like a mirror.
- **The Bean-Canners**, a cult of codes, holed up in a wall of overturned battleships, weapons pointed out to sea. They worship a flickering radio which warns them of a danger lurking beyond the fog.
- **Canopy**, a colorful city of tarps, made into tents, hammocks, and awnings, suspended from the twisted metal frames of old infrastructure. The tarps never quite block all of the rain.
- **The Cold Crates**, nestled at the bottom of canyons of old wrecks, where jumbled shipping containers revealed by low tide may hold untold treasures for the scavengers brave or foolhardy enough to explore them.
- **The Kingdom**, a well-preserved facade of luxury, a long-depleted cruiser, where revelers fester in their speculations of a bountiful past.
- **Miranda & S. Leeds**, a towering pair of twin ocean liners, conjoined by bridges and catwalks, now home to a practical and hardworking population that believes their home will never fall.
- **The Wharf Wall**, piles upon piles of old shipwrecks, stacked high where the nauseous sea vomited them up, used by generations for shelter and scavenge. Which one a boat is isn't always clear, except to those who claim it.

THE GRAVE MEADOW

This was once a place of honor. Now, it is a buffet for the earth. What the grass and the shrubs cannot digest, they spit back out, like a mother bird, feeding the fungal bed on which they rest.

Locations:

- **Big Steppy**, a monstrous engine-beast that treads the meadow on legs of pistons, springs, and steel, ridden by a band of marauder mechanics.
- **Burbaville**, an outpost, exhumed from its bed of soil, where strict rules keep the structures, citizens, and ever-encroaching grasslands in line.
- **Nectar's Cup**, a flowering oasis, sustained by some unknown fuel, hidden inside the cracked cranium of a massive, once-living weapon.
- **The Rustline**, staggered rows of pillars made of solid rust, stretching between low hills, frozen in formation, stuck mid-step in their march.
- **The Scarecrows**, a cult that combs the fields, chasing off would-be scavengers, letting nothing leave the ground.
- **The Scrubs**, a tangle of trees and thickets, safe and hidden from the birds, where packs of children play and hunt, and collect the putrid flowers.
- **The Shin-cuts**, a rolling field of coarse, sharp grass, covering the corpses and weapons left by an ancient war.
- **The Soup**, a bog of spongy reeds, spilling out around a slowly-sinking war-engine, where the air is thick and opaque with a fog of pollen and spores.

MARKETPLACE

Oh, how they loved their things. They loved them so much, they built a monument to them, a memorial, a menagerie, sealed off from the outside world, but for a few doorways. Now, for those who can get in, their treasures are bartered and bled for.

Locations:

- **The Topshelves**, exclusive as they are excessive, a palace where those cruel and lucky few lounge beneath vast skylights, basking in the sun.
- **The Clerks**, people who have sold their lives to enforce bygone laws, their every word a price, every bullet a transaction.
- **The Dept-&Porium**, hall upon hall on floor upon floor of shops and stores, where vendors circulate a vast inventory, rarely seeing new stock.
- **Where House**, the rows of towering bunks and tiny makeshift homes, where life is cheap but living is expensive.
- **The Veins**, miles of lane-divided tunnels that span the floors, infrastructure left wanting, which those familiar enough can navigate with ease.
- **Lazer Tag**, a lawless and cacophonous place where beeps and buzzes announce the contest, and the prey. Tickets can be exchanged for prizes!
- **The Lunch Line**, with its kitchens serving food of every persuasion, desperately subsidizing their supply to keep up with the hungry crowd.
- **The Pipenest**, a tangled underbelly kept running by a cult of the boiler and the furnace, drawing power from somewhere deep below.