STATS — MOVES

AGGRO

Confront someone

○ Experience

COOL

Act under fire
Charm or deceive someone

○ Experience

HARD

Do battle

○ Experience

SHARP

Read someone
Read a situation

○ Experience

WEIRD

Open your brain to the world's psychic maelstrom

○ Experience

Hx

Help someone
Interrupt someone

○ ○ Experience

EFFECTS

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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're known, and feared by some, but you won't use your psychic abilities just to exploit or extort people. You have ***2-barter***.

○ When your resources run thin, you're more than willing to use your psychic abilities to exploit and extort people. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:

○ *Get +1Aggro (max Aggro+2).*
○ *Get +1Cool (max Cool+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get a new Brain-picker move.*
○ *Get a new Brain-picker move.*
○ *Get 2 new Brain-picker gear.*
○ *Establish a **venue** and get **wealth**.*
○ *Establish a **following** and get **devotion**.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE BRAIN-PICKER

***When they burned the world down**, they didn't know what would grow in its ashes. They didn't know that we would be born, we with our eager, hungry brains, our unblinkered eyes, our whispering, dangerous voices.*

PRONOUNS:

1st IMPRESSION

BRAIN-PICKER MOVES

○ ***Deep brain scan****: When you have time to study someone, 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:

- *What was your lowest moment?*
- *What unfinished business do you have, and with whom?*
- *What is your deepest secret fear?*
- *How could I really get my hooks into you?*

On a miss, their brain freaks out and they suffer Ψ-harm instead.

○ ***Embrace the maelstrom***: You get +1Weird (max Weird+3). You get +1Ψ (max 2-Ψ).

○ ***In-brain puppet strings****: When you have the time and opportunity to work on someone, you can put psychic puppet strings into their brain. Roll+Weird. On a 10+, hold 3 against them. On a 7–9, hold 1. From then on, whenever you want, you can spend 1 of your hold to whisper an order directly into their brain. If they follow it, good. If they resist, they suffer Ψ-harm instead, but your hold is still spent. On a miss, their brain freaks out and they suffer Ψ-harm instead.

○ ***Mesmerizing whisper****: When you whisper gently to someone, you can ***charm or deceive*** them, but roll+Weird. Furthermore, when they choose how to respond, they can't choose to call you out to your face.

○ ***The maelstrom, manifest***: You can unleash the world's psychic maelstrom as a destructive physical force: *environ=Ψ, close-far, can't be brought to bear on a specific target*.

OTHER MOVES

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

BRAIN-PICKER GEAR

- ○ ***Brain frequency resonator*** *(hi-tech, worn)*
  Gives the wearer +1Ψ (max 2-Ψ).
- ○ ***Deep earplugs*** *(hi-tech, worn)*
  Protects the wearer from all Brain-picker moves and gear, and from many other sources of Ψ-harm.
- ○ ***Engineered nerve tick*** *(hi-tech, touch)*
  Apply to someone's skin. Embeds itself into their nerve pathways. From now on, simple proximity to them counts as the time and opportunity to work on them. (Applies to ***in-brain puppet strings*** and potentially to other moves and effects.)
- ○ ***In-eye brain-lenses*** *(hi-tech, worn)*
  For the wearer, casually watching someone for a moment counts as taking the time to study them. (Applies to ***deep brain scan*** and potentially to other moves and effects.)
- ○ ***Pain-wave projector*** *(1-harm ap, area, hi-tech, loud, reset)*
  Goes off like a reusable grenade. Hits everyone but you.
- ○ ***Psychic overload chamber***
  You have an enclosed chamber that acts as a psychic antenna, giving you access to ***augury***.

SMALL FANCY WEAPONS

- ○ ***Antique handgun*** *(2-harm, close, loud, reload, valuable)*
- ○ ***Handmade silenced handgun*** *(2-harm, close, hi-tech)*
- ○ ***Hidden knives*** *(2-harm, hand, hidden)*
- ○ ***Ornate dagger*** *(2-harm, hand, valuable)*
- ○ ***Scalpels*** *(3-harm, hi-tech, intimate, valuable)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE BRAIN-PICKER

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

NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Awkward, beautiful, cold, courteous, creepy, distracted, hungry, impatient, implacable, inquisitive, kindly, nervous, restrained, secretive, serious, staring, strange, sweet, unhealthy.

STATS

Choose a set:

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

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

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

Aggro-1, Cool+2, Hard-1, Sharp=0, 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 your gear and moves might give you 1-Ψ or 2-Ψ.

You have Barter per your Scavenge.

By default you have 0-environ, but your moves 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 and other options to the Hard Zone as necessary.

MOVES

You get all the basic moves. Choose 2 Brain-picker moves.

GEAR

You get:

- 2 Brain-picker gear.
- 1 small fancy weapon.
- 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 or both:

- *Are any of you actually, honestly uncomfortable hanging out with me?*
  For those characters, write Hx+3.
- *Do any of you seem dangerous and unpredictable to me?*
  For those character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You have weird insights into everyone.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 3 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 3 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 always have an abundance of interesting and useful things to trade. You have ***2-barter***.
○ In addition to your trade goods, you have a stranglehold, you're the only source for a particular thing that the people around you love or need. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Weird (max Weird+3).*
○ *Get +1Aggro (max Aggro+2).*
○ *Get +1Cool (max Cool+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get a new Gearcutter move.*
○ *Get a new Gearcutter move.*
○ *Add a medlab to your workshop (workspace: healing).*
○ *Add weird tech to your workshop (workspace: Ψ).*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE GEARCUTTER

***Before they set fire to the world**, they knew everything. They knew the workings of light, of time, of human life, of space and of atoms. Everything.*

When you know everything, will you set fire to the world too?

PRONOUNS:

1st IMPRESSION

GEARCUTTER MOVES

○ ***Assay the salvage***: When you read a situation, as a free additional question, you can ask:
- *What's the most useful, valuable, or mysterious thing here?*

○ ***Bonefeel***: At the beginning of the session, roll+Weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.

○ ***The mind's fraying edge***: You have one piece of Brain-picker gear. Ask the MC what it is. You also get +1Ψ (max 2-Ψ).

○ ***Oftener right***: When another player's character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark 1 toward Improvement.

○ ***Things speak***: Whenever you handle or examine something interesting, roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:
- *Who handled this last before me?*
- *Who made this?*
- *What strong emotions have been most recently nearby this?*
- *What words have been said most recently nearby this?*
- *What has been done most recently with this, or to this?*
- *What's wrong with this, and how might I fix it?*

Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.

OTHER MOVES

● ***Tinkering***

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

SALVAGE GROUNDS

You have a workshop full of tools, parts, components, and scrap (*workspace: machinery, tech*). You also get ***tinkering***.

You go out into dangerous territory to salvage. To create your salvage grounds, choose Hard Zone locations for up to 5:

_____ : *I have allowance from the local warlord to scavenge here and keep anything I find.*

_____ : *I have a trade agreement here, goods for goods, food and basics for parts and tech.*

_____ : *I deal direct with the scroungers here, anything strange they find, they keep for me to look at.*

_____ : *I know secret ruins near here, where sometimes you can find ancient machinery.*

_____ : *The collapsed city here created layers of salvage, warrened through by scavengers.*

_____ : *The traders who come through here sometimes have strange goods from distant places.*

_____ : *There's lost treasure here, but only if you know how to look for it.*

You define:

_____ : _____

REPURPOSED WEAPONS

- ○ ***Blowtorch*** *(2-harm, fire, hand)*
- ○ ***CO_2 Spike gun*** *(2-harm, close, reload)*
- ○ ***Demolition hammer*** *(2-harm, hand, brutal)*
- ○ ***Nailgun, safety disabled*** *(1-harm, close, burstfire, loud)*
- ○ ***Pipe grenade*** *(1-environ, thrown, single use: ○○○)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE GEARCUTTER

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

NAME

Leah, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Justin, Jessica, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Kim, or Adele.

Leone, Burdick, Oliver, Goldman, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Robinson, Lemieux, Whitmont, Cullen, or Spector.

Choose your pronouns.

1st IMPRESSION

Choose 1 or more, and add your own:

Artistic, bookish, bored, clueless, creative, curious, distracted, indifferent, insightful, inventive, manipulative, mild, obsessive, remote, restless, shy.

STATS

Choose a set:

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

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

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

Aggro+1, Cool+1, Hard-1, Sharp=0, 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.

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 Gearcutter moves.

GEAR

You get:

- Salvage grounds.
- 1 repurposed weapon.
- 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:

- *Which of you seems to me like the biggest potential problem?*
  For that character, write Hx+2.
- *I go out into dangerous territory to salvage. Who usually comes with me?*
  For those characters, write Hx+1.
- *Do any of you abuse or really neglect your gear?*
  For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You're more insightful about things than about people.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark Experience. When you've marked 3 Experience, erase those marks and mark 1 toward Improvement.

Then, when you've marked 3 toward Improvement, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO

Confront someone

○ Experience

COOL

Act under fire
Charm or deceive someone

○ Experience

HARD

Do battle

○ Experience

SHARP

Read someone
Read a situation

○ Experience

WEIRD

Open your brain to the world's psychic maelstrom

○ Experience

Hx

Help someone
Interrupt someone

○ ○ Experience

EFFECTS

SEE → REVERSE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 don't hold yourself above your holding's population, but live like them, subject to the same tides of plenty and want. You have ***1-barter***.

○ No matter what changing fortunes bring to your holding and its people, you live above and you always take your share first. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:

○ *Get +1Cool (max Cool+3).*
○ *Get +1Hard (max Hard+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get +1Weird (max Weird+2).*
○ *Get a new Lawmaker move.*
○ *Add an option and a **surplus** to your holding.*
○ *Add an option and a **surplus** to your holding.*
○ *Add an option to your holding and erase a **want**.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE LAWMAKER

***Here in the ashes of the world**, there's not much law to be found. Most places, if someone's wronged, they're on their own.*

Your holding is a kind of oasis. Your law is a kind of water, sweet and cold after too long without.

PRONOUNS:

1st IMPRESSION

LAWMAKER MOVES

○ ***The Law speaks to you*** †: when someone breaks your laws, roll+Weird. On a 10+, the Law allows you to choose:

- *You let them off with a warning, reduced penalty, or reprieve.*
- *You make an exception for them and they have no blame.*
- *They must face the full penalty.*

On a 7-9, the MC tells you which the Law will allow. On a miss, or if you are unable to obey the Law's requirements, responsibility falls to you, and you must pay the penalty yourself. You may choose to pay it in full, in reduced form, or only symbolically.

○ ***Ears in the walls*** †: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7–9, hold 2. During the session, spend your hold 1 for 1 to name a person who's living in or visiting your holding, and ask what they're up to right now. The MC has to answer frankly. On a miss, hold 1 anyway.

○ ***Forbidding presence***: When you enter into a situation, roll+Cool. On a 10+, both. On a 7–9, choose 1:

- *If anyone here has broken your laws or betrayed your holding, they can't meet your eyes. Ask the MC who can't.*
- *If anyone here intends to break your laws or intends you harm, they move involuntarily away from you. Ask the MC who does.*

On a miss, if you have any enemies here, they panic and immediately move against you.

○ ***Right hand***: You have a lieutenant who isn't just competent and loyal, they are, as the saying goes, *reliable*. Detail them now with the MC.

○ ***Taskmaster***: When you give orders to a non-gang body of people who answer to you (*eg* your holding's population, your followers, your assistants or crew) use ***Leadership***, even though they're not a gang.

OTHER MOVES

- ***Leadership***
- ***Wealth***

* *This is a **highly interruptible** move.*
† *This move requires you to have a holding and laws.*

HOLDING

You have a holding, a settlement where a population of about 100 lives and works, defended by a gang of about 20 (*gang: medium 2-harm 1-armor*). You get ***wealth*** for your holding and ***leadership*** for your gang. Your holding includes your laws:

- ***General laws*** *that everybody should follow. Name a few:*

  _____

  _____

  _____

- ***One law*** *that everybody knows not to break, or else. Name it:*

  _____

And choose 3 more options:

- ○ *A bustling marketplace, traders & caravans coming through.*
- ○ *A champion, a flashy, deadly showoff named* _____.
- ○ *A champion, a serious, deadly person named* _____.
- ○ *Electricity, heat, refrigeration, running water.*
- ○ *Gorgeous, luxe rooms for whoever can afford them.*
- ○ *A high watchtower with a commanding view.*
- ○ *A place that holds a secret, silent and difficult to get to.*
- ○ *A powerful stronghold (1-armor, gives defenders +1 size).*
- ○ *A source of beautiful, pure, clean water.*
- ○ *A scouting & raiding party separate from your gang.*
- ○ *Something cool that one of the other PCs wants it to have:*

  _____

- ○ *A trade agreement & peace accord with (choose a Hard Zone location):*

  _____

For your holding's ***surplus***, circle 3: *Art, development projects, exploration, feasting, food storage, growth, healing, intrigue, luxe goods, music, parties, performance, pit fights, profit, pure water, relaxation, trade, transport, visiting strangers, worship.*

For its ***wants***, circle 2: *Abandonment, disease, extremism, hoarding, hunger, outcasts, power struggles, ruthlessness, vendettas, violence.*

NO-NONSENSE WEAPONS

- ○ ***Big knife*** *(2-harm, hand)*
- ○ ***Handmade pistol*** *(2-harm, close, loud, reload)*
- ○ ***Hatchet*** *(3-harm, hand)*
- ○ ***Sawed off*** *(3-harm, close, messy, reload)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE LAWMAKER

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

NAME

Nbeke, Allison, Kobe, Kreider, Tranh, Marco, Sadiq, Vega, Lang, Lin, or Jackson.

Madame, Barbecue, Grandma, Uncle, Parson, Barnum, Colonel, or Mother Superior.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Busy, calculating, dangerous, domineering, generous, gorgeous, gracious, hardnosed, hardworking, hospitable, indolent, kind, regal, ruthless.

STATS

Choose a set:

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

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

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

Aggro+1, Cool+2, Hard-1, Sharp=0, 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. You get ***the law***, and choose 1 more Lawmaker move.

GEAR

You get:

- A holding.
- 2 no-nonsense 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, moves, and holding.

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:

- *Which of you has been with me the longest, since before?*
  For that character, write Hx+2.
- *Have any of you ever betrayed or stolen from me?*
  For those characters, write Hx+3.
- *Which of you is my favorite?*
  For that character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You're wary, watchful, and conscientious.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 3 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 3 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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:
○ People support you out of appreciation, and you turn all their support back into resources for providing more care. You have ***0-barter***.
○ People support you out of appreciation, and you're able to live a little comfortably on their gratitude for your care. You have ***2-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Sharp (max Sharp+3).*
○ *Get +1Aggro (max Aggro+2).*
○ *Get +1Cool (max Cool+2).*
○ *Get a new Medic move.*
○ *Get a new Medic move.*
○ *Add an option to your refuge.*
○ *Add an option to your refuge.*
○ *Add an option to your refuge.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE MEDIC

***When you're lying in the ashes**, burned and smashed and spilt, what do you hope for? More time, revenge, restitution, to finish what you started, to undo what you did, to do what you didn't? A second chance? Friend, here it is.*

PRONOUNS:

1st IMPRESSION

MEDIC MOVES

● ***Field medic***: When somebody's suffered harm, you can help. Roll+Sharp. On any hit, you stabilize them: their injuries won't get worse, and you can safely move them. On a 10+, they recover 1harm as well. On a miss, you see at once that there's nothing you can do for them. Choose 1:
- *I do my best for them, even though it won't make a difference.*
- *I break it to them compassionately and stay with them.*
- *I walk away.*

○ ***Guardian angel***: When you kneel over someone who has fallen, you and they both get +2armor.

○ ***Healing touch***: Put your hands on someone injured and roll+Weird. On a 10+, choose 3. On a 7–9, choose 2:
- *Your touch takes their pain away.*
- *Your touch heals their tissue damage and stops their bleeding.*
- *Your touch knits their bones back together.*
- *Your touch removes their disease or purges their infection.*

...And ask the MC whether they heal 1-harm or 2-harm. On a miss, you take their pain away, but they heal 0-harm.

○ ***Know your enemy***: When you read a situation, as a free additional question, always ask:
- *How might this situation turn [more] violent?*

○ ***Sixth sense***: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7–9, hold 1. Any time during the session, spend 1 of your hold to ask the MC what your sixth sense is telling you. The MC should answer with a warning, an assurance, a clue, or an insight of some kind. On a miss, your sixth sense makes you paranoid and mistrustful. Choose another player's character and take -1 to your Hx with them.

OTHER MOVES

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

REFUGE

You have a refuge where people can live, work, and heal. It includes (choose 4):

- ○ ***Access to unexplored underground chambers***
  Ancient, echoing, and mysterious.
- ○ ***Armed guards*** *(gang: small, 2-harm 1-armor)*
  You also get ***leadership***.
- ○ ***Armored walls***
  Provides a +1armor bonus to defenders.
- ○ ***A cult*** *(following: small; devotions: comfort, worship; demands: teaching, worship)*
  Worshipers of the (circle 1) ghosts / life / gods that your refuge represents to them. You also get ***devotion***.
- ○ ***A garden of green, growing plants***
  Providing healthy food and simple medicines.
- ○ ***Life support & medlab*** *(workspace: healing)*
  You also get ***tinkering***.
- ○ ***A reliable source of fresh, clean water***
  A beautiful fountain, giant collection tanks, or just a cracked underground pipe that somehow runs clear.
- ○ ***A security system of some kind***
  Cameras & motion detectors, or else tripwires, booby traps, and rigged floors.
- ○ ***Skilled assistants***
  Give them names, looks and outlooks with the MC.
- ○ ***A thoughtful NPC caretaker*** *(advisor)*
  You also get ***insight***.

DEFENSIVE WEAPONS

- ○ ***Big knife*** *(2-harm, hand)*
- ○ ***Crude handmade pistol*** *(2-harm, close, loud, reload)*
- ○ ***Stun gun*** *(s-harm, hand, reload)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE MEDIC

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

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.

Choose your pronouns.

1st IMPRESSION

Choose 1 or more, and add your own:

Angry, caring, crude, cute, dogged, fixated, giving, gunshy, handsome, haunted, impatient, intense, irreverent, patient, skeptical, standoffish, worn down.

STATS

Choose a set:

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

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

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

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

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. You get ***field medic***, and choose 1 more Medic move.

GEAR

You get:

- Your refuge.
- 1 defensive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, Hard Zone, moves, and refuge.

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:

- *Do I figure that any of you are doomed to self-destruction?*
  For those characters, write Hx-2.
- *Have any of you ever put a hand in when it mattered, and helped me save lives?*
  For those characters, write Hx+2.
- *Have any of you been beside me all along, and seen everything I've seen?*
  For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx+1. You keep your eyes open.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark Experience. When you've marked 3 Experience, erase those marks and mark 1 toward Improvement.

Then, when you've marked 3 toward Improvement, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 devoted to your people and share their good times and bad, you don't hold yourself above or apart from them. You have ***1-barter***.
○ You're willing to let your people support you and live well off their devotion to you. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Cool (max Cool+3).*
○ *Get +1Aggro (max Aggro+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get +1Weird (max Weird+2).*
○ *Get a new Monarch move.*
○ *Get a new Monarch move.*
○ *Add 1 option to your people.*
○ *Add 1 option to your people.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE MONARCH

***Before the world burned**, there was a creature, the story goes, smaller than your hand, orange and black. It could fly, and it loved flowers, and it was so powerful that they gave its name to kings and queens.*

PRONOUNS:

1st IMPRESSION

MONARCH MOVES

○ ***Artful & gracious***: When you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+Cool. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
- *This person must meet me.*
- *This person loves me.*
- *This person admires my patron.*
- *This person must have my services.*
- *This person must give me a gift.*

On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.

○ ***The grapevine***: when you want to know something about someone distant, roll+Cool. On a 10+, ask the MC 3 questions. On a 7-9, ask 1. The MC has to answer frankly.
- *How are they doing? what's up with them?*
- *Who do they know, like and/or trust?*
- *How could I get to them, physically or emotionally?*
- *What or who do they love best?*
- *When next should I expect to see them?*

On a miss, ask 1 anyway, but word of your interest reaches them.

○ ***Incandescent****: When you make a show and display of passion — anguish, love, fury, any — no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.

○ ***Lost****: When you whisper someone's name to the world's psychic maelstrom, roll+Weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

OTHER MOVES

● ***Devotion***

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

YOUR PEOPLE

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

Your people are (choose 2):

- ○ ***Children*** *(devotion: hope, play; demands: protection)*
  To them you are a parent figure.
- ○ ***Choppers*** (*devotion: battle, transport; demands: discipline, maintenance)*
  They are your ***gang****: small 2-harm 1-armor bikes.* To them you are their gang boss. You also get ***leadership***.
- ○ ***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 ***insight***.
- ○ ***Guardians*** (*devotion: battle, protection; demands: discipline)*
  They are your ***gang****: small 2-harm 1-armor.* To them you are their gang boss. You also get ***leadership***.
- ○ ***Laborers*** *(devotion: jingle; 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 ***insight***.
- ○ ***Wanderers*** *(devotion: trade; demands: provisions)*
  To them you are their (circle 1): home base / wayfinder.

DISTINCTIVE WEAPONS

- ○ ***Beautiful vintage handgun*** *(2-harm, close, loud, reload)*
- ○ ***Custom-made handgun*** *(2-harm, close, loud, reload)*
- ○ ***Hand-forged damascus blade*** *(2-harm, hand)*
- ○ ***Lavishly decorated hunting rifle*** *(2-harm, far, loud, reload)*
- ○ ***Weighted, swinging chain*** *(2-harm, hand)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE MONARCH

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

NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace.

Choose your pronouns.

1st IMPRESSION

Choose 1 or more, and add your own:

Caring, clannish, cold, confident, generous, graceful, hospitable, open, outgoing, polite, reserved, retiring, self-aware, self-conscious, self-possessed, sly, standoffish, temperamental, warm.

STATS

Choose a set:

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

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

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

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

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 1 Monarch move.

GEAR

You get:

- Your people.
- 1 distinctive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, Hard Zone, moves, and people.

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:

- *Are any of you my people?*
  For those characters, write Hx+3.
- *Have any of you ever stood up to me for real, and refused to back down, in front of my people and everything?*
  For those characters, write Hx+2.
- *Do any of you wish you were my people, but aren't?*
  For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You like people and can see them clearly.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark Experience. When you've marked 3 Experience, erase those marks and mark 1 toward Improvement.

Then, when you've marked 3 toward Improvement, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 hold your reputation as precious, and you're willing to take a loss when it means making good and doing right. You have ***2-barter***.
○ You weigh your reputation like any other resource, and you're willing to let it take the hit when doing something shady will net you. You have ***4-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Cool (max Cool+3).*
○ *Get +1Aggro (max Aggro+2).*
○ *Get +1Sharp (max Sharp+3).*
○ *Get +1Weird (max Weird+2).*
○ *Get a new Operator move.*
○ *Get a new Operator move.*
○ *Get a new vehicle (you detail).*
○ *Get a* ***garage*** *(workspace: vehicles) and* ***tinkering****.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE OPERATOR

A few living still remember it*: every horizon scorching hot with civilization in flames, light to put out the stars and moon, smoke to put out the sun. Now the horizons are dark and the roads have torn themselves apart, but a few still travel them.*

PRONOUNS:

1st IMPRESSION

OPERATOR MOVES

● ***Ear to the ground***: At the beginning of the session, or whenever there's a break in play, name the location of one of your ports of call or another location you care about, and roll+Cool. On a 10+, word reaches you that (choose 1):
- *There's a great opportunity for you there. Ask the MC what it is.*
- *Or choose 1 from the 7–9 list below.*

On a 7–9, word reaches you that (choose 1):
- *They're facing a serious problem there. Ask the MC what it is.*
- *Somebody there needs to talk to you. Ask the MC who.*
- *Something bad is coming your way, and the people there have a warning for you. Ask the MC what their warning is.*

On a miss, word reaches you that:
- *Somebody there wants your blood. Ask the MC who.*

○ ***Combat driver*** †: When you use your vehicle as a weapon, inflict +1harm. When you inflict v-harm, inflict v-harm+1. When you suffer v-harm, suffer v-harm-1.

○ ***Eye on the door***: Name your escape route and roll+Cool. On a 10+, sweet, you're gone. On a 7–9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

○ ***Reputation***: When you meet someone important (your call), they've heard of you. Roll+Cool. On a 10+, tell the MC what they've heard. On a 7–9, tell the MC what they've heard, and the MC tells you what they've *also* heard. On a miss, they've still heard of you, but the MC tells you what they've heard.

○ ***Weather eye***: When you read a situation, as a free additional question, ask 1 of these:
- *What's on the horizon? What's coming, what's gathering?*
- *What's my best opportunity here? How might I pull this off?*
- *If I cut out now, what could I get away with?*

OTHER MOVES

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

YOUR VEHICLE

Choose 1:

- ○ ***A cagey brute***. *Frame: pickup (or equivalent for this Hard Zone), massive=3, speed=0, handling=0, 1-armor. Strengths: rugged, capacious. Looks: rebar & rivets. Weakness: slow.*
- ○ ***A relentless machine***. *Frame: jeep (or equivalent for this Hard Zone), massive=2, speed=0, handling+1, 1-armor. Strengths: workhorse, off-road. Looks: vintage. Weaknesses: cramped, loud.*
- ○ ***A bold devil***. *Frame: muscle car (or equivalent for this Hard Zone), massive=2, speed+1, handling+1, 0-armor. Strengths: fast, aggressive. Looks: powerful, flashy. Weaknesses: guzzler, unreliable.*

YOUR PORTS OF CALL

Whatever you need, you know where to go. Choose Hard Zone locations for up to 5:

_____ : *I know people here who can get you strange things, curious things, new things.*

_____ : *I know people here who can get you serious things, dangerous things, weapons, explosives.*

_____ : *I know people here who can get you precious things, beautiful things, wonderful things.*

_____ : *I know people here who can get you ancient things, relics of the golden age before.*

_____ : *I know people here who know people, who can put you in touch with who you need.*

_____ : *I keep flash rooms here. Dinner-and, a soft bed, treat me like a wheel.*

_____ : *I have family and friends I can trust here, who'll put me up while things blow over.*

You define:

_____ : _____

HANDY WEAPONS

- ○ ***Big knife*** *(2-harm, hand)*
- ○ ***Crossbow*** *(2-harm, close-far, reload)*
- ○ ***Crowbar*** *(2-harm, hand, brutal)*
- ○ ***Revolver*** *(2-harm, close, loud, reload)*
- ○ ***Sawed off*** *(3-harm, close, messy, reload)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE OPERATOR

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

NAME

Lauren, Audrey, Farley, Sammy, Katherine, Marilyn, James, Bridget, Paul, Annette, Marlene, Frankie, Marlon, Kim, Errol, or Humphrey.

Phoenix, Mustang, Impala, Suv, Cougar, Cobra, Dart, Gremlin, Jag, or Beemer.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Angry, detached, cool, gorgeous, handsome, hardworking, hard-worked, impatient, rock and roll, sexy, sunbleached, sunburnt, twitchy, windburnt, worn out, young.

STATS

Choose a set:

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

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

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

Aggro+1, Cool+2, Hard+1, Sharp=0, 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. You get ***ear to the ground***, and choose 1 more Operator move.

GEAR

You get:

- Your vehicle.
- Your ports of call.
- 1 handy weapon.
- 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:

- *Have any of you ever stepped in, put it on the line, and gotten me out of a serious spot?*
  For those characters, write Hx+1.
- *Have any of you ever been with me for days on the road?*
  For those characters, write Hx+2.
- *Have I ever caught any of you staring out at the horizon?*
  For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx-1. You don't get too attached.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 3 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 3 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

SEE → REVERSE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 have good luck, clean water, and a good garden. You have ***1-Barter***.
○ In addition to good luck and a green thumb, you have a calculating streak and you know how to wring the most out of what you have. You have ***2-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Aggro (max Aggro+3).*
○ *Get +1Cool (max Cool+3).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get a new Undaunted move.*
○ *Get a new Undaunted move.*
○ *Establish a **following** and get **devotion**.*
○ *Establish a **gang** and get **leadership**.*
○ *Establish a **holding** and get **wealth**.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE UNDAUNTED

***Faced with life, faced with death**, they chose to set fire to the world. They burned us into the scrabbling, frightened things in the ashes that you see now.*

Not you. You looked in the face of death, you looked on the face of life, and you chose to be unafraid.

PRONOUNS:

1ST IMPRESSION

UNDAUNTED MOVES

○ ***Against the odds***: When you're backed in a corner, roll+Aggro. On a 10+, choose 1:
- *You have an unexpected ally. Ask the MC who it is.*
- *You have a desperate opportunity. Ask the MC what it is.*
- *You have a sudden realization. Ask or tell the MC what it is.*
- *You find reserves of speed, strength, or endurance. Tell the MC what you can do.*
- *You have a piece of amazing luck. Ask or tell the MC what it is.*

On a 7–9, the MC chooses 1 for you. On a miss, sorry, you're good and cornered.

○ ***Inheritor***: When you were yourself a child, one of your forebears taught you patience, perspective, and careful thought. When you take time to reflect, it is as though you can sit with generations of your forebears in counsel, though of course they're gone. Treat them as ***advisors*** and your reflection as ***insight***.

○ ***Mother bear***: When you ***do battle***, no matter what you roll, you get +1hold against your enemy, which you must spend to ***guard someone***. If there's no one to guard, you don't get the bonus. When you ***read a person***, as a free additional question, always ask:
- *Where are you hurting?*

○ ***Standing across the threshold***: You get +1Ψ (max 2-Ψ).You can ***confront*** the world's psychic maelstrom as though it were a person. You can also ***interrupt*** it. Don't expect it to beg for your mercy.

○ ***There in extremity***: When the life of someone you care about becomes untenable, you are there, no matter the barriers, with or without any clear explanation of how you got there. If you prefer to be there in psychic presence only, not bodily, you can choose to be. For NPCs, consider their life to become untenable when they've taken 2- or 3-harm, dangerous d-harm, or life-altering Ψ-harm.

OTHER MOVES

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

YOUR 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 your 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.*

You define:

_____ : _____

_____ : _____

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

POTENTIAL WEAPONS AT HAND

- ○ ***Box cutter*** *(2-harm, intimate)*
- ○ ***Butcher's knife*** *(2-harm, hand)*
- ○ ***Crowbar*** *(2-harm, hand, brutal)*
- ○ ***Hatchet*** *(3-harm, hand)*
- ○ ***Shovel*** *(3-harm, hand, brutal)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE UNDAUNTED

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

NAME

January, Bell, Canner, Agave, Luna, Christmas, Brusen, Mama Shakespeare, Westwind, Ocean, Mastodon.

Choose your pronouns.

1st IMPRESSION

Choose 1 or more, and add your own:

Angry, beautiful, calm, cheerful, ferocious, gallows-funny, giving, imposing, independent, long-suffering, loving, lucky, open-hearted, open-minded, patient, peaceful, plainspoken, rich, warm, worried.

STATS

Choose a set:

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

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

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

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

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.

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 3 Undaunted moves.

GEAR

You get:

- Your children.
- No weapons, but choose which potential weapons you might have close to hand. Mark as many as you want.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, Hard Zone, moves, and children.

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, if you want to, you can choose one of the other characters and invite them to be your child. If they agree, write Hx+3 for them.

Ask everyone else in turn:

- *Should I take you to be a threat to me or my children?*

  For the characters you should, write Hx+3. For the rest, write Hx+1.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark Experience. When you've marked 3 Experience, erase those marks and mark 1 toward Improvement.

Then, when you've marked 3 toward Improvement, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO

Confront someone

○ Experience

COOL

Act under fire
Charm or deceive someone

○ Experience

HARD

Do battle

○ Experience

SHARP

Read someone
Read a situation

○ Experience

WEIRD

Open your brain to the world's psychic maelstrom

○ Experience

Hx

Help someone
Interrupt someone

○ ○ Experience

EFFECTS

SEE → REVERSE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 don't make yourself stand out, you prefer to live unobtrusively with the people around you and to go unnoticed by outsiders. You have ***1-barter***.

○ You provide valuable services — warnings and insights — to the people around you, and live a commensurate lifestyle. You have ***2-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:

○ *Get +1Aggro (max Aggro+3).*
○ *Get +1Sharp (max Sharp+3).*
○ *Get +1Cool (max Cool+2).*
○ *Get +1Hard (max Hard+2).*
○ *Get a new Vigilant move.*
○ *Get a new Vigilant move.*
○ *Establish a* ***following*** *and get* ***devotion****.*
○ *Establish a* ***gang*** *and get* ***leadership****.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE VIGILANT

When the world burned*, its psychic walls fell and its psychic gates sagged open. There was born a maelstrom, vast and screaming in fear and hate.*

It spawns terrors. Be on guard.

PRONOUNS:

1st IMPRESSION

VIGILANT MOVES

● ***Sniff the wind***: When you read a situation, ask a free additional question. Furthermore, include these in the list of questions you can ask:

- *Who here is most afraid?*
- *How close are the wolves?*
- *What or who is the source of the most pain or fear here?*
- *Who here is keeping secrets from the rest?*
- *Who here would do what I ask?*

○ ***Bolthole***: You have a secure, hidden bunker you can go when things get too hot. It includes: an old sawed-off (*3-harm close loud reload*), food and water for 3 people for 10 days, radio contact maybe with others out in the world, spyholes and tripwire alarms in case anyone approaches.

○ ***Lay out a plan***: When you lay out a plan, roll+Sharp. On a 10+, hold 3. On a 7–9, hold 2. Over the course of executing the plan, you or any other PC can spend 1 of your hold to get +1 to any roll, to inflict +1harm, or to suffer -1harm. On a miss, hold 1, but tell the MC that if it matters, it takes you a long ass time to work your plan out.

○ ***Peel back the disguise**** †: When you are present with a wolf of the maelstrom, you can choose to roll+Weird. On a 10+, everyone here sees them clearly, albeit for only a moment, before their disguise reasserts itself. On a 7–9, people catch a glimpse, unclearly, and get an impression of either *what they look like* or *but*... Ask the MC which. On a miss, people see wolves where they are not.

○ ***Your enemy's methods****: You get +1Ψ (max 2-Ψ). By concentrating with violent intent, you can use your brain as a weapon. It inflicts ap harm equal to your Ψ (*note: not Ψ-harm*), at hand's reach (*harm=Ψ hand ap*).

OTHER MOVES

● ***Devotion***

* *This is a* ***highly interruptible*** *move.*
† *This move requires the wolves of the maelstrom.*

WOLVES OF THE MAELSTROM

You know the wolves of the maelstrom. You might be the only one who does.

Under their disguises, they look like (choose 1):

○ *people* ○ *birds* ○ *beasts* ○ *insects*
○ *angels* ○ *shadows* ○ *machines*

But (choose 2):

○ *they have no faces*
○ *they have human faces*
○ *they have wolves' faces*
○ *they have awful voices*
○ *they have no expression*
○ *they're dripping gore*
○ *they only howl*
○ *they don't stand on the ground*
○ *they make terrible grinding noises*
○ *they are made of metal and plastic*
○ *they have empty holes for eyes*
○ *they come and go impossibly*
○ *they're invisible*

Tell the MC the above, and to create them as threats.

HUNTER'S WEAPONS

○ ***Bow*** *(2-harm, close-far, reload)*
○ ***Harpoon gun*** *(2-harm, close-far, harpoon)*
○ ***Spear thrower*** *(2-harm, close-far)*
○ ***Tripwire charge*** *(3-harm, close, messy, set)*
○ ***Hunting knife*** *(2-harm, hand)*
○ ***Scoped hunting rifle*** *(2-harm, far, loud)*

SPECIAL ARMOR

○ ***Elaborately decorated leathers*** *(1-armor)*
○ ***Lightweight layered body armor*** *(1-armor)*
○ ***Heavy makeshift armor*** *(2-armor)*
○ ***Tattooed sigils of protection*** *(2-armor, unreliable)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE VIGILANT

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

NAME

Bard, Zand, Vann, Cezar, Giles, Rowan, Greta, Zeus, Maggie, Hanna, Orion.

Fenris, Zmeya, Gargoyle, Vulture, Vulpes, Cat, Raven, Peregrine, Roadrunner, Mongoose, Widow.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Afraid, astute, calm, courageous, distracted, insightful, intense, paranoid, patient, sleep-deprived, standoffish, studious, thoughtful, unhurried, wary, worried.

STATS

Choose a set:

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

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

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

Aggro+2, Cool=0, Hard+1, Sharp+2, 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.

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. You get ***sniff the wind***, and choose 1 more Vigilant move.

GEAR

You create the wolves of the maelstrom. You also get:

- 2 hunter's weapons.
- 1 special armor.
- Clothing you detail.
- 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 each other character directly: *Are you a wolf of the maelstrom?*

- If they say yes, tell them what they look like under their disguise, and write Hx+1.
- If they say no, write Hx-1.
- If they say anything else — that they don't know, that they used to be, that they'd rather not say, anything — write Hx+2.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 3 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 3 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO

Confront someone

○ Experience

COOL

Act under fire
Charm or deceive someone

○ Experience

HARD

Do battle

○ Experience

SHARP

Read someone
Read a situation

○ Experience

WEIRD

Open your brain to the world's psychic maelstrom

○ Experience

Hx

Help someone
Interrupt someone

○ ○ Experience

EFFECTS

SEE → REVERSE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 get by on jobs and trading favors. You won't straight-out rob people or murder them for their goods. You have ***1-barter***.

○ You're never willing to suffer an empty belly or an unsatisfied want, not when you can rob and extort. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:

○ *Get +1Aggro (max Aggro+3).*
○ *Get +1Hard (max Hard+3).*
○ *Get +1Cool (max Cool+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get a new Volatile move.*
○ *Get a new Volatile move.*
○ *Establish a **gang** and get **leadership**.*
○ *Establish a **holding** and get **wealth**.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE VOLATILE

***When they set fire to the world**, they burned away every nuance, every subtlety in creation. They reduced the world to the flammable and the flame.*

PRONOUNS:

1st IMPRESSION

VOLATILE MOVES

○ ***Armed to the teeth***: In addition to your other weapons, you get one serious weapon and two handy weapons.

○ ***Bug out***: Name your escape route and roll+Hard. On a 10+, sweet, you're gone. On a 7–9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.

○ ***Dangerous presence***: When you enter into a situation, roll+Aggro. On a 10+, choose 2. On a 7–9, choose 1:

- *If I have any enemies here, they put their hands to their weapons. Ask the MC who does.*
- *If I have any enemies here, they freeze and try to make themselves inconspicuous. Ask the MC who does.*
- *If anybody here wants or needs my help, even if they don't dare signal me, they look relieved to see me. Ask the MC who does.*
- *If I have any allies here, they make eye contact with me. Ask the MC who does.*

On a miss, if you have any enemies here, they immediately move against you.

○ ***Hold your own***: When you do battle against a gang, you count as a small gang yourself.

○ ***Visions of death***: When you go into battle, roll+Weird. On a 10+, name one person who'll die and one who'll live. On a 7–9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

OTHER MOVES

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

VOLATILE GEAR

SERIOUS WEAPONS

- ○ ***Blade thrower*** *(4-harm, close, harness, loud, reload)*
- ○ ***Flamethrower*** *(1-environ, fire, harness, close, messy)*
- ○ ***Handmade gatling gun*** *(3-harm, area, close-far, harness)*
- ○ ***Heavy shrapnel gun*** *(3-harm, close-far, messy)*
- ○ ***RPG*** *(2-environ, close-far, single use: ○○○)*
- ○ ***Scoped sniper rifle*** *(3-harm, far, hi-tech, loud)*

HANDY WEAPONS

- ○ ***Big knife*** *(2-harm, hand)*
- ○ ***Crossbow*** *(2-harm, close-far, reload)*
- ○ ***Crowbar*** *(2-harm, hand, brutal)*
- ○ ***Demo hammer*** *(2-harm, hand, brutal)*
- ○ ***Hatchet*** *(3-harm, hand)*
- ○ ***Machete*** *(3-harm, hand, brutal)*
- ○ ***Molotov*** *(1-environ, fire, thrown, single use: ○○○)*
- ○ ***Revolver*** *(2-harm, close, loud, reload)*
- ○ ***Sawed off*** *(3-harm, close, messy, reload)*
- ○ ***Shrapnel gun*** *(2-harm, close, messy)*

BODY ARMOR

- ○ ***Beautiful custom-made body armor*** *(2-armor, valuable)*
- ○ ***Dull, utilitarian body armor*** *(2-armor)*
- ○ ***Intimidating body armor*** *(2-armor)*
- ○ ***Preapocalyptic military body armor*** *(2-armor, hi-tech)*
- ○ ***Scavenged body armor*** *(2-armor)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE VOLATILE

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

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, or Chaplain.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Brash, brave, cool, disciplined, easygoing, held in check, hostile, hot, impatient, imperturbable, no-nonsense, on a hair trigger, patient, seething, self-assured, self-destructive, self-possessed, tempestuous, vicious.

STATS

Choose a set:

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

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

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

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

EFFECTS

When you choose your gear, list your armor.

You have 0-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 Volatile moves.

GEAR

You get:

- 2 serious weapons.
- 2 handy weapons.
- 1 body armor.
- Clothing you detail.
- 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:

- *Have any of you fought shoulder to shoulder with me?*
  For those characters, write Hx+3.
- *Do any of you think that* I'm *the problem?*
  For those characters, write Hx-2.
- *Do any of you actually, honestly need protecting?*
  For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx=0. You don't see much reason to dig too deeply into people.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 3 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 3 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

STATS — MOVES

AGGRO
Confront someone
○ Experience

COOL
Act under fire
Charm or deceive someone
○ Experience

HARD
Do battle
○ Experience

SHARP
Read someone
Read a situation
○ Experience

WEIRD
Open your brain to the world's psychic maelstrom
○ Experience

Hx

Help someone
Interrupt someone
○ ○ Experience

EFFECTS

SEE → REVERSE
WEAPON

ARMOR

Ψ

BARTER

ENVIRON

HARM

○ Experience

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 don't eat for pleasure, you need only fuel. You don't care for comfort. You sleep little and in silent dreamlessness. You collect no wealth. You have ***0-barter***.
○ Over your decades as a machine of war, you have amassed mountains of spoils, tribute, and ransom. You have ***3-barter***.

IMPROVEMENT

Mark 3 Experience >> ○○○ >> Improve:
○ *Get +1Aggro (max Aggro+3).*
○ *Get +1Cool (max Cool+2).*
○ *Get +1Sharp (max Sharp+2).*
○ *Get +1Weird (max Weird+2).*
○ *Upgrade: get a new Weaponized move.*
○ *Upgrade: get a new Weaponized move.*
○ *Exchange one of your machine's options for another.*
○ *Exchange one of your machine's options for another.*
○ *Get a move from an unused playbook.*
○ *Get a move from an unused playbook.*

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

NAME:

THE WEAPONIZED

Sift through the ashes of the world *and you find burnt records, broken technology, opaque data, the leavings of an age now gone forever. But the world is still burning. Sometimes you find a hot coal, banked in the ashes. Breathe on it and set it ablaze.*

PRONOUNS:

1st IMPRESSION

WEAPONIZED MOVES

○ ***Concealed weapons***: All of your weapons get the *hidden* tag.

○ ***Impossible strength***: You have inhuman strength, speed, and endurance. Any time you think that your impossible strength might help you, ask the MC to choose:
- *You can act under fire to do it, when otherwise you couldn't.*
- *You get +1 to your roll, +1choice, or +1hold.*
- *You get +1harm, you add ap to your attack, or you get +1armor.*

○ ***Integrated armaments***: Your weapons and armor are built into you. You can't set them down and they can't be taken from you. When you use an integrated weapon to ***confront someone***, it's terrifying: take +1 to the roll.

○ ***The Lazarus Device*** †: When your life becomes untenable, add an option to your machine and return to play with +1Hard (max Hard+3).

○ ***Rewired reflexes***: When you ***act under fire***, roll+Hard instead of rolling+Cool. When you ***do battle***, you must always spend at least 1hold to seize initiative. When you ***interrupt someone***, roll+Hard instead of rolling+Hx or rolling+Cool.

○ ***Self-possessed*** †: When one of your machine's options activates, but you resist it, roll+Cool. On a 10+, you're able to ignore your machine without struggle. On a 7–9, you're effectively able to ***interrupt*** your machine: you must deal with it somehow instead of doing what you intended. On a miss, you're able to resist your machine, but exchange the option immediately for another.

○ ***Tactical superiority***: When you ***do battle***, take +1hold against your enemy.

OTHER MOVES

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

YOUR MACHINE

You are not only human, you're also a machine, built for war. Your machine drives you and makes demands of you. Choose 2:

- ○ ***AI override***: Tell the MC to create your AI override as a ***warlord*** threat. Once per session, and more often if you choose, tell the MC that your AI override takes over. Ask the MC what you do.
- ○ ***Fury***: When you ***confront someone***, there's no appeasing you. If they back down, mollify, prevaricate, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack.
- ○ ***Hive mind***: You share thoughts and senses with others like you. Tell the MC to create other Weaponized as ***infiltrator*** threats. At any time, the MC can interrupt you to tell you what another Weaponized somewhere is seeing, feeling, and doing, or to have another Weaponized somewhere ask you what you're seeing, feeling, and doing.
- ○ ***Killing instinct***: When you ***do battle***, and whenever you have the opportunity to do so otherwise, you must spend at least 1 to inflict additional harm.
- ○ ***Manual override***: When someone tells you to do something, if they say the words "manual override," you don't have a choice, you have to undertake to do it.

YOUR WEAPONS & ARMOR

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

- ○ ***Concussive pulse generators*** *(1-environ, hand, hi-tech)*
- ○ ***Focused energy lance*** *(3-harm, fire, close, hi-tech)*
- ○ ***Heavy pulse rifle*** *(1-environ, burstfire, close-far, hi-tech)*
- ○ ***Molecular-edged long-blade*** *(3-harm, ap, hand, hi-tech)*
- ○ ***Molecular-edged needle gun*** *(2-harm, ap, close, hi-tech)*
- ○ ***Shrapnel gun*** *(2-harm, close, messy)*
- ○ ***Telescopic sniper rifle*** *(3-harm, far, loud, hi-tech)*
- ○ ***Adaptive camo armor*** *(1-armor, hi-tech, stealth)*
- ○ ***Intimidating heavy armor*** *(2-armor)*
- ○ ***Molecular-hardened armor*** *(2-armor, hi-tech)*

CLOTHING, LIVING SPACE & INCIDENTALS

THE WEAPONIZED

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

NAME

Instead of a name, you have a serial designation. Ask the other players what their characters call you.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Badass, battle-hardened, battle-scarred, bloodstained, calculating, dangerous, gorgeous, grotesque, harmless, human, inhuman, placid, quiet, ruthless, sleek, terrifying, unfeeling, violent.

STATS

Choose a set:

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

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

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

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

EFFECTS

When you choose your gear, list your armor.

You have 0-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 3 Weaponized moves.

GEAR

You get:

- Your machine.
- Your weapons and armor.
- Clothing you detail.
- 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 are afraid of me?*
  For the characters who are, write Hx-1. For the characters who aren't, write Hx+2.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark Experience. When you've marked 3 Experience, erase those marks and mark 1 toward Improvement.

Then, when you've marked 3 toward Improvement, erase those marks and choose an option for your character. Check it off; you can't choose that option again.