



**PLAYBOOKS
& REFSHEETS**

—PLAYBOOKS & REFSHEETS

THE BLOODHOUND (3–4)

Here in the ashes of the burned world, strange things dwell, strange forces move. What seems solid, real, is illusion; what seems impossible, must be true. Any whose mind still lights with curiosity must see that it's so.

When you play the Bloodhound, you have mysteries you're obsessed with: What caused the apocalypse? What is the world's psychic maelstrom? Is a better world possible? Are there, like, ghosts, or what?

THE BRAIN-PICKER (5–6)

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.

When you play the Brain-picker, you have psychic powers and weird interests, and they go together...

THE GEARCUTTER (7–8)

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?

When you play the Gearcutter, you have salvage grounds and a workspace, and you can fix almost everything that's broken.

THE HARRIER (9–10)

We are the fire in the ashes of the world. We are the claws that rake the earth. We are the screaming machines that tear the roads to ruts and shake the ruined buildings.

We are the beating of the Gray Wing.

When you play the Harrier, you have a dangerous and skilled combat gang, who just happen to be a cult of death.

THE LAWMAKER (11–12)

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.

When you play the Lawmaker, you create and rule a stronghold, with a gang to defend it and a population to care for.

THE MEDIC (13–14)

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.

When you play the Medic, you represent life and hope in the ashes of the world. You can help who needs it most.

THE MONARCH (15–16)

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.

When you play the Monarch, you have a following: people devoted to you, who'll do your bidding and demand your time.

NO ONE (17–18)

The sun is the killing eye and the wind is the grindstone. Creatures fetch up in the lee of things, in the shade, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? They say: away from the sun, out of the wind. Am I here?

When you play No One, you have a past that nobody knows, not the MC, not you, not anybody. You'll discover it in play, and learn both what you were running from and what you left for yourself to rediscover.

THE OPERATOR (19–20)

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.

When you play the Operator, you have ports of call, places you regularly go, where they know and expect you, and which your travels tie together.

THE RESTLESS (21–22)

Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.

When you play the Restless, you know and travel the wilderness, going where others don't go and living where others can't live.

THE UNDAUNTED (23–24)

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.

When you play the Undaunted, you have children, the strong, caring, strange and wonderful people who've come into your care and who've chosen to surround you.

THE VIGILANT (25–26)

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.

When you play the Vigilant, you see the dangers of the world's psychic maelstrom, the monsters it creates that others can't see.

THE VOLATILE (27–28)

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.

When you play the Volatile, you always have violence at your ready disposal.

THE WEAPONIZED (29–30)

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.

When you play the Weaponized, you're a combat cyborg of a past time, trying to make your way now in a transformed world.

THE X-EARTHER (31–32)

The world was burning. Cities spasmed, shattered, and fell. Wind, fire, plague, and famine lashed the earth. It's inconceivable: billions died.

There were a few who could take shelter at a remove above the burning earth. From there, they could only watch, unconceiving.

When you play the X-Earther, you're a person from an orbital station, trying to maintain your tenuous connection with a hostile earth.

PLAYER REFSHEETS (33–36)

- **Basic Moves**
- **Making Moves**
- **Experience & Improvement**
- **Standard Moves**
- **Harm**

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
 Confront someone
 Try something
 ○○○○ » XP

- COOL -
 Act under fire
 Sway someone
 ○○○○ » XP

- HARD -
 Attack someone
 Do battle
 ○○○○ » XP

- SHARP -
 Read someone
 Read a situation
 ○○○○ » XP

- WEIRD -
 Open your brain to
 the world's psychic
 maelstrom
 ○○○○ » XP

Hx
 Help someone
 Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
 Choose 1:
 To you, only the truth has real value. You don't seek material power or comfort, and are satisfied merely to survive. You have **Barter -1**

To you the truth is not sacred. You use your knowledge to manipulate people, and sell your secrets to enrich yourself. You have **Barter +1**.

Countdown

○ Stabilized

When life becomes untenable:
 Return to play with -1Hard.
 Return to play with +1Weird.
 Return to play with a new playbook.
 Die.

- BARTER -
 Live day to day
 Cruise a market

- IMPROVEMENT -
 Mark 6 XP » ○○○○○○ » Improve:
 Get +1Aggro (max Aggro+2).
 Get +1Cool (max Cool+2).
 Get +1Hard (max Hard+2).
 Get +1Weird (max Weird+2).
 Get a new Bloodhound move.
 Get a new Bloodhound move.
 Establish a **following** and get **devotion**.
 Establish an **observatory** (workspace: cosmology) and get **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 BLOODHOUND

Here in the ashes of the burned world, strange things dwell, strange forces move. What seems solid, real, is illusion; what seems impossible, must be true. Any whose mind still lights with curiosity must see that it's so.

PRONOUNS:

- 1ST IMPRESSION -

- BLOODHOUND MOVES -

- **Interrogating reality**†: At the end of the session, choose one of your mysteries. Tell the MC that you'd like to mark it **true** or **false**. They must choose 1 of these answers: *go ahead and mark it true; go ahead and mark it false; or for now, you'd better not mark it either way.* They can also allow you to choose another mystery and ask again, if they like.
- **Compassionate presence**: When you meet an NPC in private, at your choice, you can roll+Cool. On a 10+, both. On a 7-9, choose 1:
 - *If they're ashamed of something they've done, they blurt it out to you. Ask the MC if they do.*
 - *If they're holding onto pain, they blurt it out to you. Ask the MC if they do.*
 On a miss, if they're hurting or ashamed, they see you as a threat. Ask the MC what they do.
- **Eerily astute**: When you **read a situation**, as a free additional question, you can ask:
 - *Which threat types are in play here?*
 The MC must list them. They aren't required to tell you who's who, but they can if they like.
- **Stern presence**: When you enter into a situation, roll+Hard. On a 10+, both. On a 7-9, choose 1:
 - *If anyone here has intentionally told lies, betrayed trust, or sown confusion, they can't meet your eyes. Ask the MC who can't.*
 - *If anyone here needs your help, they meet and hold your eyes. Ask the MC who does.*
 On a miss, something else catches your attention first. Ask the MC what does.
- **Whispering truth**†: When you tell an NPC a mystery marked **true**, the truth of it whispers to their psyche. Have the MC choose 1:
 - *They become fixed upon it, intent upon pursuing it to its conclusions, abandoning other commitments. They change threat type if necessary.*
 - *They become fixed upon you, your devoted disciple, abandoning other commitments. They change threat type if necessary.*

- OTHER MOVES -

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

MYSTERIES

You are a student of truth, seeking reality without fear. At any time, you may mark any of the following mysteries **I believe** or **I don't believe**. You may also create up to 3 mysteries of your own. To mark a mystery **true** or **false**, use your move **interrogating reality**.

I believe
I don't believe

MYSTERIES

True
False

| | | | | |
|--------------------------|--------------------------|---|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <i>It would be possible to undo the apocalypse, if we knew how.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Our world is not real, but is somehow created just for us to experience.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Somewhere there are those who survived the apocalypse, safe and intact, at peace, in a green and bountiful place.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The apocalypse was imposed upon us by enemies of humanity, vast and inimical, existing outside us or else deep within.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The future is written before us, and we could read it if we knew how.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>There are other worlds than this one, and it's possible to travel to them.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>They burned the world on purpose, out of vast spite and malice.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>They burned the world on purpose, to end some inconceivable horror.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Time travel is possible.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom has always existed, but has now grown strong.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is an alien intelligence or will.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is made of ghosts.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is the soul of the earth, wounded, screaming in pain and loss.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom was created by human beings.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>We survive death, transformed. Death is not the end of us.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | — | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | — | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | — | <input type="checkbox"/> | <input type="checkbox"/> |

CLOTHING, LIVING SPACE & INCIDENTALS

— THE BLOODHOUND

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

NAME

Baskerville, Ricardo, Kepler, Mona, Trini, Linus, Wisteria, Scarlet, or Mazarine.
Doe, Eclipse, Static, Cricket, Cuff, Speck, Lion, Coronet, Valley, Beech, Raygate, or Devilfoot.
Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:
Aggressive, antic, contemplative, cryptic, curious, cynical, dreamy, exacting, forgiving, humorous, idealistic, impatient, kind, lively, mystical, nitpicky, patient, raving, unflappable.

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

You have no weapon.
When you choose your gear, list your armor, if any.
You have 0-Ψ.
You have Barter per your Scavenge.

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. You get **interrogating reality**, and choose 1 more Bloodhound move.

GEAR

You get:

- Your mysteries.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, 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: *Can I count on you to tell me the truth, whenever I ask, no matter what I ask?*

- If they say yes, write Hx+2.
- If they say no, write Hx+1.
- If they say anything else, or if you don't believe their answer, write Hx-1.

On the others' turns, volunteer if you like.

IMPROVEMENT

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
 Confront someone
 Try something
 ○○○○ » XP

- COOL -
 Act under fire
 Sway someone
 ○○○○ » XP

- HARD -
 Attack someone
 Do battle
 ○○○○ » XP

- SHARP -
 Read someone
 Read a situation
 ○○○○ » XP

- WEIRD -
 Open your brain to
 the world's psychic
 maelstrom
 ○○○○ » XP

Hx
 Help someone
 Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- 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 **Barter +0**.

When your resources run thin, you're more than willing to use your psychic abilities to exploit and extort people. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:
 Return to play with -1Hard.
 Return to play with +1Weird.
 Return to play with a new playbook.
 Die.

- BARTER -
 Live day to day
 Cruise a market

- IMPROVEMENT -
 Mark 6 XP » ○○○○○○ » 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 unblinking 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 **sway 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: *envirom=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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
Choose 1:
○ You always have an abundance of interesting and useful things to trade. You have **Barter +1**.
○ 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 **Barter +2**.

- BARTER -
Live day to day
Cruise a market

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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 1XP.
- **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, warrenned 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)
- **CO2 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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
Choose 1:
○ You and your birds decline to commit violence for pay, reserving your violence for when you feel it necessary. You have **Barter +0**.
○ You and your birds are willing to sell yourselves as bodyguards, skirmishers, armed couriers, and/or mercenaries. You have **Barter +2**.

- BARTER -
Live day to day
Cruise a market

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » Improve:
○ Get +1Aggro (max Aggro+3).
○ Get +1Hard (max Hard+3).
○ Get +1Cool (max Cool+2).
○ Get +1Weird (max Weird+2).
○ Get a new Harrier move.
○ Get a new Harrier move.
○ Establish a **following** and get **devotion**.
○ Establish a **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 HARRIER

We are the fire in the ashes of the world.
We are the claws that rake the earth. We are the screaming machines that tear the roads to ruts and shake the ruined buildings.
We are the beating of the Gray Wing.

PRONOUNS:

1ST IMPRESSION

- HARRIER 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.
- **Tactician**: When you **attack** or **do battle**, on any hit, you get +1choice. In addition, when you **read a situation**, if you are in a position to see or receive intelligence about an enemy's movements, as a free additional question, ask:
 - What is my enemy preparing to do?
- **Whispers of the Gray Wing**: At the beginning of the session, roll+Weird. On a 10+, ask the MC 2 questions. On a 7-9, ask 1. The MC has to answer frankly.
 - Whose blood has been spilled, and not yet cooled?
 - Where does the Gray Wing of Death hover?
 - Who means to do death, now? Whose heart and will has turned now to violence?
 - Who needs our protection, if we will give it to them?
 - If we will be paid to do battle, who now will pay us?
 On a miss, ask 1 anyway, and ask this question as well:
 - Upon which of us has Death fixed its eye?

- OTHER MOVES -

- **Leadership**

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

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*). You get **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 (choose all that apply):

- *Blazing*
- *Flashing*
- *Racing*
- *Smoking*
- *Bucking*
- *Grinding*
- *Raging*
- *Soaring*
- *Churning*
- *Groaning*
- *Roaring*
- *Swooping*
- *Crying*
- *Hissing*
- *Scorching*
- *Wallowing*
- *Darting*
- *Howling*
- *Screaming*
- *Whispering*

...and wild machines.

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*)

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.*

GANG

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

You have the same wings, weapons, and armor as your birds. You don't have to share their cult if you don't want to.

CLOTHING, LIVING SPACE & INCIDENTALS

THE HARRIER

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

NAME

Taki, Jun, Stammer, Lac, Fole, Dona, Choi, Baker, Paz, Pav.

Moonwitch, Frostbite, Sundog, Wolfhound, Grayhound, Mouser, Recluse, Peregrine, Jackdaw, Magpie, Cardinal.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Aloof, brooding, chill, controlled, easygoing, generous, grandiose, hair-trigger, jovial, larger-than-life, lazy, predatory, pugnacious, restless, ruthless, seething, studious, tightly wound, uncaring, watchful.

STATS

Choose a set:

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

EFFECTS

When you create your birds, they give you 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.

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 Harrier moves.

GEAR

You get:

- Your Birds.
- The same wings, weapons, and armor your birds have.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your personal needs, 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 did me and my birds swoop in and save your life?*
For that character, write Hx+2.
- *Which of you have called upon me and my birds to get violent revenge for you?*
For that character, write Hx-1.
- *Which of you can I consider a genuine friend?*
For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx=0. You tend to leave people to their own business.

On the others' turns, volunteer if you like.

IMPROVEMENT

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- 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 **Barter +0**.
○ No matter what changing fortunes bring to your holding and its people, you live above and you always take your share first. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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 or the other player 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 (in battle, this is a secure defensive position).
- A source of beautiful, pure, clean water.
- A scouting & raiding party separate from your gang (*gang:small, 2-harm, 1-armor*).
- 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: +1Barter, 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.

GANG

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.

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 speaks to you**, 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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
Choose 1:
○ People support you out of appreciation, and you turn all their support back into resources for providing more care. You have **Barter -2**.
○ People support you out of appreciation, and you're able to live a little comfortably on their gratitude for your care. You have **Barter +1**.

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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.
- **An ambulance**
Massive=3, Speed+1, Handling+1, 0-armor. Impression: flashing, wailing, surly.
- **Armed guards** (*gang:small, 2-harm 1-armor*)
You also get **leadership**.
- **Armored walls**
In battle, your refuge is a secure defensive position.
- **A cult** (*following: small; devotions: comfort, worship; demands: teaching, worship*)
Worshippers 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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- 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 **Barter +0**.

○ You're willing to let your people support you and live well off their devotion to you. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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're a gang (*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're a gang (*gang:small, 2-harm, 1-armor*). To them you are their gang boss. You also get **leadership**.
- **Laborers** (*devotion: +1Barter; 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.

Options might give you a gang.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
 Confront someone
 Try something
 ○○○○ » XP

- COOL -
 Act under fire
 Sway someone
 ○○○○ » XP

- HARD -
 Attack someone
 Do battle
 ○○○○ » XP

- SHARP -
 Read someone
 Read a situation
 ○○○○ » XP

- WEIRD -
 Open your brain to
 the world's psychic
 maelstrom
 ○○○○ » XP

Hx
 Help someone
 Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
 ● You don't have goods to trade in
 or a good name to trade on. You
 have **Barter -2**.

Countdown

○ Stabilized

When life becomes untenable:
 ○ Return to play with -1Hard.
 ○ Return to play with +1Weird.
 ○ Return to play with a new
 playbook.
 ○ Die.

- BARTER -
 Live day to day
 Cruise a market

- IMPROVEMENT -
 Mark 6 XP » ○○○○○○ » Improve:
 ○ Get +1Aggro (max Aggro+3).
 ○ Get +1Cool (max Cool+3).
 ○ Get +1Sharp (max Sharp+3).
 ○ Get +1Weird (max Weird+3).
 ○ You rediscover your cache of weapons.
 ○ You rediscover your cache of valuables.
 ○ You rediscover your locked potential.
 ○ You rediscover your hidden beauty.
 ○ 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: NO ONE

PRONOUNS:
The sun is the killing eye and the wind is the grindstone. Creatures fetch up in the lee of things, in the shade, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? They say: away from the sun, out of the wind. Am I here?

- 1ST IMPRESSION -

- NO ONE MOVES -

- **Visions:** At the beginning of the session, roll+Hard. On a 10+, the MC holds 1. On a 7-9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, they must begin the session by spending 1.
 - The MC can spend 1 of their hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.
 - The MC can spend 2 of their hold at any moment to interrupt you and tell you that a vision comes on you right now.
 The MC doesn't lose unspent hold at the end of the session, but carries it over.
- **Dirty fighter:** Whenever you inflict harm, inflict +1harm.
- **On fortune's tides:** You have a kind of psychic good luck that materially provides for you. You get +1Ψ (max 2-Ψ). Add your Ψ to your barter. Furthermore, when you **read a situation**, add your Ψ to the roll.
- **Onrushing revelation** †: Each time you have a vision, mark experience.
- **Road refugee:** You get a car. You detail it, but give it 2 weaknesses, 1 strength, and poor looks. You also get the **vehicle moves**.

- OTHER MOVES -

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

YOUR VISIONS

You've hidden your past from yourself. It was unspeakable, inhuman. It comes to you in visions, maybe literal, maybe symbolic. You can't remember where you came from, you don't know how you made your escape, and you don't know what your visions mean.

When a vision comes on you, choose 1 from places and 1 from people, and tell the MC which. Ask the MC what your vision is, what happens in it, and how long it lasts.

Places:

- An unfathomable labyrinth of underground chambers, ancient and arched.
- A place where the stars are visible in black sky with impossible clarity.
- The interior of a machine bigger than human making, roaring.
- A place amid filthy water, close, stinking, whose touch is corruption.
- A green and beautiful garden, tantalizing, somehow denied to you or out of your reach.
- An unsettled place of constant motion, shuddering and pitching.
- A place of human compassion, where people serve and care for one another.
- A place of corpses.

People:

- Forced laborers or prisoners in number, beaten, brutalized, afraid.
- A person of impeccable cruelty, with a calm and private smile.
- Someone indolent.
- A person you loved, whom you long to see again.
- A person you loved, in whom your faith was misplaced.
- Someone impersonally violent, bearing the tools of their violence.
- Someone caring for you, for the sole purpose of returning you alive to torment.
- People chained.
- Inhuman beings, moving and acting with manifest intelligence.
- A child, face half-covered.
- People overcome by starvation, by poison, by contamination, or by a terrible disease.

REDISCOVERIES

As improvements, you can rediscover things you've hidden from yourself:

- **Cache of weapons:** have the MC detail the weapons you hid away for yourself, and ask them what memory or vision leads you to them now. (MC, choose a selection of weapons from unused playbooks.)
- **Cache of valuables:** with the MC, describe the valuables you hid away for yourself. Cross out your Scavenge option. Instead, you have a rich cache of valuable supplies and jingle. You have **Barter+2**.
- **Locked potential:** have the MC choose 2 of the following moves for you, and ask them what memory or vision unlocks them in you: **bonefeel; deep brain scan; healing touch; the maelstrom, manifest; sixth sense; things speak; visions of death; your enemy's methods.**
- **Hidden beauty:** tell the MC what you do to finally reveal the beauty you've been hiding, and rewrite your 1st Impression to reflect it. Have the MC choose 2 of the following moves for you: **compassionate presence, forbidding presence, incandescent, inheritor, lost, stern presence, there in extremity, whispers of the Gray Wing.**

CLOTHING, LIVING SPACE & INCIDENTALS

NO ONE

To create your No One, choose name & pronouns, 1st impression, stats, effects, moves, gear, and Hx.

NAME

Macks, Prout, Sludge, Kime, Mourning, Back, Raiver, Skale, Days, Earrings, 155, Adage, Shuts, Ocean, Ape, Donuts, or Rockwell.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Awkward, dreamy, flinching, furtive, impassive, lost, mousy, scarred, shy, self-effacing, stoic, spacey, vigilant, weary, wide-eyed, wounded.

STATS

Choose a set:

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

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 **visions**, and choose 2 more No One moves.

GEAR

You get:

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

SCROUNGED WEAPONS

- A bent, crappy knife (2-harm, hand)
- A brick (1-harm, hand,)
- A broken rake or shovel (2-harm, hand)
- A face breaker (2-harm, hand)
A glove with washers or nails wired across the knuckles

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 shared your own food with me?*

For the characters who have, write Hx+1. For the characters who haven't, write Hx-1.

On the others' turns, volunteer if you like.

IMPROVEMENT

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
 Confront someone
 Try something
 ○○○○ » XP

- COOL -
 Act under fire
 Sway someone
 ○○○○ » XP

- HARD -
 Attack someone
 Do battle
 ○○○○ » XP

- SHARP -
 Read someone
 Read a situation
 ○○○○ » XP

- WEIRD -
 Open your brain to
 the world's psychic
 maelstrom
 ○○○○ » XP

Hx
 Help someone
 Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- 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 **Barter +1**.
 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 **Barter +3**.

Countdown

○ Stabilized

When life becomes untenable:
 Return to play with -1Hard.
 Return to play with +1Weird.
 Return to play with a new playbook.
 Die.

- BARTER -
 Live day to day
 Cruise a market

- IMPROVEMENT -
 Mark 6 XP » ○○○○○○ » 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 -

- **Ear to the ground**
- **Vehicle 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. Impression: capacious, rebar & rivets, rugged, slow.
- **A relentless machine.** Frame: jeep (or equivalent for this Hard Zone), massive=2, speed=0, handling+1, 1-armor. Impression: cramped, loud, off-road, vintage, workhorse.
- **A bold devil.** Frame: muscle car (or equivalent for this Hard Zone), massive=2, speed+1, handling+1, 0-armor. Impression: aggressive, fast, flashy, guzzler.

Named:

You also get the **vehicle moves**.

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 me strange things, curious things, new things. |
| _____ | : I know people here who can get me serious things, dangerous things, weapons, explosives. |
| _____ | : I know people here who can get me precious things, beautiful things, wonderful things. |
| _____ | : I know people here who can get me ancient things, relics of the golden age before. |
| _____ | : I know people here who know people, who can put me in touch with who I 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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- SCAVENGE

- Choose 1:
- You move as lightly through the Inhospitable as you can, taking nothing, leaving nothing to show you were there. You have **Barter +0**.
 - You know where the Inhospitable keeps its treasures — fruit, meat, fur, and other resources — and you'll take what you want for yourself and your friends. You have **Barter +2**.

Countdown
12
9 3
6
○ Stabilized

When life becomes untenable:

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

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT

- Mark 6 XP » ○○○○○○ » Improve:
- Get +1Aggro (max Aggro+2).
 - Get +1Hard (max Hard+2).
 - Get +1Sharp (max Sharp+3).
 - Get +1Weird (max Weird+3).
 - Get a new Restless move.
 - Get a new Restless move.
 - Get another dog (you detail).
 - et 3 ports of call and **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).
 - Get +1 to any stat (max stat+3).
 - Unlock a gamechanger.
 - Create an additional character to play.
 - Retire your character to safety.

NAME:

THE RESTLESS

Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.

PRONOUNS:

1ST IMPRESSION

- RESTLESS MOVES

- **Best friends:** You have another dog (you detail). (If you take this move from another playbook, you have a dog.)
- **Hunter:** When you're hunting, tracking, fleeing, or standing off with an enemy, roll+Aggro. On a 10+, ask the MC 3 questions. On a 7-9, ask 2. The MC has to answer frankly.
 - Is this its territory? How do I know?
 - Where would it go for safety? How do I know?
 - Where would it go for the advantage in an encounter? How do I know?
 - How close is it? How can I tell?
 - Is it aware of me and my position? How can I tell?
 - Is it motivated right now by pain, fear, hunger, or instinct? How can I tell?
 On a miss, ask 1 anyway, but it can ask you 1 too. Answer frankly.
- **Monster fighter:** You have the experience, discipline, and skill to take on enemies that are physically larger than you. When you **attack** or **do battle** with a larger enemy, you're not outsized, no matter how big they are.
- **Naturalist:** Ask the MC for the rules for creating creatures. Whenever there's a break in play, you can write up an until-now unknown plant, animal, or other creature. Give it over to the MC to create as a threat and bring into play as they choose.
- **Wanderer:** Whenever there's a break in play, you can declare that meanwhile, you've been wandering. Choose a location from the Inhospitable and tell the MC that you've discovered it, visited it, or learned the way to it. Add it to the Hard Zone in play. Instead of choosing a location from the Inhospitable, if you prefer, you can work with the MC to write up a new custom location for the Hard Zone in play.

- OTHER MOVES

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

YOUR DOG

Name: _____

You have a dog (*creature, size=1x, instincts+2, 2-harm, 1-armor, heightened senses, pack*). Tell the MC to write it up as a **reliable**: a **friend**, a **guardian**, or a **right hand**.

Impression (circle 1 or more): *Adorable, alert, busy, curious, easygoing, goofy, graceful, intelligent, lazy, lean, playful, shaggy, snarling, slobbery, yapping, other:*

When your dog's with you, it modifies your basic moves:

- When you **confront someone** with your dog, your dog confronts them too, snarling, growling, hackles up. Ask the MC what your dog will do if they don't choose to back down and give you your way.
- When you **act under fire**, your dog's less cool than you, but it has better survival instincts. On a 7-9 or a miss, tell the MC that your dog gets you out of it and ask how.
- When you **do battle**, on any hit, in addition to your own choices, your dog gets 1 choice on your behalf. Tell it what to do, then ask the MC what it actually does and which it actually chooses.
- When you **read someone**, as a free additional question, always ask:
 - *What does my dog think of them?*
- When you **read a situation**, as a free additional question, always ask:
 - *What's my dog paying attention to?*
- When you **open your brain to the world's psychic maelstrom**, your dog looks out for you. On a miss, tell the MC that your dog gets you out of it and ask how.
- You can have your dog **help someone** while you keep doing what you're doing. Tell it what to do, then ask the MC what it actually does. You roll+Hx (or +Sharp for NPCs) on your dog's behalf.
- You can have your dog **interrupt someone** while you keep doing what you're doing. Tell it what to do, then ask the MC what it actually does. You roll+Hx (or +Aggro for NPCs) on your dog's behalf.

SURVIVAL WEAPONS

- **Big knife** (2-harm, hand)
- **Bean can grenades** (3-harm, messy, thrown, single use: ○○○)
- **Crossbow** (2-harm, close-far, reload)
- **Hatchet** (3-harm, hand)
- **Machete** (3-harm, hand, brutal)
- **Scavenged lost-tech pulser** (3-harm, close-far, autofire, hi-tech, unreliable, repair: ○○○)
- **Tripwire propane can** (3-harm, close, fire, set, single use: ○○○)
- **Tripwire spike** (4-harm, hand, set)

CLOTHING, LIVING SPACE & INCIDENTALS

THE RESTLESS

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

NAME

Daw, Raven, Stork, Hatch, Gull, Piper, Robin, Wren, Flicker, Jay, Finch, Sparrow, Cardinal.

Jack, Jill, Jane, Joe, Tom, Dick, Harry, Sally, Guy, Mac, Brother, Sister, Cousin, Stranger.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Alert, attentive, awkward, bashful, calm, eager, energetic, giving, judgmental, placid, plainspoken, practical, rough, rugged, twitchy, unforgiving, unkind, warm, weatherbeaten.

STATS

Choose a set:

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

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.

Have the Inhospitable at hand as well.

MOVES

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

GEAR

You get:

- Your dog.
- A big knife plus 2 more survival weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, 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:

- *Have any of you lived in this place all your life, so that you know stories about what's lost and hidden out there?*
For those characters, write Hx+1.
- *Do any of you rely on me? What for?*
For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You haven't quite settled here yet.

On the others' turns, volunteer if you like.

IMPROVEMENT

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
Choose 1:
○ You have good luck, clean water,
and a good garden. You have
Barter +1.
○ 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 **Barter +2.**

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new
playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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

PRONOUNS:
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.

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**, on any hit, in addition to all other choices and outcomes, you can **guard someone:** they can't come under attack until you're out of the fight. If there's no one to guard, you don't get the bonus. In addition, 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; or if the MC prefers it, they can choose for you 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 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**.

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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

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

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.

Fennis, Zmeyya, 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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
Choose 1:
○ You get by on jobs and trading favors. You won't straight-out rob people or murder them for their goods, even when you're down on your luck. You have **Barter +0**.
○ You're never willing to suffer an empty belly or an unsatisfied want, not when you can rob and extort. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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 1. 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:** In battle, you count as a small gang. You outnumber a few enemies, and you're only outnumbered by medium or large gangs.
- **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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO - Confront someone
Try something
○○○○ » XP

- COOL - Act under fire
Sway someone
○○○○ » XP

- HARD - Attack someone
Do battle
○○○○ » XP

- SHARP - Read someone
Read a situation
○○○○ » XP

- WEIRD - Open your brain to
the world's psychic
maelstrom
○○○○ » XP

Hx
Help someone
Interrupt someone

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- 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 **Barter -2**.
○ Over your decades as a machine of war, you have amassed mountains of spoils, tribute, and ransom. You have **Barter +3**.

Countdown
12
9 3
6
○ Stabilized
When life becomes untenable:
○ Return to play with -1Hard.
○ Return to play with +1Weird.
○ Return to play with a new playbook.
○ Die.

- BARTER -
Live day to day
Cruise a market

- IMPROVEMENT -
Mark 6 XP » ○○○○○○ » 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 **try something challenging** in order 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 **attack someone** or **do battle**, on any hit, you must choose to **impress, frighten or dismay them**. When you **interrupt someone**, roll+Hard instead of rolling+Aggro.
- **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**, you get +1choice.

- 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:** Whenever you have the opportunity to do so — for instance, when you **attack someone** or **do battle** and roll a hit — you must choose to inflict at least 1 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.

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 personal needs, 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

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

- STATS - MOVES - EFFECTS - HARM

- AGGRO -
 Confront someone
 Try something
 ○○○○ » XP

- COOL -
 Act under fire
 Sway someone
 ○○○○ » XP

- HARD -
 Attack someone
 Do battle
 ○○○○ » XP

- SHARP -
 Read someone
 Read a situation
 ○○○○ » XP

- WEIRD -
 Open your brain to
 the world's psychic
 maelstrom
 ○○○○ » XP

Hx
 Help someone
 Interrupt someone

- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -
 ● You have **Barter -1**, but you can use your platform's resources to offset costs. When you make a Barter roll, you can bump your roll up to the next threshold by marking a system from green to yellow or from yellow to red.

- BARTER -
 Live day to day
 Cruise a market

Countdown

○ Stabilized

When life becomes untenable:
 ○ Return to play with -1Hard.
 ○ Return to play with +1Weird.
 ○ Return to play with a new playbook.
 ○ Die.

- EXPERIENCE

- Mark 6 XP » ○○○○○○ » Improve:
- Get +1Cool (max Cool+2).
 - Get +1Hard (max Hard+2).
 - Get +1Weird (max Weird+2).
 - Get a new X-Earther move.
 - Get a new X-Earther move.
 - Establish an **advisor** on your platform and get **insight**.
 - Establish a **psychic antenna** on your platform and get **augury**.
 - Establish a **devlab** (workspace: space, tech) on your platform and get **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 X-EARTHER

The world was burning. Cities spasmed, shattered, and fell. Wind, fire, plague, and famine lashed the earth. It's inconceivable: billions died.

There were a few who could take shelter at a remove above the burning earth. From there, they could only watch, unconceiving.

PRONOUNS:

1ST IMPRESSION

- X-EARTHER MOVES

- **Exploration/recovery mission:** At the end of every session, decide with the MC whether you've made progress in your exploration/recovery mission. Determine the nature of your mission with the MC as you go. If you agree that you've made progress, mark 1: ○○○○
 When you mark the 4th, unlock a gamechanger.
- **Habsuit:** You have a sealed, pressurized, lightweight environmental suit. It gives you 2-armor, plus provides protection from dazzling harm, fire, D-harm (air), D-harm (cool), D-harm (warmth), and D-harm (water).
- **Panic switch:** This system is integrated into your clothing. Whenever you take harm, you can choose to activate your panic switch. When you do, a system of rigid, interlocking armored shells snaps around you, providing 4-armor but immobilizing you, and a tracking beacon activates, broadcasting your status and location, encrypted, to your allies.
- **Remote comdrones:** You have 3 remote comdrones. When you **read a person** or **read a situation**, include these in the list of questions you can ask, and you can also ask one as a free additional question:
 - What does my hoverdrone see and hear?
 - What does my wormdrone see and hear?
 - What does my spiderdrone see and hear?
 The MC may ask you where your drone is before answering.

- OTHER MOVES

- **Wealth**

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

PLATFORM

Your platform is a **holding**. You get **wealth**. It's a working space station in relatively low geostationary orbit. It has a crew of 9, including you, plus their families, for a total living population of 22.

SYSTEMS

| | Green | Yellow | Red |
|---------------------------|--------------------------|--------------------------|--------------------------|
| Atmo scrubbing | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Food supply & nutrition | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Heat shedding | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Power production & distro | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Rad shielding | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Sealing / pressurization | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Water recycling | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Surplus & Want:

When your platform has **surplus**, mark 1 system from red to yellow or yellow to green.

When your platform has **want**, mark 1 system from green to yellow or yellow to red.

When your platform has **both**, do both.

When a system goes red, ask the MC what your station's crew and population does as a result.

- **Cargo bay:** Absent surplus, the only way to mark a system from red to yellow or yellow to green is with external resources, up from the surface or from elsewhere in Near Earth. You can arrange to buy the necessary supplies by **cruising a market**.
- **Docked whale:** A whale is a transport ship, suitable for travel between orbitals, not between Near Earth and the surface. Yours is a relentless beast. *Frame: whale, massive=6, speed=1, handling=0, 3-armor, in-orbit. Impression: lumbering, rugged.* Whenever you launch it, mark another system from green to yellow or yellow to red.
- **Gull:** A gull is a liftoff/drop ship for travel between your platform and the surface. Yours is a skittish ride. *Frame: gull, massive=5, speed+1, handling=0, 2-armor, flying, in-orbit. Impression: cramped, scarred, scorched.*
- **Lab modules:** Your platform has an active lab monitoring its functioning and environment, with modest facilities for the crew to pursue their own projects. This lab has available space to grow, and has additional capabilities currently offline. To bring them online, use your improvements to establish new facilities on your platform.
- **Perimeter defense system:** *1-environ, localspace.* When you use it to confront someone, do battle, or in another violent circumstance, you must bring it online: mark a system from green to yellow or yellow to red.
- **Vacant habs:** Your platform's running a skeleton crew, and has 3 hab modules in mothballs, capacity 12 each. When you bring one online, mark it here: ○○○, and mark a system from green to yellow or yellow to red.

STANDARD DEPLOYMENT OUTFIT

- **9mm sidearm** (2-harm, close, loud)
- **Stungun** (s-harm, close, reload)
- **Rugged fatigues** (1-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE X-EARTHER

To create your **X-Earther**, choose name & pronouns, 1ST impression, stats, effects, moves, platform, and Hx.

NAME

Founder, Marshal, Howler, Egret, Blinker, Tam, Ananya, or Mahmoud.

Captain [last, first], Specialist [last, first], Commander [last, first], or Ensign [last, first]. Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Abrupt, analytical, calculating, curious, delicate, distant, distracted, flighty, frail, hard-nosed, intense, nervous, odd, patient, practical, reserved, sensitive, twitchy, warm.

STATS

Choose a set:

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

HARD ZONE

You bring Near Earth into play with you. Make sure everyone knows.

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

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

MOVES

You get all the basic moves. Choose 1 X-Earther move.

GEAR

You get:

- Your platform and all its systems. Start with your choice of 5 systems marked green and 2 systems marked yellow.
- Your standard deployment outfit.
- Clothing you detail otherwise.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, moves, and platform.

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:

- *Are there any of you who I genuinely wouldn't trust to bring up to my orbital platform?*
- For those characters, write Hx-2.

For everyone else, or if no one volunteers at all, write Hx+1. You consider your friends reliable (rightly or wrongly).

On the others' turns, volunteer if you like.

IMPROVEMENT

Whenever you roll a stat, mark it. At 4 marks, get 1XP and erase.

When your Hx with someone rolls over from +3 to +1 or from -2 to -1, get 1XP.

At the end of each session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

At 6XP, choose an improvement and erase.

BASIC MOVES

CONFRONT SOMEONE

When you **confront, intimidate, threaten, stand off, or bluff someone**, roll+Aggro. On a 10+, they have to choose: back down and give you your way, defy you and fight back, or else make their case and ask you to reconsider. On a 7–9, you've left them some wiggle room, and they can try to escape, bargain with you, pass off responsibility, or divert you instead. Either way, choose whether and how to follow through, but if you follow through by **attacking** or **doing battle** with them, take +1 forward to that move. On a miss, be prepared for the worst.

TRY SOMETHING CHALLENGING

When you **try something challenging**, a physical action that might be beyond you, requiring strength, skill, dexterity, endurance, balance, or quick reflexes, roll+Aggro. On a 10+, you can do it; ask the MC what it takes and how it goes. On a 7–9, you can do it, but ask the MC what it will cost you and decide for yourself if you want to go through with it. You might suffer harm. On a miss, be prepared for the worst.

ACT UNDER FIRE

When you **act under fire** or try to keep it together under stress, be prepared to take harm as established, if appropriate, and roll+Cool. On a 10+, you're solid, you can do it. You suffer little harm (-1harm), or even avoid harm altogether, at the MC's judgment. On a 7–9, you flinch, hesitate, or stall. You might suffer full harm, or the MC can offer you a hard bargain, an unfortunate choice, or a different outcome instead. On a miss, be prepared for the worst.

SWAY SOMEONE

When you try to **sway someone** to your side or your way of thinking, roll+Cool. On a 10+, they have to choose: set reserve and skepticism aside and go along with you, or else explain to you why they must refuse. On a 7–9, if they don't want to go along with you or refuse, they can choose to ask you for evidence, time, a compromise, or some concrete assurance; they must go along with you if you provide it. On a miss, be prepared for the worst.

ATTACK SOMEONE

When you **attack someone**, roll+Hard. On any hit, you inflict harm as established. On a 10+, choose 2 of the following against your enemy. On a 7–9, choose 1. On a miss, be prepared for the worst.

- **Inflict terrible harm:** *Inflict +1harm.*
- **Seize hold of something:** *Name it; you have definite hold of it.*
- **Get them out of your way:** *You knock them down, drive them away, or fight past them.*
- **Impress, frighten, or dismay them:** *Ask the MC how this changes their morale and intentions.*
- **Pin them down:** *They're immobilized, cornered, or boxed in, and can't move freely.*

Doing battle: When you **attack someone while under fire**, be prepared to exchange harm, and roll+Hard. On a 10+, choose whether to attack them with a 10+ and act under fire with a 7–9, or vice versa. On a 7–9, you hit both with a 7–9. On a miss, be prepared for the worst.

READ SOMEONE

When you **read someone** in a charged interaction, roll+Sharp. On a 10+, hold 3 against them. On a 7–9, hold 2 against them. During your interaction, spend your hold 1 for 1 to ask the MC or their player questions. They have to answer frankly, from their character's point of view.

- *Are you telling the truth?*
- *What are you feeling?*
- *What are you thinking of doing?*
- *What do you hope I'll do?*
- *How could I get you to do [x]?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

READ A SITUATION

When you **read a charged situation**, roll+Sharp. On a 10+, ask the MC 3 questions right now. On a 7–9, ask the MC 1 question. They have to answer frankly, and when you're acting on their answers, take +1 to any rolls you make.

- *Who's in control here?*
- *What's my best way in / out / around / through?*
- *Who or what poses the biggest threat to me?*
- *Who or what represents the best opportunity for me to do [x]?*
- *What should I be on the lookout for?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

OPEN YOUR BRAIN

When you **open your brain to the world's psychic maelstrom**, roll+Weird. On any hit, the world's psychic maelstrom fills your perception. Ask the MC what you see and feel, and if the MC has any questions for you, answer them. On a 10+ hit, you can try to control it and/or interrogate it, but on a 7–9 you're just along for the ride. On a miss, be prepared for the worst.

LIVE DAY TO DAY

At the beginning of every session, roll+Barter. On a 10+, ask the MC what's free and what's easy. On a 7–9, ask the MC what's easy and what's hard. On a miss, be prepared for the worst.

CRUISE A MARKET

When you **cruise a market**, roll+Barter. Your roll represents your buying power, but the result depends on what you're after and what's available. Get with the MC for details before you roll.

HELP SOMEONE

To **help someone**, ask their player what you can do to help. If you do it, roll+Hx. (If an NPC, roll+Sharp.) On any hit, your help bumps their roll up from a miss to a 7–9 hit or from a 7–9 hit to a 10+ hit. On a 10+, in addition, you get +1Hx with them on your sheet and they get +1Hx with you on their sheet (unless an NPC). On a miss, be prepared for the worst.

In order to do what they need you to, you might have to **try something challenging** or **act under fire**. Make those moves, when necessary, before this one.

INTERRUPT SOMEONE

To **interrupt someone**, roll+Hx. (If an NPC, roll+Aggro.) On any hit, the MC chooses the most suitable:

- *You're there first.*
- *You're in their way.*
- *You're ready for it.*

...And they have to deal with you instead of doing what they intended. On a 10+, you also take +1 forward against them. On a miss, you still interrupt them, but the MC chooses the most suitable:

- *They see what's happening and can change course smoothly.*
- *They take +1 forward against you.*

You can interrupt each other simultaneously, but you can't keep someone from interrupting you by interrupting their interruption first.

Whatever you roll, they also get +1Hx with you on their sheet (unless an NPC).

When you make a **highly interruptible** move, marked with *, announce that you're making it and explicitly give everyone a chance to interrupt you. Otherwise, they can call a do-over and retroactively interrupt you if they want, even after play's continued on.

—MAKING MOVES—

It's your responsibility as a player to choose and announce the moves you're making.

The MC and the other players can suggest moves to you freely, especially if they see that you're making one but haven't realized it yet.

The MC can also call for you to make any move that they think you definitely should.

If you and the MC or another player disagree about your moves, explain yourself, and don't proceed with play until you've worked it out between you.

SIMULTANEOUS MOVES

If you and another player are acting at the same time, hold your dice out in your closed fist, and tell them to do the same. Both of you should take the time to explain to the MC what you're doing and what moves you're making. If either of you roll prematurely, it doesn't count, pick your dice back up and hold your horses.

It's the MC's job to tell you whether you should roll your dice at the same time, or one before the other.

It's your responsibility as a player to make sure that the MC and the other players know that you have something to say. Holding your dice in your fist obtrusively in the play space is a signal that you don't need to interrupt who's speaking, but that they do need to hear you out before play proceeds.

TRYING SOMETHING CHALLENGING vs ACTING UNDER FIRE

Trying something challenging is for actions that you might not be capable of, even in the best of circumstances. **Acting under fire** is for actions that you would have no trouble with, if you weren't trying to do them under fire.

For actions that could be either, get with the MC to choose which. For actions that are both, **act under fire** first to determine whether you can proceed, then **try it** to determine whether you can accomplish it.

(If you want to do something impossible, sorry, you can't.)

TRYING SOMETHING vs ANOTHER PC

If you and another player or other players **try something challenging** against each other, handle it by **interrupting** each other instead. Roll+Hx simultaneously; all results apply.

WHEN YOU ATTACK

You can always attack a single enemy. If a number of enemies are *encircling you* or are *in your immediate path*, you can attack them all. Ask the MC whether you should attack each separately or make a single attack against them collectively as a gang.

The *area* and *messy* weapon tags let you attack more enemies at once.

PC vs PC BATTLES

If you and another player **attack each other**, roll+Hard at the same time. You're necessarily **doing battle**, so follow those rules. Make your choices and commit to them without knowing what your enemy's going to do.

If you make contradictory choices, they cancel each other out.

PC vs NPC BATTLES

After you've made your choices, if any NPCs are still in the fight, ask the MC what they're doing now.

—EXPERIENCE & IMPROVEMENT—

ROLLING YOUR STATS

Whenever you roll a stat, mark it. When you make its 4th mark, get 1XP and erase its marks to start again.

Your playbook, the moves you choose, and your play style all influence how often you roll. If you find yourself pulling ahead or falling behind the other players, it's normal. If it gets to the point where anyone feels that it's unfair, talk together as a group, with the MC, to make sure that every player is getting the opportunities to roll their stats that they need.

HARM & HEALING

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.

AT THE END OF THE SESSION

At the end of every session, choose a character who knows you better than they used to. Tell that player to add +1 to their Hx with you on their sheet. If more than one character knows you better, choose at most two.

If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character you want. Tell that player to take -1 to their Hx with you on their sheet.

Rolling Over Hx: Whenever your Hx with someone reaches +4, either during a session or at the session's end, three things happen. First, reset it to Hx+1. Next, mark 1XP. Finally, choose 1 of the following to ask or tell them:

- *What's a secret I've learned or realized about you?*
- *I'm more open to you than I was. You gain +1Hx with me on your sheet.*
- *Hey, I'm thinking of doing [x]. What's your take? What do you suggest?*
- *What's our next step? Let's make a plan together for what comes next for us.*

Whenever your Hx with someone reaches -3, reset to Hx-1 and mark 1XP.

At the end of every session, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

If you are, cool. You can take it easy until something changes.

At the end of every session, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

When you change your Scavenge, you can simply switch to the other option, or you can get with the MC to write a new Scavenge to reflect your current situation. Typically, you write the text and the MC assigns barter, but check with the MC to confirm.

IMPROVEMENT

When you get your 6th XP, choose an improvement, and erase your XP to start again.

Mark your improvement off, you can't choose it again.

If necessary, get with the MC to decide how and when your improvement comes into play.

The Ungiven Future: The improvements below the line begin play locked. Unlock them by taking 5 improvements above the line.

STANDARD MOVES

Certain kinds of equipment, status, or NPC allies give you access to these moves.

AUGURY

The standard move for a **psychic antenna**.

When you **use your psychic antenna for augury**, roll+Weird. On any hit, choose 1:

- You can reach through the world's psychic maelstrom to something or someone connected to it.
- You can isolate and protect a person or thing from the world's psychic maelstrom.
- You can extract and contain a fragment of the world's psychic maelstrom itself.
- You can open a window or door into the world's psychic maelstrom.

By default, the effect lasts only as long as you maintain it, reaches only shallowly into the world's psychic maelstrom as it is local to you, and bleeds instability. On a 10+, choose 2 of the following. On a 7–9, choose 1:

- It persists for a while without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly, maybe universally, throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your psychic antenna takes the brunt of it.

DEVOTION

The standard move for **followers**.

At the beginning of the session, if your followers are secure and stable, roll+Cool. On a 10+, during the session, your followers offer you all of their devotions. On a 7–9, 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**.

INSIGHT

The standard move for **advisors**.

When you **go to your advisors for insight**, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you get 1XP.

LEADERSHIP

The standard move for a **gang**.

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 10+, 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.

Using your gang as a tool or weapon:

When you have a gang, you can use them as a tool when you **try something challenging**, or in other demanding circumstances, or you can use them as a weapon when you **confront, attack, or do battle** with someone, or in other violent circumstances. When you do, you roll the dice and make your choices, but it's your gang's capabilities that determine how much work they can accomplish, and how well, not your own, and it's your gang that inflicts and suffers harm, not you yourself.

TINKERING

The standard move for a **workspace**.

When you **go into your workspace** to create something, repair something, solve a problem, or get to the bottom of something, tell the MC about it and ask if it's possible. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/make/fix/figure out [x].
- You're going to need [x] to help you with it.
- It's going to cost a ton of jingle.
- The best you'll be able to do is not great, it'll be poor, slow, weak or unreliable.
- It's going to mean exposing yourself or others to serious danger.
- You're going to have to add [x] to your workspace first.
- It's going to take you several/dozens/hundreds of tries.
- You're going to have to take [x] apart to do it.

The MC might connect them all with "and," or might throw in a merciful "or."

Once you've accomplished the necessities, you can go ahead and accomplish your project.

True prerequisites:

When you tell the MC about a project and ask if it's possible, instead of telling you "sure, no problem, but..." the MC is allowed to tell you "maybe, but you'll need to expand your workspace to [named workspace tag] before you can even begin."

When the MC gives you a true prerequisite like this, you can take it as an intermediate project, and use **tinkering** again to accomplish it.

For example, suppose that you have a garage (workspace: vehicles), and you want to create a Ψ -isolation helmet. The MC answers that maybe you can, but you'll need to expand your workspace to *workspace: Ψ* before you can even begin. You can use **tinkering** to ask back: "cool, I'll do that. Is it possible?" Now the MC has to answer again: "sure, no problem, but..."

Workspace tags:

- **Workspace-null:** Having a workspace-null, which is the same as having no workspace at all, still gives you unlisted, rudimentary access to **tinkering**. Going into a workspace-null just means thinking something through, considering your available tools, and making a plan. You can use it to solve minor practical problems, and also, crucially, to establish a true workspace: "I'd like to assemble a machine shop, a workspace: machinery. Is it possible?"
- **Workspace: cosmology:** In an observatory, a workspace: cosmology, you can research and study the inner workings of the world and the principles upon which reality operates.
- **Workspace: healing:** In a workspace: healing, you can study and treat people's injuries and diseases, support or extend their lives, create prosthetics or enhancements, and even possibly transform them more radically in subtle or overt ways.
- **Workspace: machinery:** In a workspace: machinery, you can work with metal, ceramics, plastics, and other materials to create tools and machines.
- **Workspace: Ψ :** In a workspace: Ψ , you can work on brain-picker gear, psychic antennas, maelstrom probes, Ψ -isolation systems, and other weird tech.
- **Workspace: space:** In a workspace: space you can build and repair pressure suits, orbital vehicles, satellites, atmo- and hab systems, and anything else you need to live and work in orbit.
- **Workspace: tech:** In a workspace: tech you can work with electronics.
- **Workspace: vehicles:** In a workspace: vehicles you can build and repair engines, transmissions, frames, bodies — all parts of vehicles.

STANDARD MOVES

DEALING WITH BAD TERRAIN

The standard move for **vehicles**.

When you have to **deal with bad terrain**, roll+Cool, modified by your vehicle's Handling. On a 10+, you fly through untouched. On a 7–9, choose 1:

- You slow down and pick your way forward.
- You push too hard and your vehicle suffers harm as established (1-harm ap for most terrain, but ask the MC first).
- You ditch out and go back to find another way.

On a miss, the MC chooses 1 for you. The others are impossible.

For purposes of dealing with bad terrain, a hovering vehicle or a submarine vehicle gets +1handling against surface terrain. Otherwise, vehicles only have to deal with bad terrain in their own environment.

Outdriving another vehicle:

When you want to **outdrive another vehicle**, you're using your vehicle to **confront** the other driver. Roll+Aggro as always, but add either your vehicle's Speed or Handling to the roll, your choice, and subtract either their Speed or Handling from the roll, their choice.

If you follow up by **attacking** or **doing battle** with them, you get the +1forward as usual. However, if you follow up a different way — by **trying** to overtake them, or by **acting under fire** to take a dangerous route to cut them off, or by pressing the matter with them in any other way — you get a different bonus. The bonus is + your vehicle's appropriate stat, - their vehicle's appropriate stat. Get with the MC to work out which stats.

Using your vehicle as a weapon:

When you're behind the wheel, you can use your vehicle as a weapon when you **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

WEALTH

The standard move for a **holding** or **venue**.

At the beginning of the session, if your holding or venue is secure and stable, roll+Hard. On a 10+, during the session, your holding or venue has all of its surpluses. On a 7–9, it has all of its surpluses, but choose 1 want. On a miss, or if your holding or venue is in crisis, all of its wants.

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

HARM

HARM AS ESTABLISHED

When you **inflict or suffer harm**, it's equal to the attacker's weapon's harm rating, minus the target's armor rating. Harm minus armor is called *harm as established*.

When you **exchanges harm** with someone, you both simultaneously inflict and suffer harm as established:

- You inflict harm equal to the harm of your weapon, minus your enemy's armor.
- You suffer harm equal to the harm of your enemy's weapon, minus your own armor.

WHEN YOU SUFFER HARM

For each 1-harm you suffer, mark 1 segment of your harm countdown clock. Start with the 12:00–3:00 segment and proceed clockwise.

Harm up to 6:00 heals by itself with time.

Harm 6:00–9:00 is serious but stable: it doesn't heal with time, but doesn't worsen either.

Harm 9:00–11:00 is serious, potentially life-threatening. You need medical attention to stabilize it — *unstabilized, it worsens with time — and more medical attention to heal it.*

When you hit 12:00, your life becomes untenable. Choose one of the options.

THE HARM MOVE

When you **suffer harm**, roll *minus* the harm you've suffered. On a 10+, the MC chooses 1:

- The harm you take stands as is, with no additional effect.
- You take -1harm, but the MC chooses 1 from the 7–9 list below.

On a 7–9, the MC chooses 1:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.
- You miss noticing something important.

On a miss, the MC chooses 1:

- You're out of action: *unconscious, trapped, incoherent or panicked.*
- It's worse than it seemed. Take an additional 1-harm.
- Choose 2 from the 7–9 list above.

The MC can forget or otherwise choose to forgo the harm move, case by case.

The MC can call for the harm move whenever you suffer harm, even if your armor reduces the harm you've suffered to 0 or negative.

HARM & EXPERIENCE

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.