STATS — MOVES — EFFECTS — HARM

STATS

- AGGRO
- COOL
- HARD
- SHARP
- WEIRD

Hx

MOVES

Confront someone

Try something challenging
» Xp

Act under fire

Reason with someone
» Xp

Attack someone

Do battle
» Xp

Read a person

Read a situation
» Xp

Open your brain to the world's psychic maelstrom
» Xp

Back someone's play
Interrupt someone–

EFFECTS

- WEAPON
- ARMOR
- Ψ

HARM

Countdown

12 / 3 / 6 / 9

Stabilized

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

SCAVENGE

Choose 1:

You hold your reputation as precious, and you're willing to take a loss when it means making good and doing right. You have **Barter+1**.

You weigh your reputation like any other resource, and you're willing to let it take the hit, if doing something shady will net you. You have **Barter+2**.

BARTER

Live day to day
Drop jingle

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).
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).
Change your character to another playbook.
Unlock the advanced moves.
Unlock a gamechanger.
Create an additional character to play.
Retire your character to safety.
Get with the MC for a custom improvement.

NAME:

THE OPERATOR

PRONOUNS:

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.*

1ST IMPRESSION

OPERATOR MOVES

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.

Collector: You gain a car [or another car]. *You detail.* (If you take this move from another playbook, you also get **behind the wheel**.)

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: Take a second to check your instincts and roll+Cool. On a 10+, ask the MC 2 questions. On a 7–9, ask 1. On a miss, ask 1 anyway, but ask the MC what happens while you're caught up in musing.
- *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?*
- *Who here can I trust for sure, and who can't I?*

OTHER MOVES

- **Behind the Wheel**
- **Ear to the Ground**

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

† *This move requires you to have an angel kit.*

Choose 1:

    A cagey beast. *Frame: pickup, massive=3, 1-armor. Impression: capacious, rebar & rivets, rugged, slow. Impulse: protect what it carries. Defiance: hurt someone.*

    A relentless brute. *Frame: jeep, massive=2, 1-armor. Impression: cramped, loud, off-road, vintage, workhorse. Impulse: keep moving. Defiance: stupidly resist.*

    A bold devil. *Frame: muscle car, massive=2, 0-armor. Impression: aggressive, fast, flashy, guzzler. Impulse: dominate the road. Defiance: deceive and betray.*

Named:

You also get **behind the wheel**.

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:*

You get **ear to the ground**.

HANDY WEAPONS

    Big knife *(2-harm, hand)*
    Crossbow *(2-harm, close-far, reload)*
    Crowbar *(2-harm, hand, brutal)*
    Revolver *(3-harm, close, loud, ammo:)*
    Sawed off *(4-harm, close, messy, ammo:)*

CLOTHING, LIVING SPACE & INCIDENTALS

A driver, courier, messenger, or go-between, always on the job or always on the hustle.

***To create your Operator**, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.*

NAME

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

Phoenix, Mustang, Impala, Suv, Cougar, Cobra, Dart, Gremlin, Jag, 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 the 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 Operator moves. Your vehicle gives you **behind the wheel** and your ports of call give you **ear to the ground**.

GEAR

You get:
- Your vehicle.
- Your ports of call.
- 1 handy weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, and moves.

Hx

Everyone introduces their characters by name, pronouns, 1st impression 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

Try to have goals for your character to pursue. Think about this session, the next few sessions, and the game overall.

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 the world and your place in it?* If you're not, get 1Xp.
- *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.