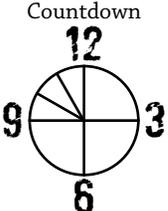


- STATS	MOVES	EFFECTS	HARM
- AGGRO	Confront someone Try something challenging » XP	- WEAPON	Countdown  12 9 3 6 Stabilized When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
- COOL	Act under fire Reason with someone » XP	- ARMOR	
- HARD	Attack someone Do battle » XP	Ψ	
- SHARP	Read a person Read a situation » XP	- SCAVENGE	
- WEIRD	Open your brain to the world's psychic maelstrom » XP	- BARTER	
Hx	Back someone's play Interrupt someone—	- IMPROVEMENT	

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.
 - **Blackbox**: You have an archive, a strong secure black box with data storage inside it. It's a technical source about the world before they burned it. You also have **research**.
 - **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.
 - **Stern presence**: When you enter into a nonviolent 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

It would be possible to undo the apocalypse, if we knew how.

Our world is not real, but is somehow created just for us to experience.

Somewhere there are those who survived the apocalypse, safe and intact, at peace, in a green and bountiful place.

The apocalypse was imposed upon us by enemies of humanity, vast and inimical, existing outside us or else deep within.

The future is written before us, and we could read it if we knew how.

There are other worlds than this one, and it's possible to travel to them.

They burned the world on purpose, out of vast spite and malice.

They burned the world on purpose, to end some inconceivable horror.

Time travel is possible.

The world's psychic maelstrom has always existed, but has now grown strong.

The world's psychic maelstrom is an alien intelligence or will.

The world's psychic maelstrom is made of ghosts.

The world's psychic maelstrom is the soul of the earth, wounded, screaming in pain and loss.

The world's psychic maelstrom was created by human beings.

We survive death, transformed. Death is not the end of us.

CLOTHING, LIVING SPACE & INCIDENTALS

— THE BLOODHOUND

A scientist, investigator, and crank, trying to crack open the secrets of the world.

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

NAME

Baskerville, Ricardo, Kepler, Mona, Trini, Linus, Wisteria, Scarlet, Mazarine.

Doe, Eclipse, Static, Cricket, Cuff, Speck, Lion, Coronet, Valley, Beech, Raygate, 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 the 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.
- 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 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

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.