

**- STATS - MOVES - EFFECTS - HARM**

**- AGGRO -**  
 Confront someone  
 Try something challenging  
 » XP

**- COOL -**  
 Act under fire  
 Reason with someone  
 » XP

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

**- SHARP -**  
 Read a person  
 Read a situation  
 » XP

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

**Hx**  
 Back someone's play  
 Interrupt someone-

**- WEAPON -**

**- ARMOR -**

**Ψ**

**- SCAVENGE -**  
 Choose 1:

You live happily as a feral little scavenger, surviving on whatever you can find, eating the spilled and discarded and sleeping in any half-sheltered nook. You have **Barter-1**.

You like to make yourself useful to those more powerful, as a sneak, messenger, lookout, spy, maybe thief. You have **Barter+1**.

**- BARTER -**  
 Live day to day  
 Drop jingle

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 +1Cool (max Cool+3).
  - Get +1Weird (max Weird+3).
  - Get a new Child-Thing move.
  - Get a new Child-Thing move.
  - Add an option or two to your den.
  - Get a **gang** and **leadership**.
  - Get a move from an unused playbook.
  - 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 CHILD-THING**

**We are coming.** We are the future. We are what you made.

**PRONOUNS:**

**1ST IMPRESSION**

**- CHILD-THING MOVES -**

**Ferocious, snarling, shrieking, biting, and quite possibly rabid:** Whenever you inflict harm, inflict +1harm.

**Mercurial:** Whenever you want, rewrite your 1st impression, partly or completely, and change your physical appearance however you wish. Those who know you can still recognize you, but only if they look closely. To anyone else, you're a stranger.

**The mother's heartbeat:** When you withdraw into the world's psychic maelstrom, roll+Weird. On a 10+, choose 2 of the following. On a 7-9, choose 1. You emerge again, about an hour later, and...

- ...Meanwhile, you can still watch and hear what's happening where you were.
- ...You can re-emerge in a different place altogether. Say where.
- ...You are healed of all harm.
- ...You can bring someone in and out with you (or bring them in and leave them there). On a miss, you are in the dark and warm, listening to the mother's heartbeat, and many hours pass.

**Tasting the air:** Take a second to open your brain effortlessly just a fraction, and roll+Weird. 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 your brain's exposed.

- Who here is most afraid? I can feel it radiating off of them.
- Who here is keeping secrets from the rest. I can hear their brain whispering.
- How close are the wolves of the maelstrom? I can smell them in the air.
- What or who is the source of the most pain or fear here? They're like a smoldering light to me.
- Who here would do what I ask? I can smell their willingness.

**Tough, tenacious, teeth-gritting, and scrappy:** Whenever you suffer harm, suffer -1harm.

**- OTHER MOVES -**

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

## YOUR DEN

You have a den, a **refuge**, a secret(ish), secure(ish) place you can live and hide in. In it, you have (choose 4):

- The gutted shell of a Cessna, Piper, Cirrus, or some other single-engine plane.*
- Hundreds of dead smart phones, cemented as tiling into the walls.*
- Crooked, labyrinthine, interconnected tunnels and boltways.*
- A calendar, perfectly preserved, showing beautiful people in beautiful places.*
- An unexploded artillery shell. It is (circle 1): live, not live, who knows.*
- A carefully-kept stockpile of canned and shelf-stable food. When you roll+Barter, you can mark off a portion of it for +1 to the roll:*
- A radio that still works, hand-cranked, if anyone's broadcasting.*
- A radio that speaks only to you.*
- A pipe that drips cold, clean water into a polished basin.*
- Some uncertain number of your siblings and kind, no two alike.*
- A way into an ancient underground vault, cavernous, echoing, and endless.*
- A way into a terrifying place of death, where countless skeletons lie.*
- A way into an alien place of unscratched glass, shifting luminosity, and symbols of unguessed meaning.*
- Ways into basically everyone's spaces, even if they've taken pains to close them off.*

## SMALL FANCY WEAPONS

- Jagged rock** (2-harm, thrown)
- Length of pipe** (2-harm, hand)
- Sharp wedge of torn metal** (2-harm, hand, brutal)

## 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):

- |               |                |                 |                |
|---------------|----------------|-----------------|----------------|
| <i>people</i> | <i>birds</i>   | <i>beasts</i>   | <i>insects</i> |
| <i>angels</i> | <i>shadows</i> | <i>machines</i> |                |

But (choose 2):

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

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

## CLOTHING, LIVING SPACE & INCIDENTALS

## — THE CHILD-THING

A feral kid, but more: not perfectly human, born and raised in the care of the world's psychic maelstrom.

**To create your Child-Thing**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, hard zone, moves, gear, and Hx.

## NAME

Nif, Scab, Spot, Poka, Hey, Jarb, Oler, Koo, Bist, Eefa, Tat.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Catlike, delicate, fastidious, feral, fierce, filthy, freaky, innocent, jumpy, mouselike, patient, pinched, predatory, preylike, ragged, ratlike, restless, scrawny, skittish, staring, still, tough, twitchy, wary, watchful, wiry.

## STATS

Choose a set:

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

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 Child-Thing moves.

## GEAR

You get:

- Your den.
- 1 low tech weapon.
- Clothing you detail.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your personal needs, scavenge, hard zone, moves, and den.

You also create the wolves of the maelstrom.

## Hx

Everyone introduces their characters by name, pronouns, 1<sup>ST</sup> impression 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-2.
- If they say no, write Hx+2.
- If they say anything else — that they don't know, that they used to be, that they'd rather not say, anything — write Hx+1 and keep your eye on them.

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.