

STATS	MOVES	EFFECTS	HARM
AGGRO	Confront someone Try something challenging » XP	<p>Countdown</p> <p>12 9 3 6 Stabilized</p> <p>When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.</p>	
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		
	WEAPON		
	ARMOR		
	Ψ		
	SCAVENGE		
	Choose 1: You're new here, You don't have goods to trade, or a reputation to trade on. You have Barter-2 . [LOCKED] You're scavenging stasis to make trade of its spare parts. You have Barter+3 .		
	BARTER		

Hx

Back someone's play
Interrupt someone—

IMPROVEMENT

Mark 6 Xp » » Improve:

- Get +1Cool (max Cool+3).
- Get +1Hard (max Hard+3).
- Get +1Weird (max Weird+3).
- Unlock a stasis facility.
- Unlock a stasis facility.
- Unlock a stasis facility.
- Get a **following** and **devotion**.
- 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: **QUARANTINE**

PRONOUNS:

1ST IMPRESSION

It's possible, when they set fire to the world, that no one saw it coming. It's possible that they set it off unwarned and unprepared. Maybe they, like we, could only suffer it.

It's also possible that they knew.

QUARANTINE MOVES

- **Eager to know:** When you go to someone for advice, they must tell you honestly what they think the best course is. If you pursue that course, take +1 to any rolls you make in the attempt. If you pursue it but don't accomplish your ends, mark experience.
- **Memories of fire†:** You remember when the world burned. At the beginning of every session, roll+Sharp. On a hit, ask the MC one of the following. On a 10+, you can ask a followup, from the list or of your own. On a miss, the MC asks you 1, and you answer:

_ Where was I when the world burned?	_ What was the first year like?
_ Did we know whose fault it was?	_ How long did we hold out hope?
_ Who did it hit the worst?	_ What did we try that failed?
_ Could we have stopped it?	_ Who seemed safe, but wasn't?
_ Who were the first people to raise the alarm?	_ What's the worst thing I saw?
_ What were the first signs that the world was burning?	
_ When it reached us, what did we already know?	
_ What let some people survive, when others couldn't?	

 Mark off the questions you've asked.
- **Unguarded:** When you open up to someone, roll+Cool. On a 10+, ask them 2 of the following, and they ask you 2. On a 7-9, ask them 1, and they ask you 1. On a miss, you can't connect; together, decide why. You each get -1Hx with the other.

• Whom do you most miss?	• What feels like safety to you? Like plenty?
• What do you hope for the future?	• What would you give up to find peace?
• What's your dearest memory?	• If I asked, would you stay with me?
• What makes you feel beautiful? Loved?	• In what ways are your mind and soul unhurt?

OTHER MOVES

- Augury**
- Insight**
- Research**

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

† This move requires you to have lived through the end of the world, or to remember it somehow.

STASIS

As things stand at the beginning of play, anyone released from stasis suffers both 3-harm AP and Ψ-harm.

You emerged from stasis (choose 1):

A few days ago *A few weeks ago* *A few months ago*

Remaining in stasis are the rest of your unit, plus (choose 1 or more):

Your friends *Your colleagues* *Your family* *Your superiors*

Stasis has remained untouched by outsiders, because (choose 1 or more):

It's securely hidden *It has deadly defenses*
They're in awe or terror of the undying people within

When you emerged from stasis, Specialist JACKSON, TAMMY M. emerged with you. What happened to her? Choose 1:

The world's psychic maelstrom inflicted 3-harm, killing her.
The world's psychic maelstrom inflicted Ψ-harm, shattering her sense of self.
The world's psychic maelstrom inflicted Ψ-harm, and you were forced to kill her in self-defense.
You don't know. You haven't seen or heard from her.

STASIS FACILITIES

Unlocked stasis facilities (choose 1):

Archive: Stasis includes extensive operational records and historical archives. Access them and you can research the golden age past, before they burned the world. The archives are a technical source, and you get **research**.

Armory: Stasis includes 8 assault rifles (4-harm, autofire, burstfire, close/far, loud), 32 30-round magazines of ammo for them, and 8 suits of military body armor (2-armor, hi-tech, valuable), intended to arm you, specialist Jackson, and the rest of your unit. Unlock its armory and they're yours.

Hi-tech scrounge: You can scavenge stasis to make trade of its spare parts. Unlock the corresponding scavenge choice. You can switch to it at the end of this session or whenever you choose.

Medlab: Stasis includes a workspace with life support and medical technology (workspace: healing). You also get **tinkering**.

Ψ-isolation rig: Bring someone into stasis and you can isolate them from the world's psychic maelstrom. With a little reconfiguration you can use the rig to further manipulate the world's psychic maelstrom. Treat this as **augury**, but roll+Sharp instead of rolling+Weird.

Release: You can now release people from stasis whenever you choose, all at once or one by one.

CLOTHING, LIVING SPACE & INCIDENTALS

QUARANTINE

A soldier or adjunct specialist of the golden age past, frozen in stasis until now.

To create Quarantine, choose name & pronouns, 1ST impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

Specialist [LAST NAME], [FIRST NAME] [MI].
Maybe everyone calls you Quarantine, though.
Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:
Astute, athletic, beautiful, brave, calm, clean, competent, curious, disciplined, eager, flexible, hostile, lost, naive, nervous, not easy prey, out of place, patient, quick, reserved, steady, unafraid, uncertain, unscarred, young.

STATS

Choose a set:

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

When you emerged from stasis, the world's psychic maelstrom rushed in on you. Roll+Hard. **On a 10+**, you received it without succumbing; you have Weird-1. **On a 7-9**, you held it off; you have Weird-nil. You can't **open your brain to the world's psychic maelstrom**, and if you must roll+Weird otherwise, it's always a miss. Getting +1Weird will give you Weird+0 instead. **On a miss**, it overcame you; you have Weird+1 and 1-Ψ.

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but the effects of emerging from stasis might give you 1-Ψ.

You have barter per your scavenge. Choose the first option; the second option is locked.

MOVES

You get all the basic moves and all 3 Quarantine moves. Your stasis options might give you additional standard moves as well.

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.

GEAR

You get:

- Stasis. Choose 1 unlocked stasis facility.
- A 9mm sidearm (3-harm, close, loud, ammo: _____).
- Your fatigues.
- A prosthesis or aid, if you choose.
- Living space and incidentals you detail, suitable to your hard zone, only as you've been able to scrounge them.

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 the group: *Which of you did I meet first when I emerged from stasis?*

- For those characters, write Hx+1.
- For everyone else, write Hx-1: you're new here and you don't understand.

On the others' turns, volunteer if you like, but it often won't make sense to do so.

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.