

- 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 -
- BARTER -
Live day to day
Drop jingle

- IMPROVEMENT

Mark 9 XP » » Improve:

Create your own improvements with the MC. You can have up to 3; replace them as you achieve them or abandon them.

As always, when you roll a stat, mark it. At 4 marks, get 1XP and erase. Also, 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 9XP, choose an improvement and erase.

Countdown

Stabilized

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

NAME:

1ST IMPRESSION

PRONOUNS:

- MOVES

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

YOUR GEAR

WEAPONS & ARMOR

VEHICLES

CLOTHING, LIVING SPACE & INCIDENTALS

NPCs

NAME:

- YOUR PLAYBOOK HISTORY

YOUR TRAPPINGS

—CREATING A CUSTOM PLAYBOOK—

To create a custom playbook from scratch, get with the player. They choose their name & pronouns, 1ST impression, stats, moves, and Hx. Together you choose their effects, gear, and trappings.

NAME

The player chooses their name and pronouns.

1ST IMPRESSION

The player chooses their 1ST impression.

STATS

The player chooses their stats.

They can choose the standard set:

-1, +0, +1, +1, +2

Or an outlier set:

-1, -1, +0, +2, +2

-2, +1, +1, +1, +2

-2, +0, +0, +2, +2

They assign these however they choose.

EFFECTS

When you create their gear, they list their armor and weapon, including tags and harm.

By default, they have 0-Ψ. However, if they have Weird+2, you can decide together to make it 1-Ψ instead.

For their scavenge, they write out their scavenge choice, and you assign their barter.

GEAR & TRAPPINGS

Create their gear & trappings together. You can draw on the material in any playbook and in the “You Detail” rules, and you can create custom material as you choose.

Typically, they get:

- A substantial extension of their character, like a holding, a gang, a venue, etc.
- A weapon or two, or sometimes many, which might include armor.
- Clothing they detail.
- A prosthesis or aid, if they choose.
- Living space and incidentals they detail, suitable to their personal needs, scavenge, hard zone, other gear & trappings, and moves.

MOVES

They get all the basic moves.

They choose 2 playbook moves. They can choose moves from any available playbook, or they can ask you to create custom moves for them.

Their gear & trappings might give them standard moves as well.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. They take their turn.

They list the other characters’ names.

They go around again for Hx. On their turn, they can choose any scheme they like for assigning Hx. In general, they should shoot for:

- Hx+2 for the character they know best.
- Hx+1 or Hx+0 for most of the other characters.
- Possibly Hx-1 if there’s a character they barely know or don’t know at all.

But any scheme they choose is fine.

On the others’ turns, they can volunteer as they like.

IMPROVEMENT

They should try to have goals for their character to pursue. They should think about this session, the next few sessions, and the game overall.

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

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

At the end of each session, they judge for themselves:

- *Are you satisfied with the world and your place in it?* If they’re not, they get 1XP.
- *Does your scavenge choice still hold true?* If it does, they get 1XP. If it doesn’t, they have the option to change it now.

By default, they choose an improvement and erase at 9XP, not at 6XP. You can change this back to 6XP if you choose.