

- 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-

SEE →
REVERSE
- WEAPON -

- ARMOR -

Ψ

- SCAVENGE -

Choose 1:

You get by on jobs and trading favors. You won't straight-out rob people or murder them for their goods, even when you're down on your luck. You have **Barter+0**.

You're never willing to suffer an empty belly or an unsatisfied want, not when you can rob and extort. You have **Barter+2**.

Countdown

Stabilized

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

- BARTER -
Live day to day
Drop jingle

- IMPROVEMENT -

- Mark 6 Xp » Improve:
- Get +1Aggro (max Aggro+3).
 - Get +1Cool (max Cool+3).
 - Get +1Hard (max Hard+3).
 - Get +1Sharp (max Sharp+3).
 - Get a new Volatile move.
 - Get a new Volatile move.
 - Get a **gang and leadership**.
 - Get a **holding and wealth**.
 - Get a move from an unused playbook.
 - Get a move from an unused playbook.
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- 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 VOLATILE

When they set fire to the world, they burned away every nuance, every subtlety in creation. They reduced the world to the flammable and the flame.

PRONOUNS:

1ST IMPRESSION

- VOLATILE MOVES -

Armed to the teeth: In addition to your other weapons, you get one serious weapon and two handy weapons.

Bug out: Name your escape route and roll+Aggro. 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.

Dangerous presence: When you enter into a nonviolent situation, roll+Aggro. On a 10+, choose 2. On a 7-9, choose 1:

- If I have any enemies here, they put their hands to their weapons. Ask the MC who does.
 - If I have any enemies here, they freeze and try to make themselves inconspicuous. Ask the MC who does.
 - If anybody here wants or needs my help, even if they don't dare signal me, they look relieved to see me. Ask the MC who does.
 - If I have any allies here, they make eye contact with me. Ask the MC who does.
- On a miss, if you have any enemies here, they immediately move against you.

Hold your own: In battle, you're able to go toe-to-toe with a small gang by yourself. When you're outnumbered, count yourself as a gang of 10.

Visions of death: When you go into battle, roll+Weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

- OTHER MOVES -

* This is a **highly interruptible** move.
† This move requires you to have an angel kit.

YOUR VOLATILE GEAR

SERIOUS WEAPONS

Blade thrower (4-harm, close, harness, loud, reload)

Flamethrower (1-environ, fire, harness, close, messy)

Handmade gatling gun (4-harm, area, close-far, harness, salvos:)

Heavy shrapnel gun (3-harm, close-far, messy, reload)

RPG (2-environ, close-far, single use:)

Scoped sniper rifle (4-harm, far, hi-tech, loud, ammo:)

HANDY WEAPONS

Big knife (2-harm, hand)

Crossbow (2-harm, close-far, reload)

Crowbar (2-harm, hand, brutal)

Demolition hammer (2-harm, hand, brutal)

Hatchet (3-harm, hand)

Machete (3-harm, hand, brutal)

Molotov (1-environ, fire, thrown, single use:)

Revolver (3-harm, close, loud, ammo:)

Sawed off (4-harm, close, messy, ammo:)

Shrapnel gun (2-harm, close, messy, reload)

Spare ammo

for weapon:

for weapon:

for weapon:

BODY ARMOR

Beautiful custom-made body armor (2-armor, valuable)

Dull, utilitarian body armor (2-armor)

Intimidating body armor (2-armor)

Preapocalyptic military body armor (2-armor, hi-tech)

Scavenged body armor (2-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE VOLATILE

Well-armed, dangerous, and straightforward.

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

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, Chaplain.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, Honeytree.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Brash, brave, cool, disciplined, easygoing, held in check, hostile, hot, impatient, imperturbable, no-nonsense, on a hair trigger, patient, seething, self-assured, self-destructive, self-possessed, tempestuous, vicious.

STATS

Choose a set:

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

EFFECTS

When you choose your gear, list your armor.

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 Volatile moves.

GEAR

You get:

- 2 serious weapons.
- 2 handy weapons.
- 1 body armor.
- Clothing you detail.
- 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 fought shoulder to shoulder with me?* For those characters, write Hx+3.
- *Do any of you think that I'm the problem?* For those characters, write Hx-2.
- *Do any of you actually, honestly need protecting?* For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+0. You don't see much reason to dig too deeply into people.

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.