

STATS

MOVES

EFFECTS

HARM

AGGRO

COOL

HARD

SHARP

WEIRD

Hx

Confront someone  
Try something challenging  
» XP

Act under fire  
Reason with someone  
» XP

Attack someone  
Do battle  
» XP

Read a person  
Read a situation  
» XP

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

Back someone's play  
Interrupt someone—

WEAPON

ARMOR

Ψ

SCAVENGE

IMPROVEMENT

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

Choose 1:  
You always have an abundance of interesting and useful things to trade. You have **Barter+1**.  
In addition to your trade goods, you have a stranglehold, you're the only source for a particular thing that the people around you love or need. You have **Barter+2**.

Mark 6 Xp »  
» Improve:  
Get +1Aggro (max Aggro+3).  
Get +1Cool (max Cool+3).  
Get +1Sharp (max Sharp+3).  
Get +1Weird (max Weird+3).  
Get a new Gearcutter move.  
Get a new Gearcutter move.  
Add an option to your workspace & salvage.  
Add an option to your workspace & salvage.  
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.

Countdown

12  
9  
6  
3

Stabilized

NAME:

THE GEARCUTTER

PRONOUNS:

Before they set fire to the world, they knew everything. They knew the workings of light, of time, of human life, of space and of atoms. Everything.  
When you know everything, will you set fire to the world too?

1ST IMPRESSION

GEARCUTTER MOVES

**Bonefeel:** At the beginning of the session, roll+Weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.

**Custom ride:** You get a car. You made it yourself, or had it made to your own specs (you detail). You also get **behind the wheel**.

**The mind's fraying edge:** You have one piece of Brain-picker gear. Get with the MC to choose what it is. You also get +1Ψ (max 2-Ψ).

**Oftenfer right:** When another player's character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark 1Xp.

**Things speak:** Whenever you handle or examine something interesting (your call), roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1:

- Who handled this last before me?
- Who made this?
- What strong emotions have been most recently nearby this?
- What words have been said most recently nearby this?
- What has been done most recently with this, or to this?
- What's wrong with this, and how might I fix it?

Treat a miss as though you've **opened your brain to the world's psychic maelstrom** and missed the roll.

OTHER MOVES

- Ear to the Ground
- Tinkering  
Behind the Wheel

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

† This move requires you to have an angel kit.

## YOUR WORKSPACE & SALVAGE GROUNDS

You have a workshop full of tools, old machines, parts, salvage, and scrap (*workspace: machinery*). You get **tinkering**.

Your workshop also includes (choose 3):

A controlled growing environment, a lab, a still (*workspace: chems*).

An observatory, telescopes, instruments for measuring the stars and the weather, ancient books and documents (*workspace: cosmology*).

Fine milling tools, a safe production setup, lead stock, used brass, chemical supplies, a testing range (*workspace: ordnance*).

A van (*frame: van, massive=3, 0-armor. Impression: loud, grumbling, workhorse. A cagey brute. Impulse: protect what it carries. Defiance: stupidly resist*). You get **behind the wheel**.

A garage and a junkyard of wrecked vehicles (*workspace: vehicles*).

Weird-ass electronica, an isolation tank, probes and bizarre brain monitors (*workspace: Ψ*).

A skilled assistant or two (*maybe Carna, Thuy, or Pamming, eg; detail with the MC*).

You go out into dangerous territory to salvage. To create your salvage grounds, choose hard zone locations for 3:

_____	:	<i>I have allowance from the local warlord to scavenge here and keep anything I find.</i>
_____	:	<i>I have a trade agreement here, goods for goods, food and basics for parts and tech.</i>
_____	:	<i>I deal direct with the scroungers here, anything strange they find, they keep for me to look at.</i>
_____	:	<i>I know secret ruins near here, where sometimes you can find ancient machinery.</i>
_____	:	<i>The traders who come through here sometimes have strange goods from distant places.</i>
_____	:	<i>There's lost treasure here, but only if you know how to look for it.</i>
_____	:	<b>You define:</b>
_____	:	

Your salvage grounds are **ports of call**. You get **ear to the ground**.

### REPURPOSED WEAPONS

**Blowtorch** (2-harm, fire, hand)

**CO2 Spike gun** (2-harm, close, reload)

**Demolition hammer** (2-harm, hand, brutal)

**Nailgun, safety disabled** (1-harm, close, autofire, burstfire, loud)

**Pipe grenade** (1-environ, thrown, single use: \_\_\_\_\_)

### CLOTHING, LIVING SPACE & INCIDENTALS

## THE GEARCUTTER

A mechanic, tinkerer, inventor, and scrounge.

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

### NAME

Leah, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Justin, Jessica, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Cho, Adele.

Leone, Burdick, Oliver, Goldman, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Robinson, Lemieux, Whitmont, Cullen, Spector.

Choose your pronouns.

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

Choose 1 or more, and add your own:

Artistic, bookish, bored, clueless, creative, curious, distracted, indifferent, insightful, inventive, manipulative, mild, obsessive, remote, restless, shy.

### STATS

Choose a set:

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

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

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

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

### EFFECTS

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

By default you have 0-Ψ, but a move might give you 1-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

Gearcutter moves. Your workspace & salvage gives you **tinkering** and **ear to the ground**, and a move might give you **behind the wheel**.

### GEAR

You get:

- Workspace & salvage grounds.
- 1 repurposed weapon.
- 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, 1<sup>st</sup> 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:

- *Which of you seems to me like the biggest potential problem?* For that character, write Hx+2.
- *I go out into dangerous territory to salvage. Who usually comes with me?* For those characters, write Hx+1.
- *Do any of you abuse or really neglect your gear?* For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You're more insightful about things than about 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.