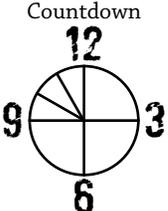


- STATS	- MOVES	- EFFECTS	- HARM
- AGGRO	Confront someone Try something challenging » XP	- WEAPON	Countdown  Stabilized When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
- COOL	Act under fire Reason with someone » XP	- ARMOR	
- HARD	Attack someone Do battle » XP	Ψ	- BARTER Live day to day Drop jingle
- SHARP	Read a person Read a situation » XP	- SCAVENGE Choose 1: You move as lightly through the Inhospitable as you can, taking nothing, leaving nothing to show you were there. You have Barter+0 .	
- WEIRD	Open your brain to the world's psychic maelstrom » XP	- IMPROVEMENT Mark 6 Xp » » Improve: Get +1Aggro (max Aggro+3). Get +1Hard (max Hard+3). Get +1Sharp (max Sharp+3). Get +1Weird (max Weird+3). Get a new Restless move. Get a new Restless move. Get another dog (you detail). Get 3 ports of call and ear to the ground . 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.	
Hx	Back someone's play Interrupt someone—		

NAME:

THE RESTLESS

Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.

PRONOUNS:

1ST IMPRESSION

- RESTLESS MOVES

Best friends: You gain a dog [or another dog]. *You detail.*

Hunter: When you're hunting, tracking, fleeing, or standing off with an enemy, roll+Aggro, On a 10+, ask the MC 3 questions. On a 7-9, ask 2. The MC has to answer frankly.

- *Is this its territory? How do I know?*
 - *Where would it go for safety? How do I know?*
 - *Where would it go for the advantage in an encounter? How do I know?*
 - *How close is it? How can I tell?*
 - *Is it aware of me and my position? How can I tell?*
 - *Is it motivated right now by pain, fear, hunger, or instinct? How can I tell?*
- On a miss, ask 1 anyway, but it can ask you 1 too. Answer frankly.

Monster fighter: You have the experience, discipline, and skill to take on enemies that are physically larger than you. When you **attack** or **do battle** with a larger enemy, you're not outsized, no matter how big they are.

Naturalist: Ask the MC for the rules for *creating creatures*. Whenever there's a break in play, you can write up an until-now unknown plant, animal, or other creature. Give it over to the MC to create as a threat and bring into play as they choose.

Wanderer: Whenever there's a break in play, you can declare that meanwhile, you've been wandering. Choose a location from *the Inhospitable* and tell the MC that you've discovered it, visited it, or learned the way to it. Add it to the hard zone in play. Instead of choosing a location from the Inhospitable, if you prefer, you can work with the MC to write up a new custom location for the hard zone in play.

- OTHER MOVES

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

† This move requires you to have an angel kit.

YOUR DOG

Name:

You have a dog (*creature, size=½× or size=1×, 2-harm, 1-armor, heightened smell, pack*).

Tell the MC to create it as a *reliable*: a friend, a guardian, or a right hand. Ask its impulse.

Impulse:

Impression (check 1 or more): *Adorable, alert, busy, curious, easygoing, goofy, graceful, intelligent, lazy, lean, playful, shaggy, snarling, slobbery, yapping, other:*

When your dog's with you, it modifies some of your basic moves:

- When you **confront someone** with your dog, your dog confronts them too, snarling, growling, hackles up. Ask the MC what your dog will do if they don't choose to cave.
- When you **act under fire**, your dog's less cool than you, but it has better survival instincts. On a miss, tell the MC that your dog gets you out of it and ask how.
- When you **attack someone**, on any hit, in addition to your own choices, your dog gets 1 choice on your behalf. Tell it what to do, then ask the MC what it actually does and which it actually chooses.
- When you **do battle**, choose whether your dog counts for **acting under fire** or for **attacking**, not both.
- When you **read someone**, as a free additional question, always ask:
 - *What does my dog think of them?*
- When you **read a situation**, as a free additional question, always ask:
 - *What's my dog paying attention to?*
- You can have your dog **interrupt someone** while you keep doing what you're doing. Tell it what to do, then ask the MC what it actually does. You roll+Hx (or +Aggro for NPCs) on your dog's behalf.
- **At the end of the session**, ask: *Which of you does my dog know better?* Add +1 to your Hx with them on your sheet.

SURVIVAL WEAPONS

- **Big knife** (2-harm, hand)
 - **Bean can grenades** (3-harm, messy, thrown, single use:)
 - **Crossbow** (2-harm, close-far, reload)
 - **Hatchet** (3-harm, hand)
 - **Machete** (3-harm, hand, brutal)
 - **Scavenged lost-tech pulser** (3-harm, close-far, autofire, hi-tech, unreliable, repair:)
 - **Tripwire propane can** (3-harm, close, fire, set, single use:)
 - **Tripwire spike** (4-harm, hand, set)

CLOTHING, LIVING SPACE & INCIDENTALS

THE RESTLESS

A wanderer, explorer and survivalist, with a loyal and devoted canine companion.

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

NAME

Daw, Raven, Stork, Hatch, Gull, Piper, Robin, Wren, Flicker, Crane, Finch, Sparrow, Cardinal.

Jack, Jill, Jane, Joe, Tom, Dick, Harry, Sally, Guy, Mac, Brother, Sister, Cousin, Stranger.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Alert, attentive, awkward, bashful, calm, eager, energetic, giving, judgmental, placid, plainspoken, practical, rough, rugged, twitchy, unforgiving, unkind, warm, weatherbeaten.

STATS

Choose a set:

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

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.

Have the Inhospitable at hand as well.

MOVES

You get all the basic moves. Choose 2 Restless moves.

GEAR

You get:

- Your dog.
- A big knife plus 2 more survival weapons.
- 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, 1st impression and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1 or both:

- *Have any of you lived in this place all your life, so that you know stories about what's lost and hidden out there?* For those characters, write Hx+1.
- *Do any of you rely on me? What for?* For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You haven't quite settled here yet.

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.

—CREATING CREATURES

To create a creature, name it, then choose its stats, threat type & impulse, impression, and tags. The stats for creatures are size, harm, and armor.

If someone's playing the Restless, they have a move that allows them to create creatures during downtimes and between sessions. Give them a copy of these pages.

SIZE

Choose the size of the creature as a fraction or multiple of an adult human being's typical size: $\frac{1}{4}\times$, $\frac{1}{2}\times$, $1\times$, $2\times$, $5\times$, $10\times$. You can go by weight or length, whichever you find convenient. For large creatures, choose the appropriate **monstrous** tag.

THREAT TYPE & IMPULSE

Creatures' instincts and circumstances give them their threat type.

For an animal or an unusually active plant, choose a *clan*, a *warlord*, perhaps a *corrupter*, or even a *vehicle*:

- **A clan creature** might typically be a member of a family (*impulse: close ranks, protect their own*) or a hunting pack (*impulse: victimize the vulnerable*).
- **A warlord creature** might typically be an alpha wolf (*impulse: hunt and dominate*) or a hive queen (*impulse: consume and swarm*).
- **A corrupter creature** might typically be a parasite (*impulse: seeks easy prey and access to resources*) or a quarry (*impulse: seeks sanctuary and protection from the hunt*).
- **A vehicle creature** might typically be a skittish devil (*impulse: outrun or escape; deceive and betray*) or a vicious brute (*impulse: kill and destroy; stupidly resist*).

For a plant or a plantlike creature, generally choose a *landscape*:

- **A landscape creature** might typically be a breeding pit (*impulse: generates and spews badness*) or a fortress (*impulse: deny people access*).

HARM & ARMOR

By default, a plant inflicts 0-harm and has 2-armor, and an animal inflicts 1-harm and has 0-armor.

- **Natural weapons:** The creature has sharp teeth, fangs, claws, spurs, horns, or other natural weapons. It inflicts 2-harm or 3-harm (for outsize weapons).
- **Natural armor:** The creature has 1-armor (thick hide, shaggy hide or bark) or 2-armor (armored skin, shell, or bark).
- **Reactive weapons:** The creature has thorns, irritant hairs, toxic secretions, reflexive spines, or other similar natural defenses. It inflicts 1-harm, 2-harm, or 3-harm (for extremely potent versions) when attacked, disturbed, or touched.

IMPRESSION

Choose as many as you want and add your own: Adorable, alert, ambling, bad-smelling, barking, beautiful, blubbery, bounding, bright-colored, bumbling, busy, calling, camouflaged, chattering, clucking, coiling, crying, curious, dramatic, drowsy, easygoing, fleet, flitting, foul-smelling, gnawing, good-smelling, goofy, graceful, growling, hissing, hooting, indifferent, intelligent, kicking, lazy, lean, long, lumbering, menacing, nest-building, noisy, nodding, placid, playful, racing, rangy, roaring, shaggy, silent, snarling, slobbery, soaring, spicy-smelling, stubborn, surly, sweet-smelling, swift, tendriling, thundering, twitchy, vining, wallowing, warm-smelling, warning colors, web-spinning, yapping, yowling.

TAGS

Choose as many as apply.

Diving: The creature can dive and swim for long periods underwater. It can easily outmaneuver surface swimmers.

Earthmover: Given time to rework its environment, the creature can inflict 1-environ, 2-environ, or even more (can't be brought to bear on individual targets).

Fast: The creature is fast-moving, faster than any human being, equivalent to a low-speed vehicle.

Flying: The creature can fly, and can easily outmaneuver creatures on foot.

Heightened senses (specify): The creature can (specify) see, hear, smell, taste, or feel much more than human beings typically can.

Herd, school, etc: The creature behaves in an organized way with its fellow prey. Use the rules for gangs, but factor in the creature's size, simply by multiplying. For example, a flock of 8 small $\frac{1}{2}\times$ goats would equal a gang of 4.

It's a classic human move to raise a herd of creatures to think that you're part of it, so that you can direct its defensive behaviors. In this case, use **leadership**.

Monstrous: The creature is huge:

- $5\times$ – $15\times$: **Monstrous:small**
- $15\times$ – $35\times$: **Monstrous:medium**
- $35\times$ – $75\times$: **Monstrous:large**

You can improvise larger sizes if necessary, for truly, impossibly gargantuan monsters.

Mount: The creature is rideable: you can treat it as a vehicle. It gives you **behind the wheel**. Its massive depends on its **monstrous** tag: massive=1 for no monstrous tag, massive=2 for **monstrous:small**, massive=3 for **monstrous:medium**, and massive=4 for **monstrous:large**.

In order to **let your ride off the leash** or **rein your ride in**, you'll first need to choose its vehicle threat type, if it doesn't already have one:

- *A bold* — (*impulse: dominate the road*)
- *A cagey* — (*impulse: protect what it carries*)
- *A relentless* — (*impulse: keep moving*)
- *A skittish* — (*impulse: outrun or escape*)
- *A vicious* — (*impulse: kill and destroy*)
- *A wild* — (*impulse: defy danger*)
- — *Beast* (*defiance: hurt someone*)
- — *Brute* (*defiance: stupidly resist*)
- — *Creature* (*defiance: keep its secrets*)
- — *Devil* (*defiance: deceive and betray*)
- — *Machine* (*defiance: speed up, never stop*)
- — *Ride* (*defiance: pick its own path*)

For these purposes it has *both* its own threat impulse and its vehicle threat impulse.

Pack, pride, etc: The creature behaves in an organized way with its fellow predators. Use the rules for gangs, but factor in the creature's size, simply by multiplying. For example, a pack of 8 small $\frac{1}{2}\times$ dogs would count as a gang of 4.

It's a classic human move to raise a pack of creatures to think that you're part of it, so that you can direct its predatory behaviors. In this case, use **leadership**.

Poisonous, toxic, acidic or venomous: The creature inflicts +1harm or d-harm (specify).

Specialized defenses: The creature has an unusual, startling natural (or unnatural) defense, like an octopus' adaptive camouflage or a bombardier beetle's explosive chemical blast.

Specialized sense organs (specify): The creature has sensory organs that other creatures typically don't. Describe them.

Territorial: The creature gets +1/-1 when fighting to defend or enforce its territory. Others of its kind, or other creatures sensitive to its territory for any reason, can detect the boundaries of its territory by instinct.

— THE INHOSPITABLE —

By default, this hard zone isn't in play. The Restless brings it into play with them, or you can bring it into play at your option.

The Restless has a move that allows them to discover these places even if they aren't already in play. Give them a copy of this page.

THE HARD ZONE WITHIN THE HARD ZONE

Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.

When you add a location from the Inhospitable to the Hard zone in play, answer the questions to flesh it out, and choose which other location's it's near.

Locations:

- **A light in the depths.** *Is it a natural light or an artificial light? Is it a place where sunlight, surprisingly, reaches? Is it a place of hope, peace, knowledge, or wisdom, not literal light?*
- **A forgotten road.** *Where does it come from, and where does it go? Who made it? What marks it? Why has it been forgotten, and why has it survived to be rediscovered?*
- **A hidden beauty.** *Is it a natural beauty, or one created by human beings? Who hid it, and why, or was it only hidden by time and forgetting? Does its nature match its beauty, or is it a dangerous beauty, a deadly beauty, a forbidding beauty, a deceptive beauty?*
- **A lost garden.** *Who planted it, if any? Who tends it, if any? Whose was it, and how did they lose it? How has it survived to be rediscovered?*
- **A secret path.** *Where does it come from, and where does it go? What obstacles, what dangers, does it lead you past? Who made it, who uses it, and what keeps it secret?*
- **A desperate shelter.** *What will it protect you from, and what can't it protect you from? Who made it, and what did they leave here for future need?*
- **A sheltered vantage.** *What does it let you see? What does it shelter you from?*
- **Danger perilously close.** *What danger? How has it come so close? How have people ignored it, avoided it, or remained ignorant of it? What action does it now demand?*