

STATS	MOVES	EFFECTS	HARM
AGGRO	Confront someone Try something challenging » XP	SEE → REVERSE	<p>Countdown</p> <p>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	WEAPON	
HARD	Attack someone Do battle » XP	ARMOR	
SHARP	Read a person Read a situation » XP	Ψ	
WEIRD	Open your brain to the world's psychic maelstrom » XP	SCAVENGE	
Hx	Back someone's play Interrupt someone—	Choose 1: You don't hold yourself above your holding's population, but live like them, subject to the same tides of plenty and want. You have Barter+0 . No matter what changing fortunes bring to your holding and its people, you live above and you always take your share first. You have Barter+2 .	BARTER Live day to day Drop jingle
		IMPROVEMENT	

NAME: THE LAWMAKER

Here in the ashes of the world, there's not much law to be found. Most places, if someone's wronged, they're on their own.

Your holding is a kind of oasis. Your law is a kind of water, sweet and cold after too long without.

PRONOUNS:

1ST IMPRESSION

LAWMAKER MOVES

- **The Law speaks to you**†: When someone breaks your laws, roll+Weird. On a 10+, the Law allows you to choose:
 - You let them off with a warning, reduced penalty, or reprieve.
 - You make an exception for them and they have no blame.
 - They must face the full penalty.
 On a 7-9, the MC tells you which the Law will allow. On a miss, or if you are unable to obey the Law's requirements, responsibility falls to you, and you must pay the penalty yourself. You may choose to pay it in full, in reduced form, or only symbolically.
- **Ears in the walls**†: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 2. During the session, spend your hold 1 for 1 to name a person who's living in or visiting your holding, and ask what they're up to right now. The MC or the other player has to answer frankly. On a miss, hold 1 anyway.
- **Forbidding presence**: When you enter into a nonviolent situation, roll+Cool. On a 10+, both. On a 7-9, choose 1:
 - If anyone here has broken your laws or betrayed your holding, they can't meet your eyes. Ask the MC who can't.
 - If anyone here intends to break your laws or intends you harm, they move involuntarily away from you. Ask the MC who does.
 On a miss, if you have any enemies here, they panic and immediately move against you.
- **Right hand**: You have a lieutenant who isn't just competent and loyal, they are, as the saying goes, *reliable*. Detail them now with the MC.
- **Taskmaster**: When you give orders to a non-gang body of people who answer to you (eg your holding's population, your followers, your assistants or crew) use **Leadership**, even though they're not a gang.

OTHER MOVES

- **Leadership**
- **Wealth**
Behind the Wheel

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

YOUR HOLDING

You have a holding, a settlement where a population of about 100 lives and works, defended by a gang (2-harm, 1-armor) numbering (check 1): 20 / 25. You get **wealth** for your holding and **leadership** for your gang. Your holding includes your laws:

● **General laws** that everybody should follow. Name a few:

● **One law** that everybody knows not to break, or else. Name it:

And choose 5 more options:

A bustling marketplace (detail with the MC), traders & caravans coming regularly through.

A champion, a flashy, deadly showoff named .

A champion, a serious, deadly killer named .

Electricity, heat, refrigeration, running water.

*A few vehicles: a truck, a buggy, a couple of bikes (you detail). You also get **behind the wheel**.*

Gorgeous, luxe rooms for whoever can afford them.

A high watchtower with a commanding view.

A place that holds a secret, silent and difficult to get to.

*A powerful stronghold (**in battle**, this is a secure defensive position).*

A source of beautiful, pure, clean water.

A scouting & raiding party separate from your gang (2-harm, 1-armor), numbering 5 / 7.

Something cool that one of the other PCs wants it to have:

A trade agreement & peace accord with (choose a hard zone location):

For your holding's **surplus**, check 3: +1Barter, art, development projects, exploration, feasting, food storage, growth, healing, intrigue, luxe goods, music, ordnance, parties, performance, pit fights, profit, pure water, relaxation, tech goods, trade, transport, visiting strangers, worship.

For its **wants**, check 2: Abandonment, dangerous byproducts, disease, extremism, hoarding, hunger, outcasts, power struggles, ruthlessness, technical breakdowns, thirst, vendettas, violence.

GANG SUMMARY

NO-NONSENSE WEAPONS

Big knife (2-harm, hand)

Handmade pistol (3-harm, close, loud, ammo:)

Hatchet (3-harm, hand)

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

CLOTHING, LIVING SPACE & INCIDENTALS

THE LAWMAKER

A strongholder and compound boss.

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

NAME

Nbeke, Allison, Kobe, Kreider, Tranh, Marco, Sadiq, Vega, Lang, Lin, Jarmis.

Madame, Barbecue, Grandma, Uncle, Parson, Barnum, Colonel, Mother Superior.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Busy, calculating, dangerous, domineering, generous, gorgeous, gracious, hardnosed, hardworking, hospitable, indolent, kind, regal, ruthless.

STATS

Choose a set:

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

MOVES

You get all the basic moves. You get **the law speaks to you**, and choose 1 more Lawmaker move. Your gang gives you **leadership** and your holding gives you **wealth**. A holding option might give you **behind the wheel** as well.

GEAR

You get:

- A holding.
- 2 no-nonsense 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, moves, and holding.

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:

- *Which of you has been with me the longest, since before?* For that character, write Hx+2.
- *Have any of you ever betrayed or stolen from me?* For those characters, write Hx+3.
- *Which of you is my favorite?* For that character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You're wary, watchful, and conscientious.

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.