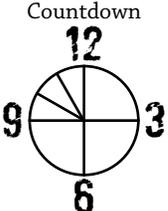


STATS	MOVES	EFFECTS	HARM
<b>AGGRO</b>	Confront someone Try something challenging » XP	<b>WEAPON</b>  <b>ARMOR</b>  <b>Ψ</b>	Countdown  3 6 Stabilized  When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
<b>COOL</b>	Act under fire Reason with someone » XP		
<b>HARD</b>	Attack someone Do battle » XP		
<b>SHARP</b>	Read a person Read a situation » XP		
<b>WEIRD</b>	Open your brain to the world's psychic maelstrom » XP		
	<b>SCAVENGE</b>		<b>BARTER</b>
	Choose 1: You have good luck, clean water, and a good garden. You have <b>Barter+1</b> . In addition to good luck and a green thumb, you have a calculating streak and you know how to wring the most out of what you have. You have <b>Barter+2</b> .		Live day to day Drop jingle

**Hx**

Back someone's play  
Interrupt someone—

**IMPROVEMENT**

Mark 6 Xp »      » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+3).
- Get +1Sharp (max Sharp+3).
- Get a new Undaunted move.
- Get a new Undaunted move.
- Get a **following** and **devotion**.
- 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 UNDAUNTED**

**PRONOUNS:**

**1ST IMPRESSION**

*Faced with life, faced with death, they chose to set fire to the world. They burned us into the scrabbling, frightened things in the ashes that you see now.*

*Not you. You looked in the face of death, you looked on the face of life, and you chose to be unafraid.*

**UNDAUNTED MOVES**

**Against the odds:** When you're backed in a corner, roll+Aggro. On a 10+, choose 1:

- You have an unexpected ally. Ask the MC who it is.
- You have a desperate opportunity. Ask the MC what it is.
- You have a sudden realization. Ask or tell the MC what it is.
- You find reserves of speed, strength, or endurance. Tell the MC what you can do.
- You have a piece of amazing luck. Ask or tell the MC what it is.

On a 7-9, the MC chooses 1 for you. On a miss, sorry, you're good and cornered.

**Inheritor:** When you were yourself a child, one of your forebears taught you patience, perspective, and careful thought. When you take time to reflect, it is as though you can sit with generations of your forebears in counsel, though of course they're gone. Treat them as **advisors** and your reflection as **insight**.

**Mother bear:** When you **do battle**, on any hit, in addition to all other choices and outcomes, you can **guard someone**: they can't come under attack until you're out of the fight. If there's no one to guard, you don't get the bonus. In addition, when you **read a person**, as a free additional question, always ask:

- Where are you hurting?

**Standing across the threshold:** You get +1Ψ (max 2-Ψ). You can **confront** the world's psychic maelstrom as though it were a person. You can also **interrupt** it. Don't expect it to beg for your mercy.

**There in extremity:** When the life of someone you care about becomes untenable, you are there, no matter the barriers, with or without any clear explanation of how you got there. If you prefer to be there in psychic presence only, not bodily, you can choose to be; or if the MC prefers it, they can choose for you to be. For NPCs, consider their life to become untenable when they've taken 2- or 3-harm, dangerous d-harm, or life-altering Ψ-harm.

**OTHER MOVES**

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

† This move requires you to have an angel kit.

## YOUR CHILDREN

You have children, born or chosen. Choose and name 1-4:

\_\_\_\_\_ : *Skilled with their hands and tools, a maker.*

\_\_\_\_\_ : *Broken and wandering, a seeker among ruins.*

\_\_\_\_\_ : *Touched with insights and arcane skills.*

\_\_\_\_\_ : *A dancer or athlete, an artist of bodies in motion who can captivate eyes and hearts.*

\_\_\_\_\_ : *Devoted, willing to stand in death's way for me.*

\_\_\_\_\_ : *Brazen and fearless, who will go among my enemies and return.*

\_\_\_\_\_ : *Beautiful and still, watchful and kind.*

\_\_\_\_\_ : *Shy and violent, who would undertake to kill for me.*

\_\_\_\_\_ : *Smiling, full of laughter.*

\_\_\_\_\_ : *Still a young child.*

\_\_\_\_\_ : *Now dead and lost to me.*

**You define:**

\_\_\_\_\_ :

**You define:**

\_\_\_\_\_ :

Some NPC names: Carna, Jammer, Tabi, Tao, Pellet, Lits, Mice, Ula, Brace Win, Isle, Fu.

Tell the MC to create them as threats, and that they can be *reliable* if the MC chooses.

## POTENTIAL WEAPONS AT HAND

**Box cutter** (2-harm, intimate)

**Butcher's knife** (2-harm, hand)

**Crowbar** (2-harm, hand, brutal)

**Hatchet** (3-harm, hand)

**Shovel** (3-harm, hand, brutal)

## CLOTHING, LIVING SPACE & INCIDENTALS

## THE UNDAUNTED

A powerful community leader and parent figure, a literal or figurative mother.

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

## NAME

January, Bell, Canner, Agave, Luna, Christmas, Brusen, Mama Shakespeare, Westwind, Onager, Mastodon.

Choose your pronouns.

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

Choose 1 or more, and add your own:

Angry, beautiful, calm, cheerful, ferocious, gallows-funny, giving, imposing, independent, long-suffering, loving, lucky, open-hearted, open-minded, patient, peaceful, plainspoken, rich, warm, worried.

## STATS

Choose a set:

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

## 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 3 Undaunted moves.

## GEAR

You get:

- Your children.
- No weapons, but choose which potential weapons you might have close to hand. Mark as many as you want.
- 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 children.

## 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, if you want to, you can choose one of the other characters and invite them to be your child. If they agree, write Hx+3 for them.

Ask everyone else in turn: *Should I take you to be a threat to me or my children?*

- For those whom you should, write Hx+3.
- For the rest, write Hx+1.

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.