

- 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 and your pack decline to commit violence for pay, reserving your violence for when you feel it necessary. You have **Barter+0**.

You and your pack are willing to sell yourselves as bodyguards, skirmishers, armed couriers, mercenaries, and/or a war-band. You have **Barter+2**.

- 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 +1Weird (max Weird+3).
- Get a new Harrier move.
- Get a new Harrier move.
- Get a **garage** (workspace: vehicles) and **tinkering**.
- Get a **holding and wealth**.
- 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

Stabilized

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

NAME:

THE HARRIER

We are the fire in the ashes of the world.

We are the claws that rake the earth. We are the screaming machines that tear the roads to ruts and shake the ruined buildings. We are the furious horde of the not yet dead.

PRONOUNS:

1ST IMPRESSION

- HARRIER MOVES

- **Chaotic presence**†: When you and your gang enter into a nonviolent situation, roll+Hard. On a 10+, choose 1 or 2. On a 7-9, the MC chooses 1 for you, and you can choose another if you like:
 - *Someone in your gang picks a fight with someone here. Ask the MC who and what it's about.*
 - *Someone here owes something to someone in your gang. Ask the MC who and how serious it is.*
 - *Someone in your gang wants to help or save someone here. Ask the MC who and how far they'll go.*
 - *Someone here has a loyalty-testing connection with someone in your gang. Ask the MC who and how they act on it.*
 - *Someone here is so afraid of someone in your gang that they abruptly leave. Ask the MC who.*
 - *Someone here makes a huge show of welcome to someone in your gang. Ask the MC who and whether it's sincere.*

On a miss, ask the MC what [your most dumbass] does.

Battle-skilled: When you **attack** or **do battle**, on any hit, you get +1choice.

Hunter-killers†: Your gang carries portable rocket tubes instead (4-harm, close/far, concentrated fire, braced, total ammo:).

Scavengers & Thieves†: When something's hard to come by, even impossible to come by, or not available in any convenient market, have your gang search its panniers and saddlebags. Roll+Hard. On a 10+, you've got just the thing, or better. On a 7-9, you've got just the thing, more or less. On a miss, somebody robbed you, or someone in your gang is holding out.

Skirmishers†: Your gang has the experience, discipline, and mobility to take on a much larger gang. When you're outnumbered in battle, count your gang as twice its number.

- OTHER MOVES

- **Behind the wheel**
- **Leadership + alpha**

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

† This move requires you to have an angel kit.

