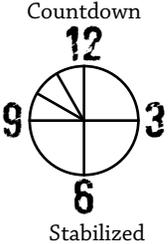


- STATS -	MOVES	EFFECTS	HARM
- AGGRO -	Confront someone Try something challenging » XP	- WEAPON -	Countdown  Stabilized When life becomes untenable: Return to play with -1Hard. Return to play with +1Weird. Return to play with a new playbook. Die.
- COOL -	Act under fire Reason with someone » XP	- ARMOR -	
- HARD -	Attack someone Do battle » XP	Ψ	
- SHARP -	Read a person Read a situation » XP	- SCAVENGE -	
- WEIRD -	Open your brain to the world's psychic maelstrom » XP	- BARTER -	
Hx	Back someone's play Interrupt someone—	- IMPROVEMENT -	

NAME: THE VIGILANT

When the world burned, its psychic walls fell and its psychic gates sagged open. There was born a maelstrom, vast and screaming in fear and hate. It spawns terrors. Be on guard.

PRONOUNS:

- VIGILANT MOVES -

Lay out a plan: When you lay out a plan, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 2. Over the course of executing the plan, you or any other PC can spend 1 of your hold to get +1 to any roll, to inflict +1harm, or to suffer -1harm. On a miss, hold 1, but tell the MC that if it matters, it takes you a long time to work your plan out and explain it.

Peel back the disguise* †: When you are present with a wolf of the maelstrom, you can choose to roll+Weird. On a 10+, everyone here sees them clearly, albeit for only a moment, before their disguise reasserts itself. On a 7-9, people catch a glimpse, unclearly, and get an impression of either *what they look like* or *but...* Ask the MC which. On a miss, people see wolves where they are not.

Read a landscape: When you take a moment to read the landscape, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7-9, ask 2:

- *What's on the horizon and coming closer?*
- *What does this landscape want?*
- *How could I most safely cross this landscape, or best use it to my advantage?*
- *Where is this landscape most treacherous?*
- *Who or what is hidden in this landscape, and what gives them away to me?*

On a miss, ask 1 anyway, but tell the MC that the landscape notices you and recognizes your scrutiny.

Whispers of the Wolves: At the beginning of the session, roll+Weird. On a 10+, ask the MC 2 questions. On a 7-9, ask 1. The MC has to answer frankly.

- *Whose blood has been spilled, and not yet cooled?*
- *Where do the wolves of the maelstrom circle?*
- *Who means to do death, now? Whose heart and will has turned now to violence?*
- *Who needs our protection, if we will give it to them?*
- *Who has become newly afraid?*

On a miss, ask 1 anyway, and ask this question as well:

- *Have the wolves of the maelstrom caught my scent?*

Your enemy's methods*: You get +1Ψ (max 2-Ψ). By concentrating with violent intent, you can use your brain as a weapon. It inflicts ap harm equal to your Ψ (*note: not Ψ-harm*), at hand's reach (*harm=Ψ hand ap*).

- OTHER MOVES -

* This is a **highly interruptible** move.
 † This move requires the wolves of the maelstrom.

WOLVES OF THE MAELSTROM

You know the wolves of the maelstrom. You might be the only one who does.

Under their disguises, they look like (choose 1):

<i>people</i>	<i>birds</i>	<i>beasts</i>	<i>insects</i>
<i>angels</i>	<i>shadows</i>	<i>machines</i>	

But (choose 2):

<i>they have no faces</i>	<i>they don't stand on the ground</i>
<i>they have human faces</i>	<i>they make terrible grinding noises</i>
<i>they have wolves' faces</i>	<i>they are made of metal and plastic</i>
<i>they have awful voices</i>	<i>they have empty holes for eyes</i>
<i>they have no expression</i>	<i>they come and go impossibly</i>
<i>they're dripping gore</i>	<i>they're invisible</i>
<i>they only howl</i>	

Tell the MC the above, and to create them as threats.

HUNTER'S WEAPONS

Bow (2-harm, close-far, reload)

Harpoon gun (2-harm, close-far, harpoon)

Spear thrower (2-harm, close-far)

Tripwire charge (3-harm, close, messy, set)

Hunting knife (2-harm, hand)

Scoped hunting rifle (4-harm, far, loud, ammo:)

SPECIAL ARMOR

Elaborately decorated leathers (1-armor)

Lightweight layered body armor (1-armor)

Heavy makeshift armor (2-armor)

Tattooed sigils of protection (2-armor, unreliable)

YOUR BOLTHOLE

You have a secure, hidden bunker you can go when things get too hot. It includes: an old sawed-off (3-harm, close, loud, ammo:), food and water for 3 people for 10 days, radio contact maybe with others out in the world, spyholes and tripwire alarms in case anyone approaches.

CLOTHING, LIVING SPACE & INCIDENTALS

THE VIGILANT

A hunter and protector, on guard against threats both normal and psychic.

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

NAME

Bard, Zand, Vann, Cezar, Giles, Rowan, Greta, Zeus, Maggie, Hanna, Orion.

Fennis, Zmeya, Gargoyle, Vulture, Vulpes, Cat, Harpy, Kestrel, Roadrunner, Mongoose, Widow.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Afraid, astute, calm, courageous, distracted, insightful, intense, paranoid, patient, sleep-deprived, standoffish, studious, thoughtful, unhurried, wary, worried.

STATS

Choose a set:

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

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

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

Aggro+2, Cool+0, Hard+1, Sharp+2, 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 Vigilant moves.

GEAR

You create the wolves of the maelstrom.

You also get:

- 2 hunter's weapons, 1 special armor, and your bolthole.
- Clothing you detail.
- 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 each other character directly: *Are you a wolf of the maelstrom?*

- If they say yes, tell them what they look like under their disguise, and write Hx+1.
- If they say no, write Hx-1.
- If they say anything else — that they don't know, that they used to be, that they'd rather not say, anything — write Hx+2.

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.