

- 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—

- WEAPON —

- ARMOR —

Ψ —

- SCAVENGE — Choose 1:
People support you out of appreciation, and you turn all their support back into resources for providing more care. You have **Barter-1**.

- BARTER — Live day to day
Drop jingle

People support you out of appreciation, and you're able to live a little comfortably on their gratitude for your care. You have **Barter+1**.

- 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 Angel move.
Get a new Angel move.
Get a new Angel move.
Get a **following** and **devotion**.
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 ANGEL

When you're lying in the ashes, burned and smashed and spilt, what do you hope for? More time, revenge, restitution, to finish what you started, to undo what you did, to do what you didn't? A second chance? Friend, here it is.

PRONOUNS:

1ST IMPRESSION —

- ANGEL MOVES

Ambulance: You gain an ambulance, a cagey ride (frame: truck, massive=3, 2-armor. Impression: flashing, wailing, armored, impatient. Impulse: protect what it carries. Defiance: pick its own path). You also get **behind the wheel**.

Guardian angel: When you kneel over someone who has fallen, you and they both get +2armor.

Healing touch: Put your hands on someone injured and roll+Weird. On a 10+, choose 3. On a 7-9, choose 2:

- Your touch takes their pain away.
- Your touch heals their tissue damage and stops their bleeding.
- Your touch knits their bones back together.
- Your touch removes their disease or purges their infection.

...And ask the MC whether they heal 1-harm or 2-harm. On a miss, you take their pain away, but they heal 0-harm.

Morbid curiosity*: When someone is unconscious in your care, you can use them as a psychic antenna for **augury**. When someone dies in your care, you can use their body as a psychic antenna for **augury**.

Refuge: You gain a refuge (you detail).

Sixth sense: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 1. Any time during the session, spend 1 of your hold to ask the MC what your sixth sense is telling you. The MC should answer with a warning, an assurance, a clue, or an insight of some kind. On a miss, your sixth sense makes you paranoid and mistrustful. Choose another player's character and take -1 to your Hx with them.

Supplier†: You have a supplier, an NPC who somehow has a line on medical supplies. At the beginning of the session, restore 1 of your angel kit's spent stock. Tell the MC to create this person as a *reliable*, your choice of a confidante, a friend, a lover, or a right hand.

- OTHER MOVES

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

† This move requires you to have an angel kit.

YOUR ANGEL KIT

You have an angel kit. It's big enough to fill the trunk of a car. It contains:

- Scissors
- Wipes
- Biostabs
- Injectable tourniquets
- Rags
- Gloves
- Chemostabs
- Injectable bloodslower
- Tape
- Saline
- Chem chill coils
- Chem heat packets
- Clamps
- Needles & sutures
- Heart jumpshock patches
- Alcohol
- Bonepins & site injectors
- Narcostabs (chillstabs)
- Instant blood replacer packets (coffee reddener)

Before you begin play, mark 15 stock spent.

To use your angel kit, spend its stock: choose 0–3 suitable supplies and mark them spent. Instead of rolling + a stat, roll + the stock you spend.

- **In the field:** When someone's suffered harm, it doesn't matter how much, even if their life is untenable, you might be able to help. Roll+stock spent. On a 10+, choose 1:
 - You stabilize them and put them under. You can transport them and take them into your care.
 - You get them back on their feet. You haven't helped them, just put them back into the action. On a 7–9, you can't get them back on their feet, but you can stabilize them, as above. On a miss, there's not much you can do. Choose 1:
 - You ready them for transport, but you can't stabilize them and they suffer 1-harm more.
 - You do your best for them, break it to them compassionately, and stay with them.
 - You walk away.
- **In your care:** To treat a PC who's past 6:00, or an NPC who's suffered more than 1-harm, roll+stock spent. On any hit, you stabilize them (if they weren't) and heal them — to 6:00 for a PC, outright for an NPC. However, on a 10+, choose 2, and on a 7–9, choose 1:
 - They fight you and you have to chillstab them to hell. You choose: how long will they be out?
 - The pain and drugs make them babble the truth to you. Ask their player what they spill.
 - They respond very well to treatment. They heal to 3:00 instead of to 6:00.
 - They don't need as much care as you expected. Restore 1 spent stock, if you spent any.
 - They're at your complete mercy. What do you do to them?
 - The course of their treatment and recovery teaches you something about your craft. Mark Xp.
 - They owe you for your time, attention, and supplies, and you're going to hold it over them. On a miss, no matter what you hoped to do for them, they take 1-harm instead.

To restock your angel kit, you must restock it supply by supply: by **dropping jingle** in a marketplace, if the supply you need is available there; when you **live day to day**, if the supply you need is free or easy for you to come by; or by scavenging, scrounging, or looting, at the MC's discretion.

DEFENSIVE WEAPONS

Big knife (2-harm, hand)

Crude handmade pistol (3-harm, close, loud, ammo: ○○)

Stun gun (s-harm, hand, reload)

CLOTHING, LIVING SPACE & INCIDENTALS

THE ANGEL

A medic and healer.

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

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, Setter.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Angry, caring, crude, cute, dogged, fixated, giving, gunshy, handsome, haunted, impatient, intense, irreverent, patient, skeptical, standoffish, worn down.

STATS

Choose a set:

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

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. Choose 2 Angel moves. Some of your moves might give you standard moves as well.

GEAR

You get:

- Your angel kit.
- 1 defensive weapon.
- 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 refuge.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Do I figure that any of you are doomed to self-destruction?* For those characters, write Hx-2.
- *Have any of you ever put a hand in when it mattered, and helped me save lives?* For those characters, write Hx+2.
- *Have any of you been beside me all along, and seen everything I've seen?* For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx+1. You keep your eyes open.

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.