

-A STANDOUT-

You are the least creature of the burnt world, but striving for more: a new life of purpose and promise, or a death worth witnessing.

NAME:

PRONOUNS:

1ST IMPRESSION

-STATS- -MOVES-

AGGRO

*Confront someone
Try something challenging*

COOL

*Act under fire
Reason with someone*

HARD

*Attack someone
Do battle*

SHARP

*Read a person
Read a situation*

WEIRD

Open your brain to the world's psychic maelstrom

Hx

*Back someone's play
Interrupt someone*

EVERYONE → +1

EFFECTS

WEAPON

ARMOR

Ψ

SCAVENGE

- You have **Barter-2**, but who cares. At the beginning of the session, you don't have to **live day to day**; this is what your life is always like.

HARM

Countdown

When life becomes untenable:
*Return to play with a new
playbook.
Die.*

BARTER

*Live day to day
Drop jingle*

-STANDOUT MOVE-

- Blaze of glory:** When you decide to go out in glory, for any moves you make in the attempt, roll+3 instead of rolling as normal. No one can **interrupt** you or save you. At the end, your life becomes untenable. Choose to die.

STANDOUT FEATURES

- You get +1 to one of your stats (max +2).*
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- The world's psychic maelstrom rushes loud in your ears. You get +1Ψ (max 1-Ψ).*
- You've established a living situation that is the envy of your equals. Detail it with the MC. You have Barter-1. You can **live day to day** if you want.*
- You have a distinctive, dangerous weapon. Detail it with the MC.*
- You have distinctive heavy armor (2-armor). It's anonymous, grotesque, intimidating, plain, makeshift, over-the-top, other:*
- You have a close friend/comrade/rival/companion. Detail them with the MC.*
- You drive (but don't own) a battle vehicle (detail with the MC). You get **behind the wheel**.*
- You have a useful, valuable, uncommon technical skill. Name it:*
- You have a rank, role, duty, or special status in your gang, cult, etc. Name it:*

A STANDOUT

A gang member, crew member, follower, or mere member of a population, but with the potential to be more.

Play a Standout...

- As an introductory character, intending to switch to another playbook when you've chosen which one — or to die gloriously.
- As a side character, when your main character is otherwise occupied or out of the action.
- As a side character, to flesh out another player's character's gang, following, population, etc., giving them someone else to play off of, not just the MC.

Any number of players can choose to play Standouts.

To create your Standout, choose name & pronouns, 1st impression, stats, effects, moves, hard zone, standout features, and Hx.

NAME

Bak, Bark, Dammo, Fast, Goner, Hiccup, Innie, Joke, Kast, Krish, Lungar, Mifa, Munk, North, Oblike, Organ, Passer, Rancer, Rud, Stiff, Takeback, Tailor, Umbrage, Vike, Wisk, Yamo, Yoke, Zipper.

Choose your pronouns.

1ST IMPRESSION

You make the same 1st impression as anybody. Ask your gang boss, your prophet, the MC, or whoever. Add a distinctive feature if you like.

STATS

Assign stats as you choose: +1, +1, +0, +0, -1.

EFFECTS

When you choose your standout features, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but a standout feature might give you 1-Ψ.

You have barter per your scavenge.

MOVES

You get all the basic moves and **blaze of glory**. A standout feature might give you the standard move **behind the wheel** as well.

HARD ZONE

Ask the MC which hard zone is in play, or else choose with the other players.

You can adapt your standout features to the hard zone, if necessary.

FEATURES

Choose 3 standout features.

After you've chosen, if appropriate, you also get:

- The same kind of weapon and armor as anybody. Ask your gang boss, your prophet, the MC, or whoever.
- 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 standout features.

Hx

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

When you go around again for Hx, skip your turn. You can explain that you're just in the background, you haven't distinguished yourself yet. You have Hx+1 with everyone.

On the others' turns, don't volunteer.

IMPROVEMENT

Try to have goals for your character to pursue. You don't need to think beyond this current session, but you can if you choose.

You don't mark XP for rolling your stats, track Hx with the other characters, or get XP when it rolls over. Instead, change this character to another playbook whenever you choose.

At the end of each session, if you've survived, you can choose whether to keep playing this character, create a new character, or what.

If you keep playing this character, you should change to another playbook sooner or later, or else create a new playbook for them with the MC.