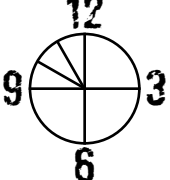


STATS	MOVES	EFFECTS	HARM
AGGRO Demand something Tackle a challenge ○○○○ » Xp	WEAPON	Countdown  ○ Stabilized When life becomes untenable: ○ Return to play with -1Hard. ○ Return to play with +1Weird. ○ Return to play with a new playbook. ○ Die.	
COOL Act under fire Reason with someone ○○○○ » Xp	ARMOR		
HARD Attack someone Do battle ○○○○ » Xp	Ψ		
SHARP Read a person Read a situation ○○○○ » Xp	SCAVENGE Choose 1: ○ You're known, and feared by some, but you won't use your psychic abilities just to exploit or extort people. You have Barter+0 . ○ When your resources run thin, you're more than willing to use your psychic abilities to exploit and extort people. You have Barter+2 .		BARTER Live day to day Drop jingle
WEIRD Open your brain to the world's psychic maelstrom ○○○○ » Xp	IMPROVEMENT Mark 6 Xp » ○○○○○○ » Improve: ○ Get +1Aggro (max Aggro+3). ○ Get +1Cool (max Cool+3). ○ Get a new Brain-picker move. ○ Get a new Brain-picker move. ○ Get 2 new Brain-picker gear. ○ Get a following and devotion . ○ Get a psychic lab (workspace: Ψ) and tinkering . ○ Get a venue and wealth + it's always something . ○ 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.		
Hx Back someone's play Interrupt someone			

NAME:

PRONOUNS:

1ST IMPRESSION

THE BRAIN-PICKER
When they burned the world down, they didn't know what would grow in its ashes. They didn't know that we would be born, we with our eager, hungry brains, our unblinking eyes, our whispering, dangerous voices.

BRAIN-PICKER MOVES

- **Deep brain scan***: When you have time to study someone, you can read them more deeply than usual. Roll+Weird. On a 10+, ask their player 2 questions. On a 7–9, ask 1. They have to answer frankly, from their character's point of view.
 - What was your lowest moment?
 - What unfinished business do you have, and with whom?
 - What is your deepest secret fear?
 - How could I really get my hooks into you?
On a miss, their brain freaks out and they suffer Ψ-harm instead.
- **Eerie presence**: When you enter into a nonviolent situation, roll+Weird. On a 10+, both. On a 7–9, choose 1:
 - If anyone here is keeping a dangerous or troubling secret, their brain buzzes in your perception like an overheating light bulb. Ask the MC if anyone's does.
 - If anyone here is connected more deeply to the world's psychic maelstrom than normal, you can hear it whispering through them. Ask the MC if you can.
On a miss, instead:
 - If anyone here is afraid of me, their brain is a threat to me and I must **act under fire** to remain here. Ask the MC if anyone's is.
- **Embrace the maelstrom**: You get +1Weird (max Weird+3). You get +1Ψ (max 3-Ψ).
- **In-brain puppet strings***: When you have the time and opportunity to work on someone, you can put psychic puppet strings into their brain. Roll+Weird. On a 10+, hold 3 against them. On a 7–9, hold 1. From then on, whenever you want, you can spend 1 of your hold to whisper an order directly into their brain. If they follow it, good. If they resist, they suffer Ψ-harm, but they don't need to obey and your hold is still spent. On a miss, their brain freaks out and they suffer Ψ-harm instead.
- **The maelstrom, manifest**: You can unleash the world's psychic maelstrom as a destructive physical force: *environ=Ψ, close-far, can't be brought to bear on a specific target.*

OTHER MOVES

- **Augury**
- **Insight**
- **Research**

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

YOUR BRAIN-PICKER GEAR

- **Autonomous eye-spider drone** (*hi-tech, valuable*)
Whenever you choose, you can ask the MC where your autonomous eye-spider drone is, and what sights and sounds it's currently projecting into your console. You have no control over it other than to forget about it when you're not interested.
- **Babble prism** (*hi-tech, valuable*)
A glass device that allows you to converse with a strange unliving entity, a perpetual nonperson who is eager to help you, but has a vacant, unlearning point of view. It's an advisor, and gives you **insight**, but remind the MC to create it as a *pinpoint* threat.
- **Brain frequency resonator** (*hi-tech, worn*)
Gives the wearer +1Ψ (max 3-Ψ).
- **Deep earplugs** (*hi-tech, worn*)
Protects the wearer from all Brain-picker moves and gear, and from many other sources of Ψ-harm.
- **Engineered nerve parasite** (*hi-tech, touch*)
Apply to someone's skin. Embeds itself into their nerve pathways. From now on, simple proximity to them counts as the time and opportunity to work on them. (Applies to **in-brain puppet strings** and potentially to other moves and effects.)
- **In-eye brain-lenses** (*hi-tech, worn*)
For the wearer, casually watching someone for a moment counts as taking the time to study them. (Applies to **deep brain scan** and potentially to other moves and effects.)
- **Pain-wave projector** (*1-harm ap, area, hi-tech, loud, reset*)
Goes off like a reusable grenade. Hits everyone but you.
- **Psychic crash rig** (*hi-tech, valuable*)
Wire someone up to it and you can induce them to open their brain to the world's psychic maelstrom. If a PC, they make the move; if an NPC, ask the MC what happens. While their brain's open, the crash rig acts as a technical source on their experience, and gives you **research**.
- **Psychic overload chamber** (*hi-tech, valuable*)
You have an enclosed chamber that acts as a psychic antenna, giving you access to **augury**.

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

SMALL FANCY WEAPONS

- **Antique handgun** (*3-harm, close, loud, valuable, ammo: ○○○○*)
- **Handmade silenced handgun** (*3-harm, close, hi-tech, ammo: ○○○*)
- **Hidden knives** (*2-harm, hand, hidden*)
- **Ornate dagger** (*2-harm, hand, valuable*)
- **Scalpels** (*3-harm, hi-tech, intimate, valuable*)

CLOTHING, LIVING SPACE & INCIDENTALS

THE BRAIN-PICKER

A psychic weirdo, curious, menacing, and strange.

To create your Brain-picker, choose name & pronouns, 1st impression, stats, effects, hard zone, moves, gear, and Hx.

NAME

South, Jones, Coil, Marsh, Lively, Burroughs, Gritch.

Joyette, Iris, Marie, Amiette, Suselle, Cybelle. Pallor, Sin, Charmer, Pity, Brace, Sundown.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Awkward, beautiful, cold, courteous, creepy, distracted, hungry, impatient, implacable, inquisitive, kindly, nervous, restrained, secretive, serious, staring, strange, sweet, unhealthy.

STATS

Choose a set:

Aggro-2, Cool+1, Hard+1, Sharp+1, Weird+2
Aggro+1, Cool+0, Hard+0, Sharp+0, Weird+2
Aggro-1, Cool-2, Hard+1, Sharp+2, Weird+2
Aggro+2, Cool-1, Hard-1, Sharp+0, 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 your gear and moves might give you 1-Ψ or 2-Ψ.

You have barter per your scavenge.

HARD ZONES

Ask the MC which hard zones are in play, or else choose with the other players.

You can adapt your gear and other options to the hard zones as necessary.

MOVES

You get all the basic moves. Choose 2 Brain-picker moves. Your Brain-picker gear might give you additional standard moves as well.

GEAR

You get:

- 2 Brain-picker gear.
- 1 small fancy 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, 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 1 or both:

- *Are any of you actually, honestly uncomfortable hanging out with me?* For those characters, write Hx+3.
- *Do any of you seem dangerous and unpredictable to me?* For those character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You have weird insights into everyone.

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.

STATS	MOVES	EFFECTS	HARM
AGGRO	Demand something Tackle a challenge ○○○○ » XP	WEAPON	Countdown 12 9 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.
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 GEARCUTTER
PRONOUNS:	<i>Before they set fire to the world, they knew everything. They knew the workings of light, of time, of human life, of space and of atoms. Everything.</i> <i>When you know everything, will you set fire to the world too?</i>
1ST IMPRESSION	
GEARCUTTER MOVES	○ Bonefeel: At the beginning of the session, roll+Weird. On a 10+, hold 1+1. On a 7–9, hold 1. At any time, either you or the MC can spend your hold to have you already be there, with the proper tools and knowledge, with or without any clear explanation why. If your hold was 1+1, take +1forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped. ○ Custom ride: You get a car. You made it yourself, or had it made to your own specs (you detail). You also get behind the wheel. ○ The mind's fraying edge: You have one piece of Brain-picker gear. Get with the MC to choose what it is. You also get +1Ψ (max 3-Ψ). ○ Often right: When another player's character comes to you for advice, tell them what you honestly think the best course is. If they do it, they take +1 to any rolls they make in the doing, and you mark 1XP. ○ Things speak: Whenever you handle or examine something interesting (your call), roll+weird. On a hit, you can ask the MC questions. On a 10+, ask 3. On a 7–9, ask 1: • Who handled this last before me? • Who made this? • What strong emotions have been most recently nearby this? • What words have been said most recently nearby this? • What has been done most recently with this, or to this? • What's wrong with this, and how might I fix it? Treat a miss as though you've opened your brain to the world's psychic maelstrom and missed the roll.
OTHER MOVES	● Ear to the ground ● Tinkering ○ Behind the wheel

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

YOUR WORKSPACE & SALVAGE GROUNDS

You have a workshop full of tools, old machines, parts, salvage, and scrap (*workspace: machinery*). You get **tinkering**.

Your workshop also includes (choose 3):

- A controlled growing environment, a lab, a still (*workspace: chems*).
- An observatory, telescopes, instruments for measuring the stars and the weather, ancient books and documents (*workspace: cosmology*).
- Fine milling tools, a safe production setup, lead stock, used brass, chemical supplies, a testing range (*workspace: ordnance*).
- A van (*frame: van, massive=3, 0-armor. Impression: loud, grumbling, workhorse. A cagey brute. Impulse: protect what it carries. Defiance: stupidly resist*). You get **behind the wheel**.
- A garage and a junkyard of wrecked vehicles (*workspace: vehicles*).
- Weird-ass electronica, an isolation tank, probes and bizarre brain monitors (*workspace: Ψ*).
- A skilled assistant or two (*maybe Carna, Thuy, or Pamming, eg; detail with the MC*).

You go out into dangerous territory to salvage. To create your salvage grounds, choose hard zone locations for 3:

_____	:	<i>I have allowance from the local warlord to scavenge here and keep anything I find.</i>
_____	:	<i>I have a trade agreement here, goods for goods, food and basics for parts and tech.</i>
_____	:	<i>I deal direct with the scroungers here, anything strange they find, they keep for me to look at.</i>
_____	:	<i>I know secret ruins near here, where sometimes you can find ancient machinery.</i>
_____	:	<i>The traders who come through here sometimes have strange goods from distant places.</i>
_____	:	<i>There's lost treasure here, but only if you know how to look for it.</i>
_____	:	<i>You define:</i>

Your salvage grounds are **ports of call**. You get **ear to the ground**.

REPURPOSED WEAPONS

- **Blowtorch** (2-harm, fire, hand)
- **CO2 Spike gun** (2-harm, close, reload)
- **Demolition hammer** (2-harm, hand, brutal)
- **Nailgun, safety disabled** (1-harm, close, autofire, burstfire, loud)
- **Pipe grenade** (1-envirom, thrown, single use: ○○○○)

CLOTHING, LIVING SPACE & INCIDENTALS

THE GEARCUTTER

A mechanic, tinkerer, inventor, and scrounge.

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

NAME

Leah, Joshua, Tai, Ethan, Bran, Jeremy, Amanuel, Justin, Jessica, Eliza, Dylan, Adnan, Alan, Nils, Ellen, Lee, Cho, Adele.

Leone, Burdick, Oliver, Goldman, Whiting, Fauci, Hossfield, Lemma, Morrell, Ozair, Robinson, Lemieux, Whitmont, Cullen, Spector.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Artistic, bookish, bored, clueless, creative, curious, distracted, indifferent, insightful, inventive, manipulative, mild, obsessive, remote, restless, shy.

STATS

Choose a set:

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

Ask the MC which hard zones are in play, or else choose with the other players.

You can adapt your gear and other options to the hard zones as necessary.

MOVES

You get all the basic moves. Choose 2 Gearcutter moves. Your workspace & salvage gives you **tinkering** and **ear to the ground**, and a move might give you **behind the wheel**.

GEAR

You get:

- Workspace & salvage grounds.
- 1 repurposed 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, 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 1, 2 or all 3:

- *Which of you seems to me like the biggest potential problem?* For that character, write Hx+2.
- *I go out into dangerous territory to salvage. Who usually comes with me?* For those characters, write Hx+1.
- *Do any of you abuse or really neglect your gear?* For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You're more insightful about things than about people.

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.

STATS	MOVES	EFFECTS	HARM
AGGRO	Demand something Tackle a challenge ○○○○ » XP	SEE → REVERSE WEAPON	Countdown 12 9 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.
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 Choose 1: ○ You get by on jobs and trading favors. You won't straight-out rob people or murder them for their goods, even when you're down on your luck. You have Barter+0. ○ You're never willing to suffer an empty belly or an unsatisfied want, not when you can rob and extort. You have Barter+2.	
WEIRD	Open your brain to the world's psychic maelstrom ○○○○ » XP	BARTER 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 +1Hard (max Hard+3). ○ Get +1Sharp (max Sharp+3). ○ Get a new Volatile move. ○ Get a new Volatile move. ○ Get a gang and leadership. ○ 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.	

NAME:	THE VOLATILE
PRONOUNS:	<i>When they set fire to the world, they burned away every nuance, every subtlety in creation. They reduced the world to the flammable and the flame.</i>
1ST IMPRESSION	
VOLATILE MOVES	
○ Armed to the teeth: In addition to your other weapons, you get one serious weapon and two handy weapons. ○ Bug out: Name your escape route and roll+Aggro. On a 10+, sweet, you're gone. On a 7–9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out. ○ Dangerous presence: When you enter into a nonviolent situation, roll+Aggro. On a 10+, choose 2. On a 7–9, choose 1: • If I have any enemies here, they put their hands to their weapons. Ask the MC who does. • If I have any enemies here, they freeze and try to make themselves inconspicuous. Ask the MC who does. • If anybody here wants or needs my help, even if they don't dare signal me, they look relieved to see me. Ask the MC who does. • If I have any allies here, they make eye contact with me. Ask the MC who does. On a miss, if you have any enemies here, they immediately move against you. ○ Hold your own: In battle, you're able to go toe-to-toe with a small gang by yourself. When you're outnumbered, count yourself as a gang of 10. ○ Visions of death: When you go into battle, roll+Weird. On a 10+, name one person who'll die and one who'll live. On a 7–9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.	
OTHER MOVES	

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

YOUR VOLATILE GEAR

SERIOUS WEAPONS

- **Blade thrower** (4-harm, close, harness, loud, reload)
- **Flamethrower** (1-environ, close, fire, harness)
- **Handmade gatling gun** (4-harm, area, close-far, harness, loud, salvos: ○○○)
- **Heavy shrapnel gun** (3-harm, close-far, messy, reload)
- **RPG** (2-environ, close-far, single use: ○○○)
- **Scoped sniper rifle** (4-harm, far, hi-tech, loud, ammo: ○○○○○○)

HANDY WEAPONS

- **Big knife** (2-harm, hand)
- **Crossbow** (2-harm, close-far, reload)
- **Crowbar** (2-harm, hand, brutal)
- **Demolition hammer** (2-harm, hand, brutal)
- **Hatchet** (3-harm, hand)
- **Machete** (3-harm, hand, brutal)
- **Molotov** (1-environ, fire, thrown, single use: ○○○)
- **Revolver** (3-harm, close, loud, ammo: ○○○○○)
- **Sawed off** (4-harm, close, messy, ammo: ○○○)
- **Shrapnel gun** (2-harm, close, messy, reload)
- **Spare ammo**
 - for weapon: _____
 - for weapon: _____
 - for weapon: _____

BODY ARMOR

- **Beautiful custom-made body armor** (2-armor, valuable)
- **Dull, utilitarian body armor** (2-armor)
- **Intimidating body armor** (2-armor)
- **Preapocalyptic military body armor** (2-armor, hi-tech)
- **Scavenged body armor** (2-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE VOLATILE

Well-armed, dangerous, and straightforward.

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

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, Chaplain.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, Honeytree.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Brash, brave, cool, disciplined, easygoing, held in check, hostile, hot, impatient, imperturbable, no-nonsense, on a hair trigger, patient, seething, self-assured, self-destructive, self-possessed, tempestuous, vicious.

STATS

Choose a set:

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

EFFECTS

When you choose your gear, list your armor.

You have 0-Ψ.

You have barter per your scavenge.

HARD ZONES

Ask the MC which hard zones are in play, or else choose with the other players.

You can adapt your gear and other options to the hard zones as necessary.

MOVES

You get all the basic moves. Choose 2 Volatile moves.

GEAR

You get:

- 2 serious weapons.
- 2 handy weapons.
- 1 body armor.
- 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 1, 2 or all 3:

- *Have any of you fought shoulder to shoulder with me?* For those characters, write Hx+3.
- *Do any of you think that I'm the problem?* For those characters, write Hx-2.
- *Do any of you actually, honestly need protecting?* For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+0. You don't see much reason to dig too deeply into people.

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.