

AW  
APOCALYPSE WORLD:  
**BURNED OVER**

MEGUEY BAKER D. VINCENT BAKER

—V2021

# -AW: BURNED OVER V2021-

This hackbook is a guide to using Apocalypse World to play **AW:Burned Over**. It's not a stand-alone game. As MC, you'll need to be familiar with the rules of Apocalypse World and you'll need a copy of the Apocalypse World MC book for reference.

## WHAT'S THE SAME

- You're the MC, everybody else is a player. They each choose a playbook, no dupes.
- All the rules the players need are in their playbooks, plus the basic moves sheet and the standard moves sheet ("standard moves" is what Burned Over calls peripheral moves). • Your agenda is and remains: make the post-apocalypse seem real, make the PCs' lives interesting to you, and play to find out what the PCs make of their world.
- Always say what the rules demand, what your prep demands, and what honesty demands. Follow the same principles and use the same general MC moves.
- In the first session, follow the characters around. Give them an interesting day, push them where they're off-balance, find out what's up, leave yourself things to wonder about, and start working on your threat map.
- Between sessions, think about your threats as motivated people and dynamic situations, and update your threat map. You can use the normal Apocalypse World threat sheets to write up your threats.
- When in doubt, follow the rules of Apocalypse World.

## WHAT'S THE SAME... MOSTLY

### The playbooks:

- Looks are gone, replaced by first impressions.
- Highlighted stats are gone, replaced by experience bubbles.
- Some moves are tagged "highly interruptable."

### The basic & standard moves:

- Aggro is a stat now, and **going aggro** is replaced by **confronting someone**. Aggro is also used for **trying something challenging**.
- Hot's no longer a stat, and you use cool for both **acting under fire** and **swaying someone**, Burned Over's move for getting someone to go along with you.
- All the battle moves are gone, replaced by **attacking someone**, which is, of course, a version of **seizing by force**. Doing battle just means **attacking someone** while you're **under fire**.
- **Helping or interfering** has been split into **helping someone** and **interrupting someone**, and neither work exactly like the old move.
- Notice the rules for **highly interruptable** moves. Notice also the rules for making moves and for simultaneous moves.
- Instead of Apocalypse World's system of peripheral moves, in Burned Over, having certain equipment, allies, or belongings now gives you access to standard moves.

### The effects:

Effects are a secondary series of stats.

- **Weapon** ratings and **armor** ratings work as in Apocalypse World, although they've been simplified in some cases.
- Everyone has a  $\Psi$  (psi) rating, representing their psychic strength and will. A number of moves use it as an active or a defensive stat.
- The **barter** rating replaces the old system of tracking barter, gigs and lifestyle.

### Gear & crap:

The rules for vehicles, gangs, followings, holdings, etc have all been updated in various ways.

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## WHAT'S NEW

### Hard Zones:

During character creation, by yourself or with the players, choose the game's Hard Zone. The Hard Zone you choose gives you a list of thematic locations to play with. Several of the playbooks make use of Hard Zone locations.

### Threats:

Many of the threats are the same as in Apocalypse World, just renamed, like brutes to **clans**. However, the old **allies** types, from advancing **seduce & manipulate**, now appear as **reliables**, and there are entirely new threat types as well: **institutions**, **markets**, and **pinpoints**.

### Gamechangers:

Gamechangers are substantial changes to the game, affecting all the players. Early in play, you choose which gamechanger is on the horizon. The players choose in play, as part of their experience & advancement system, when to unlock it.

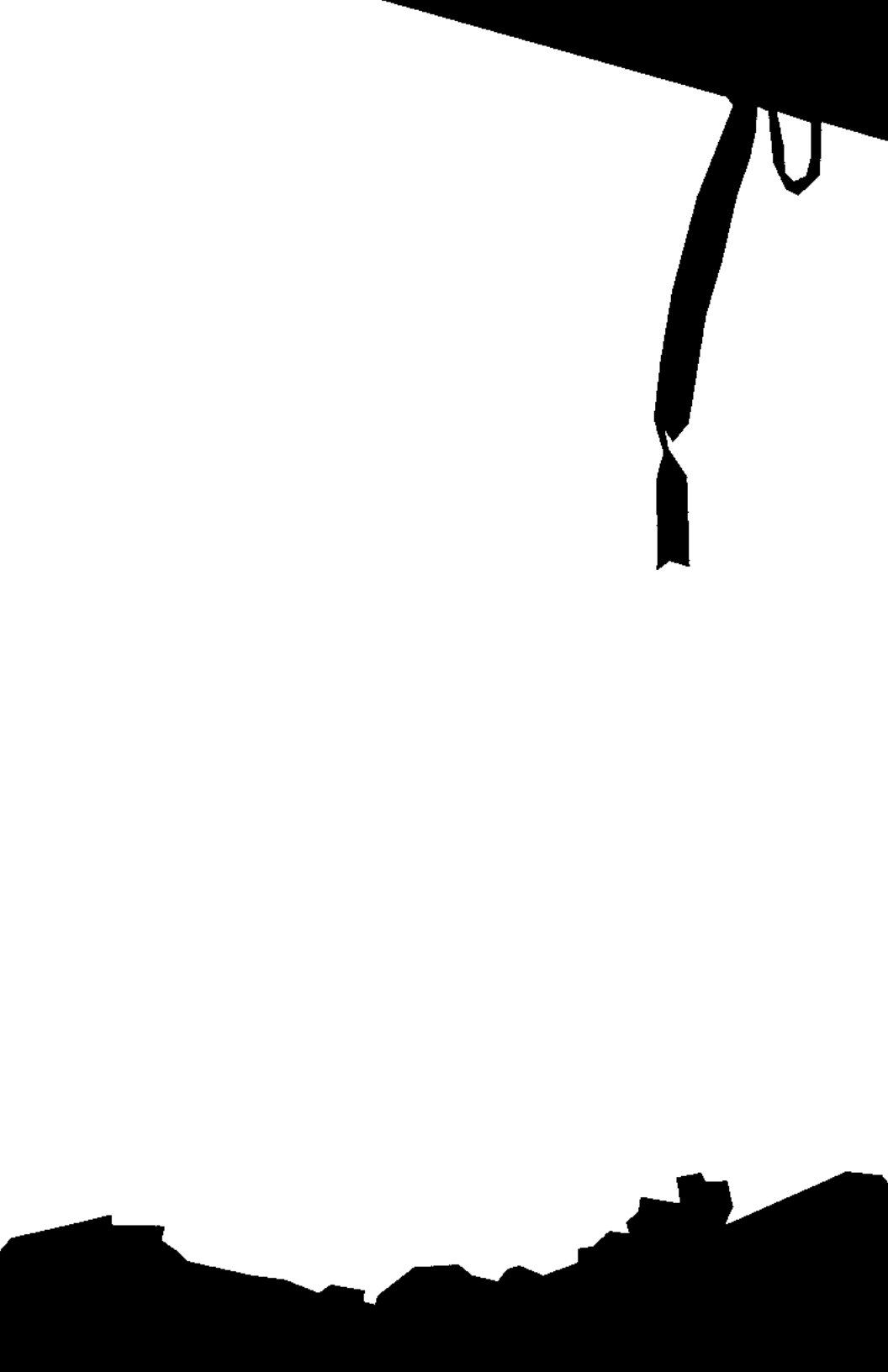
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**PLAYBOOKS  
& REFSHEETS**

# -PLAYBOOKS & REFSHEETS-

## THE BLOODHOUND (8-11)

*Here in the ashes of the burned world, strange things dwell, strange forces move. What seems solid, real, is illusion; what seems impossible, must be true. Any whose mind still lights with curiosity must see that it's so.*

When you play the Bloodhound, you have mysteries you're obsessed with: What caused the apocalypse? What is the world's psychic maelstrom? Is a better world possible? Are there, like, ghosts, or what?

## THE BRAIN-PICKER (12-15)

*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.*

When you play the Brain-picker, you have psychic powers and weird interests, and they go together...

## THE GEARCUTTER (16-19)

*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.*

*When you know everything, will you set fire to the world too?*

When you play the Gearcutter, you have salvage grounds and a workspace, and you can fix almost everything that's broken.

## THE HARRIER (20-23)

*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 beating of the Gray Wing.*

When you play the Harrier, you have a dangerous and skilled combat gang, who just happen to be a cult of death.

## THE LAWMAKER (24-27)

*Here in the ashes of the world, there's not much law to be found. Most places, if someone's wronged, they're on their own.*

*Your holding is a kind of oasis. Your law is a kind of water, sweet and cold after too long without.*

When you play the Lawmaker, you create and rule a stronghold, with a gang to defend it and a population to care for.

## THE MEDIC (28-31)

*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.*

When you play the Medic, you represent life and hope in the ashes of the world. You can help who needs it most.

## THE MONARCH (32-35)

*Before the world burned, there was a creature, the story goes, smaller than your hand, orange and black. It could fly, and it loved flowers, and it was so powerful that they gave its name to kings and queens.*

When you play the Monarch, you have a following: people devoted to you, who'll do your bidding and demand your time.

## NO ONE (36-39)

*The sun is the killing eye and the wind is the grindstone. Creatures fetch up in the lee of things, in the shade, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? They say: away from the sun, out of the wind. Am I here?*

When you play No One, you have a past that nobody knows, not the MC, not you, not anybody. You'll discover it in play, and learn both what you were running from and what you left for yourself to rediscover.

## **THE OPERATOR (40–43)**

*A few living still remember it: every horizon scorching hot with civilization in flames, light to put out the stars and moon, smoke to put out the sun. Now the horizons are dark and the roads have torn themselves apart, but a few still travel them.*

When you play the Operator, you have ports of call, places you regularly go, where they know and expect you, and which your travels tie together.

## **THE RESTLESS (44–47)**

*Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.*

When you play the Restless, you know and travel the wilderness, going where others don't go and living where others can't live.

## **THE UNDAUNTED (48–51)**

*Faced with life, faced with death, they chose to set fire to the world. They burned us into the scabbling, frightened things in the ashes that you see now.*

*Not you. You looked in the face of death, you looked on the face of life, and you chose to be unafraid.*

When you play the Undaunted, you have children, the strong, caring, strange and wonderful people who've come into your care and who've chosen to surround you.

## **THE VIGILANT (52–55)**

*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.*

When you play the Vigilant, you see the dangers of the world's psychic maelstrom, the monsters it creates that others can't see.

## **THE VOLATILE (56–59)**

*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.*

When you play the Volatile, you always have violence at your ready disposal.

## **THE WEAPONIZED (60–63)**

*Sift through the ashes of the world and you find burnt records, broken technology, opaque data, the leavings of an age now gone forever. But the world is still burning. Sometimes you find a hot coal, banked in the ashes. Breathe on it and set it ablaze.*

When you play the Weaponized, you're a combat cyborg of a past time, trying to make your way now in a transformed world.

## **THE X-EARTHER (64–67)**

*The world was burning. Cities spasmed, shattered, and fell. Wind, fire, plague, and famine lashed the earth. It's inconceivable: billions died.*

*There were a few who could take shelter at a remove above the burning earth. From there, they could only watch, unconceiving.*

When you play the X-Earther, you're a person from an orbital station, trying to maintain your tenuous connection with a hostile earth.

## **PLAYER REFSHEETS (68–75)**

- **Basic Moves**
- **Making Moves**
- **Experience & Improvement**
- **Standard Moves**
- **Harm**

**- STATS — MOVES — EFFECTS — HARM**

**- AGGRO**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

- To you, only the truth has real value. You don't seek material power or comfort, and are satisfied merely to survive. You have **Barter -1**
- To you the truth is not sacred. You use your knowledge to manipulate people, and sell your secrets to enrich yourself. You have **Barter +1**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+2).
- Get +1Cool (max Cool+2).
- Get +1Hard (max Hard+2).
- Get +1Weird (max Weird+2).
- Get a new Bloodhound move.
- Get a new Bloodhound move.
- Establish a **following** and get **devotion**.
- Establish an **observatory** (workspace: cosmology) and get **tinkering**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE BLOODHOUND

PRONOUNS:

*Here in the ashes of the burned world, strange things dwell, strange forces move. What seems solid, real, is illusion; what seems impossible, must be true. Any whose mind still lights with curiosity must see that it's so.*

1ST IMPRESSION

## BLOODHOUND MOVES

- **Interrogating reality**<sup>†</sup>: At the end of the session, choose one of your mysteries. Tell the MC that you'd like to mark it **true** or **false**. They must choose 1 of these answers: *go ahead and mark it true; go ahead and mark it false; or for now, you'd better not mark it either way*. They can also allow you to choose another mystery and ask again, if they like.
- **Compassionate presence**: When you meet an NPC in private, at your choice, you can roll+Cool. On a 10+, both. On a 7-9, choose 1:
  - *If they're ashamed of something they've done, they blurt it out to you. Ask the MC if they do.*
  - *If they're holding onto pain, they blurt it out to you. Ask the MC if they do.*On a miss, if they're hurting or ashamed, they see you as a threat. Ask the MC what they do.
- **Eerily astute**: When you **read a situation**, as a free additional question, you can ask:
  - *Which threat types are in play here?*The MC must list them. They aren't required to tell you who's who, but they can if they like.
- **Stern presence**: When you enter into a situation, roll+Hard. On a 10+, both. On a 7-9, choose 1:
  - *If anyone here has intentionally told lies, betrayed trust, or sown confusion, they can't meet your eyes. Ask the MC who can't.*
  - *If anyone here needs your help, they meet and hold your eyes. Ask the MC who does.*On a miss, something else catches your attention first. Ask the MC what does.
- **Whispering truth**<sup>†</sup>: When you tell an NPC a mystery marked **true**, the truth of it whispers to their psyche. Have the MC choose 1:
  - *They become fixed upon it, intent upon pursuing it to its conclusions, abandoning other commitments. They change threat type if necessary.*
  - *They become fixed upon you, your devoted disciple, abandoning other commitments. They change threat type if necessary.*

## OTHER MOVES

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

† This move requires you to have mysteries.

# MYSTERIES

You are a student of truth, seeking reality without fear. At any time, you may mark any of the following mysteries **I believe** or **I don't believe**. You may also create up to 3 mysteries of your own. To mark a mystery **true** or **false**, use your move **interrogating reality**.

**I believe**  
**I don't believe**

## MYSTERIES

**True**  
**False**

- |                          |                          |   |                          |                          |
|--------------------------|--------------------------|---|--------------------------|--------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <i>It would be possible to undo the apocalypse, if we knew how.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Our world is not real, but is somehow created just for us to experience.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Somewhere there are those who survived the apocalypse, safe and intact, at peace, in a green and bountiful place.</i>      | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The apocalypse was imposed upon us by enemies of humanity, vast and inimical, existing outside us or else deep within.</i> | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The future is written before us, and we could read it if we knew how.</i>  | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>There are other worlds than this one, and it's possible to travel to them.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>They burned the world on purpose, out of vast spite and malice.</i>  | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>They burned the world on purpose, to end some inconceivable horror.</i>  | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>Time travel is possible.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom has always existed, but has now grown strong.</i>  | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is an alien intelligence or will.</i>  | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is made of ghosts.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom is the soul of the earth, wounded, screaming in pain and loss.</i>                           | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>The world's psychic maelstrom was created by human beings.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | <i>We survive death, transformed. Death is not the end of us.</i>   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | —   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | —   | <input type="checkbox"/> | <input type="checkbox"/> |
| <input type="checkbox"/> | <input type="checkbox"/> | —   | <input type="checkbox"/> | <input type="checkbox"/> |

## CLOTHING, LIVING SPACE & INCIDENTALS

# — THE BLOODHOUND

**To create your Bloodhound**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Baskerville, Ricardo, Kepler, Mona, Trini, Linus, Wisteria, Scarlet, or Mazarine.

Doe, Eclipse, Static, Cricket, Cuff, Speck, Lion, Coronet, Valley, Beech, Raygate, or Devilfoot.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Aggressive, antic, contemplative, cryptic, curious, cynical, dreamy, exacting, forgiving, humorous, idealistic, impatient, kind, lively, mystical, nitpicky, patient, raving, unflappable.

## 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

You have no weapon.

When you choose your gear, list your armor, if any.

You have 0-Ψ.

You have Barter per your Scavenge.

## HARD ZONE

Ask your MC which Hard Zone is in play, or else choose with the other players.

You can adapt your gear and other options to the Hard Zone as necessary.

## MOVES

You get all the basic moves. You get

**interrogating reality**, and choose 1 more Bloodhound move.

## GEAR

You get:

- Your mysteries.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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 each other character directly: *Can I count on you to tell me the truth, whenever I ask, no matter what I ask?*

- If they say yes, write Hx+2.
- If they say no, write Hx+1.
- If they say anything else, or if you don't believe their answer, write Hx-1.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

**- ARMOR**

**Ψ**

**- 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**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+2).
  - Get +1Cool (max Cool+2).
  - Get +1Sharp (max Sharp+2).
  - Get a new Brain-picker move.
  - Get a new Brain-picker move.
  - Get 2 new Brain-picker gear.
  - Establish a **venue** and get **wealth**.
  - Establish a **following** and get **devotion**.
  - Get a move from an unused playbook.
  - Get a move from an unused playbook.
- 
- Get +1 to any stat (max stat+3).
  - Get +1 to any stat (max stat+3).
  - Unlock a gamechanger.
  - Create an additional character to play.
  - Retire your character to safety.

NAME:

# THE BRAIN-PICKER

PRONOUNS:

*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 unblinkered eyes, our whispering, dangerous voices.*

1ST IMPRESSION

## BRAIN-PICKER MOVES

- **Deep brain scan\***: When you have time to study someone, you can read them more deeply than usual. **Read someone**, but roll+Weird, and in addition to the usual questions, you can choose from these:
  - *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  $\Psi$ -harm instead.
- **Embrace the maelstrom**: You get +1Weird (max Weird+3). You get +1 $\Psi$  (max 2- $\Psi$ ).
- **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  $\Psi$ -harm instead, but your hold is still spent. On a miss, their brain freaks out and they suffer  $\Psi$ -harm instead.
- **Mesmerizing whisper\***: When you whisper gently to someone, you can **sway them**, but roll+Weird. Furthermore, when they choose how to respond, they can't choose to call you out to your face.
- **The maelstrom, manifest**: You can unleash the world's psychic maelstrom as a destructive physical force: *environ= $\Psi$ , close-far, can't be brought to bear on a specific target.*

## OTHER MOVES

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

## BRAIN-PICKER GEAR

- **Brain frequency resonator** (*hi-tech, worn*)  
Gives the wearer +1 $\Psi$  (max 2- $\Psi$ ).
- **Deep earplugs** (*hi-tech, worn*)  
Protects the wearer from all Brain-picker moves and gear, and from many other sources of  $\Psi$ -harm.
- **Engineered nerve tick** (*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 overload chamber**  
You have an enclosed chamber that acts as a psychic antenna, giving you access to **augury**.

## SMALL FANCY WEAPONS

- **Antique handgun** (*2-harm, close, loud, reload, valuable*)
- **Handmade silenced handgun** (*2-harm, close, hi-tech*)
- **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

**To create your Brain-picker**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

Choose your pronouns.

## 1<sup>ST</sup> 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+1, Hard-2, Sharp+2, Weird+2

Aggro-1, Cool+2, 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 ZONE

Ask your MC which Hard Zone is in play, or else choose with the other players.

You can adapt your gear and other options to the Hard Zone as necessary.

## MOVES

You get all the basic moves. Choose 2 Brain-picker moves.

## GEAR

You get:

- 2 Brain-picker gear.
- 1 small fancy weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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 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

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

- You always have an abundance of interesting and useful things to trade. You have **Barter +1**.
- In addition to your trade goods, you have a stranglehold, you're the only source for a particular thing that the people around you love or need. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Weird (max Weird+3).
- Get +1Aggro (max Aggro+2).
- Get +1Cool (max Cool+2).
- Get +1Sharp (max Sharp+2).
- Get a new Gearcutter move.
- Get a new Gearcutter move.
- Add a medlab to your workshop (workspace: healing).
- Add weird tech to your workshop (workspace: Ψ).
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE GEARCUTTER

*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.*

PRONOUNS:

*When you know everything, will you set fire to the world too?*

## 1ST IMPRESSION

## GEARCUTTER MOVES

- **Assay the salvage:** When you **read a situation**, as a free additional question, you can ask:
  - *What's the most useful, valuable, or mysterious thing here?*
- **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 +1 forward now. On a miss, the MC holds 1, and can spend it to have you be there already, but somehow pinned, caught or trapped.
- **The mind's fraying edge:** You have one piece of Brain-picker gear. Ask the MC what it is. You also get +1Ψ (max 2-Ψ).
- **Oftener 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, 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

- **Tinkering**

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

# SALVAGE GROUNDS

You have a workshop full of tools, parts, components, and scrap (*workspace: machinery, tech*). You also get **tinkering**.

You go out into dangerous territory to salvage. To create your salvage grounds, choose Hard Zone locations for up to 5:

- \_\_\_\_\_ : *I have allowance from the local warlord to scavenge here and keep anything I find.*
  - \_\_\_\_\_ : *I have a trade agreement here, goods for goods, food and basics for parts and tech.*
  - \_\_\_\_\_ : *I deal direct with the scroungers here, anything strange they find, they keep for me to look at.*
  - \_\_\_\_\_ : *I know secret ruins near here, where sometimes you can find ancient machinery.*
  - \_\_\_\_\_ : *The collapsed city here created layers of salvage, warrenned through by scavengers.*
  - \_\_\_\_\_ : *The traders who come through here sometimes have strange goods from distant places.*
  - \_\_\_\_\_ : *There's lost treasure here, but only if you know how to look for it.*
- You define:**
- \_\_\_\_\_ :

## 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, burstfire, loud)
- **Pipe grenade** (1-environ, thrown, single use: ○○○)

## CLOTHING, LIVING SPACE & INCIDENTALS

# — THE GEARCUTTER

**To create your Gearcutter**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

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

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

Choose your pronouns.

## 1<sup>ST</sup> 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 ZONE

Ask your 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 Gearcutter moves.

## GEAR

You get:

- Salvage grounds.
- 1 repurposed weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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:

- *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

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

- You and your birds decline to commit violence for pay, reserving your violence for when you feel it necessary. You have **Barter +0**.
- You and your birds are willing to sell yourselves as bodyguards, skirmishers, armed couriers, and/or mercenaries. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Hard (max Hard+3).
- Get +1Cool (max Cool+2).
- Get +1Weird (max Weird+2).
- Get a new Harrier move.
- Get a new Harrier move.
- Establish a **following** and get **devotion**.
- Establish a **refuge**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

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 beating of the Gray Wing.*

PRONOUNS:

## 1ST IMPRESSION

## HARRIER MOVES

- **Ecstatic Coma**†: In worship of the Gray Wing of Death, your gang can enter into a deathlike ecstatic coma. Treat them as a **psychic antenna** and use them for **augury**. You also get +1Ψ (max 2-Ψ).
- **Hunter-killers**†: Your gang's vehicles are mounted with rocket tubes (4-harm, close/far, concentrated fire, emplaced). If your gang doesn't have vehicles, it carries portable rocket tubes instead (4-harm, close/far, concentrated fire, reload, braced). *Gang: +rockets.*
- **Skirmishers**†: Your gang has the experience, discipline, and mobility to take on a larger gang. When you use them to **attack** or **do battle** with a larger gang, they're not outnumbered, no matter the other gang's size.
- **Tactician**: When you **attack** or **do battle**, on any hit, you get +1choice. In addition, when you **read a situation**, if you are in a position to see or receive intelligence about an enemy's movements, as a free additional question, ask:
  - *What is my enemy preparing to do?*
- **Whispers of the Gray Wing**: 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 does the Gray Wing of Death hover?*
  - *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?*
  - *If we will be paid to do battle, who now will pay us?*On a miss, ask 1 anyway, and ask this question as well:
  - *Upon which of us has Death fixed its eye?*

## OTHER MOVES

- **Leadership**

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

† This move requires you to have a gang.

# BIRDS

**Your birds** are like (circle 1): *Battlefield ravens, eagles, falcons in flight, harvest crows, hunting hawks, vultures.* They number (circle 1): 6 / 7 / 8 / 9.

- Name your lieutenant:
- Name your best scout:
- Name your best fighter:

They're your gang (*gang:small, 2-harm, 1-armor*). You get **leadership**.

**Their wings** are (choose 1):

- **Bikes.** Frame: bike, massive=0, speed+2, handling+1, 0-armor. *Gang: +bikes.*
- **Cutters.** Frame: cutter, massive=1, speed+2, handling+0, 0-armor. *Gang: +hovering.*
- **Flyers.** Frame: flyer, massive=1, speed+2, handling+0, 0-armor. *Gang: +flying.*

They're (choose all that apply):

- |                                   |                                   |                                    |                                     |
|-----------------------------------|-----------------------------------|------------------------------------|-------------------------------------|
| <input type="checkbox"/> Blazing  | <input type="checkbox"/> Flashing | <input type="checkbox"/> Racing    | <input type="checkbox"/> Smoking    |
| <input type="checkbox"/> Bucking  | <input type="checkbox"/> Grinding | <input type="checkbox"/> Raging    | <input type="checkbox"/> Soaring    |
| <input type="checkbox"/> Churning | <input type="checkbox"/> Groaning | <input type="checkbox"/> Roaring   | <input type="checkbox"/> Swooping   |
| <input type="checkbox"/> Crying   | <input type="checkbox"/> Hissing  | <input type="checkbox"/> Scorching | <input type="checkbox"/> Wallowing  |
| <input type="checkbox"/> Darting  | <input type="checkbox"/> Howling  | <input type="checkbox"/> Screaming | <input type="checkbox"/> Whispering |

...and wild machines.

**Their weapons & armor** are:

- Long aluminum lances with hardened steel heads (*3-harm hand ap*)
- Hunters' rifles and a carefully hoarded, carefully shared cache of bullets (*2-harm far loud*)
- Wicked knives, clubs, chains, hatchets, & hammers (*2-harm hand brutal*)
- Lightweight layered battle armor (*1-armor*)

**Their cult** is (choose 1):

- *The Gray Wing of Death is cruel, and indiscriminate in its cruelty.*
- *The Gray Wing of Death is generous, and gives every eternal treasure to those who die.*
- *The Gray Wing of Death is kind, and gives kind death to the faithful.*
- *The Gray Wing of Death is a thief, who has stolen the immortality of we who were immortal.*
- *The Gray Wing of Death is a tyrant, and all murder is tyranny.*
- *There is no life and there is no death. All is a dream; all are free.*

**GANG** \_\_\_\_\_

**Tell the MC all of the above**, and to create your birds as a threat.

You have the same wings, weapons, and armor as your birds. You don't have to share their cult if you don't want to.

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE HARRIER

**To create your Harrier**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Taki, Jun, Stammer, Lac, Fole, Dona, Choi, Baker, Paz, Pav.

Moonwitch, Frostbite, Sundog, Wolfhound, Grayhound, Mouser, Recluse, Peregrine, Jackdaw, Magpie, Cardinal.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Aloof, brooding, chill, controlled, easygoing, generous, grandiose, hair-trigger, jovial, larger-than-life, lazy, predatory, pugnacious, restless, ruthless, seething, studious, tightly wound, uncaring, watchful.

## STATS

Choose a set:

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

## EFFECTS

When you create your birds, they give you 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 your 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 Harrier moves.

## GEAR

You get:

- Your Birds.
- The same wings, weapons, and armor your birds have.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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:

- *Which of you did me and my birds swoop in and save your life?*  
For that character, write Hx+2.
- *Which of you have called upon me and my birds to get violent revenge for you?*  
For that character, write Hx-1.
- *Which of you can I consider a genuine friend?*  
For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx=0. You tend to leave people to their own business.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

○ You don't hold yourself above  
your holding's population, but  
live like them, subject to the  
same tides of plenty and want.  
You have **Barter +0**.

○ No matter what changing fortunes bring to your  
holding and its people, you live above and you  
always take your share first. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new  
playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Cool (max Cool+3).
- Get +1Hard (max Hard+2).
- Get +1Sharp (max Sharp+2).
- Get +1Weird (max Weird+2).
- Get a new Lawmaker move.
- Add an option and a **surplus** to your holding.
- Add an option and a **surplus** to your holding.
- Add an option to your holding and erase a **want**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE LAWMAKER

*Here in the ashes of the world, there's not much law to be found. Most places, if someone's wronged, they're on their own.*

PRONOUNS:

*Your holding is a kind of oasis. Your law is a kind of water, sweet and cold after too long without.*

## 1ST IMPRESSION

## LAWMAKER MOVES

- **The Law speaks to you** †: When someone breaks your laws, roll+Weird. On a 10+, the Law allows you to choose:
  - *You let them off with a warning, reduced penalty, or reprieve.*
  - *You make an exception for them and they have no blame.*
  - *They must face the full penalty.*On a 7-9, the MC tells you which the Law will allow. On a miss, or if you are unable to obey the Law's requirements, responsibility falls to you, and you must pay the penalty yourself. You may choose to pay it in full, in reduced form, or only symbolically.
- **Ears in the walls** †: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 2. During the session, spend your hold 1 for 1 to name a person who's living in or visiting your holding, and ask what they're up to right now. The MC or the other player has to answer frankly. On a miss, hold 1 anyway.
- **Forbidding presence**: When you enter into a situation, roll+Cool. On a 10+, both. On a 7-9, choose 1:
  - *If anyone here has broken your laws or betrayed your holding, they can't meet your eyes. Ask the MC who can't.*
  - *If anyone here intends to break your laws or intends you harm, they move involuntarily away from you. Ask the MC who does.*On a miss, if you have any enemies here, they panic and immediately move against you.
- **Right hand**: You have a lieutenant who isn't just competent and loyal, they are, as the saying goes, *reliable*. Detail them now with the MC.
- **Taskmaster**: When you give orders to a non-gang body of people who answer to you (eg your holding's population, your followers, your assistants or crew) use **Leadership**, even though they're not a gang.

## OTHER MOVES

- **Leadership**
- **Wealth**

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

† This move requires you to have a holding and laws.

# HOLDING

You have a holding, a settlement where a population of about 100 lives and works, defended by a gang of about 20 (*gang:medium, 2-harm, 1-armor*). You get **wealth** for your holding and **leadership** for your gang. Your holding includes your laws:

- **General laws** that everybody should follow. Name a few:

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- **One law** that everybody knows not to break, or else. Name it:

---

And choose 3 more options:

- A bustling marketplace, traders & caravans coming through.
- A champion, a flashy, deadly showoff named \_\_\_\_\_.
- A champion, a serious, deadly person named \_\_\_\_\_.
- Electricity, heat, refrigeration, running water.
- Gorgeous, luxe rooms for whoever can afford them.
- A high watchtower with a commanding view.
- A place that holds a secret, silent and difficult to get to.
- A powerful stronghold (in battle, this is a secure defensive position).
- A source of beautiful, pure, clean water.
- A scouting & raiding party separate from your gang (*gang:small, 2-harm, 1-armor*).
- Something cool that one of the other PCs wants it to have:

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- A trade agreement & peace accord with (choose a Hard Zone location):

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For your holding's **surplus**, circle 3: +1Barter, art, development projects, exploration, feasting, food storage, growth, healing, intrigue, luxe goods, music, parties, performance, pit fights, profit, pure water, relaxation, trade, transport, visiting strangers, worship.

For its **wants**, circle 2: Abandonment, disease, extremism, hoarding, hunger, outcasts, power struggles, ruthlessness, vendettas, violence.

## GANG

### NO-NONSENSE WEAPONS

- Big knife** (2-harm, hand)
- Handmade pistol** (2-harm, close, loud, reload)
- Hatchet** (3-harm, hand)
- Sawed off** (3-harm, close, messy, reload)

### CLOTHING, LIVING SPACE & INCIDENTALS

# — THE LAWMAKER

**To create your Lawmaker**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Nbeke, Allison, Kobe, Kreider, Tranh, Marco, Sadiq, Vega, Lang, Lin, or Jackson.

Madame, Barbecue, Grandma, Uncle, Parson, Barnum, Colonel, or Mother Superior.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Busy, calculating, dangerous, domineering, generous, gorgeous, gracious, hardnosed, hardworking, hospitable, indolent, kind, regal, ruthless.

## STATS

Choose a set:

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

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

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

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

## 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 your 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. You get **the law speaks to you**, and choose 1 more Lawmaker move.

## GEAR

You get:

- A holding.
- 2 no-nonsense weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, moves, and holding.

## 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:

- *Which of you has been with me the longest, since before?*  
For that character, write Hx+2.
- *Have any of you ever betrayed or stolen from me?*  
For those characters, write Hx+3.
- *Which of you is my favorite?*  
For that character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You're wary, watchful, and conscientious.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
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 -2**.
- 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**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Sharp (max Sharp+3).
- Get +1Aggro (max Aggro+2).
- Get +1Cool (max Cool+2).
- Get a new Medic move.
- Get a new Medic move.
- Add an option to your refuge.
- Add an option to your refuge.
- Add an option to your refuge.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

THE MEDIC

*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

## - MEDIC MOVES

- **Field medic:** When somebody's suffered harm, you can help. Roll+Sharp. On any hit, you stabilize them: their injuries won't get worse, and you can safely move them. On a 10+, they recover 1harm as well. On a miss, you see at once that there's nothing you can do for them. Choose 1:
  - *I do my best for them, even though it won't make a difference.*
  - *I break it to them compassionately and stay with them.*
  - *I walk away.*
- **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.
- **Know your enemy:** When you **read a situation**, as a free additional question, always ask:
  - *How might this situation turn [more] violent?*
- **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.

## - OTHER MOVES

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

# REFUGE

You have a refuge where people can live, work, and heal. It includes (choose 4):

- **Access to unexplored underground chambers**  
Ancient, echoing, and mysterious.
- **An ambulance**  
Massive=3, Speed+1, Handling+1, 0-armor. Impression: flashing, wailing, surly.
- **Armed guards** (*gang:small, 2-harm 1-armor*)  
You also get **leadership**.
- **Armored walls**  
In battle, your refuge is a secure defensive position.
- **A cult** (*following: small; devotions: comfort, worship; demands: teaching, worship*)  
Worshippers of the (circle 1) ghosts / life / gods that your refuge represents to them. You also get **devotion**.
- **A garden of green, growing plants**  
Providing healthy food and simple medicines.
- **Life support & medlab** (*workspace: healing*)  
You also get **tinkering**.
- **A reliable source of fresh, clean water**  
A beautiful fountain, giant collection tanks, or just a cracked underground pipe that somehow runs clear.
- **A security system of some kind**  
Cameras & motion detectors, or else tripwires, booby traps, and rigged floors.
- **Skilled assistants**  
Give them names, looks and outlooks with the MC.
- **A thoughtful NPC caretaker** (*advisor*)  
You also get **insight**.

## DEFENSIVE WEAPONS

- **Big knife** (*2-harm, hand*)
- **Crude handmade pistol** (*2-harm, close, loud, reload*)
- **Stun gun** (*s-harm, hand, reload*)

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE MEDIC

**To create your Medic**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.  
Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.  
Choose your pronouns.

## 1<sup>ST</sup> 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 your 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. You get **field medic**, and choose 1 more Medic move.

## GEAR

You get:

- Your refuge.
- 1 defensive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- 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

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

- You are devoted to your people and share their good times and bad, you don't hold yourself above or apart from them. You have **Barter +0**.
- You're willing to let your people support you and live well off their devotion to you. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Cool (max Cool+3).
- Get +1Aggro (max Aggro+2).
- Get +1Sharp (max Sharp+2).
- Get +1Weird (max Weird+2).
- Get a new Monarch move.
- Get a new Monarch move.
- Add 1 option to your people.
- Add 1 option to your people.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

THE MONARCH

PRONOUNS:

*Before the world burned, there was a creature, the story goes, smaller than your hand, orange and black. It could fly, and it loved flowers, and it was so powerful that they gave its name to kings and queens.*

1ST IMPRESSION

## MONARCH MOVES

- **Artful & gracious:** When you perform your chosen art — any act of expression or culture — or when you put its product before an audience, roll+Cool. On a 10+, spend 3. On a 7-9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
  - *This person must meet me.*
  - *This person loves me.*
  - *This person admires my patron.*
  - *This person must have my services.*
  - *This person must give me a gift.*On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.
- **The grapevine:** When you want to know something about someone distant, roll+Cool. On a 10+, ask the MC 3 questions. On a 7-9, ask 1. The MC has to answer frankly.
  - *How are they doing? what's up with them?*
  - *Who do they know, like and/or trust?*
  - *How could I get to them, physically or emotionally?*
  - *What or who do they love best?*
  - *When next should I expect to see them?*On a miss, ask 1 anyway, but word of your interest reaches them.
- **Incandescent\*:** When you make a show and display of passion — anguish, love, fury, any — no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.
- **Lost\*:** When you whisper someone's name to the world's psychic maelstrom, roll+Weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

## OTHER MOVES

- **Devotion**

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

# YOUR PEOPLE

You have people, a strong and loyal group to whom you belong. They are your following, and you also get **devotion**.

Your people are (choose 2):

- **Children** (*devotion: hope, play; demands: protection*)  
To them you are a parent figure.
- **Choppers** (*devotion: battle, transport; demands: discipline, maintenance*)  
They're a gang (*gang:small, 2-harm, 1-armor, bikes*). To them you are their gang boss. You also get **leadership**.
- **A cult** (*devotion: comfort, worship; demands: teaching*)  
To them you are a prophet, so think up your teachings.
- **Elders** (*devotion: insight; demands: obedience*)  
They are your **advisors**. To them you are a young leader, worth their wisdom. You also get **insight**.
- **Guardians** (*devotion: battle, protection; demands: discipline*)  
They're a gang (*gang:small, 2-harm, 1-armor*). To them you are their gang boss. You also get **leadership**.
- **Laborers** (*devotion: +1Barter; demands: R&R, solidarity*)  
Circle 1-3: *farming, hunting, manual labor, scavenging, skilled labor, trade labor*. To them you are a leader and organizer.
- **Visionary** (*devotion: insight; demands: flattery*)  
Your people include a visionary **advisor** who knows weird things. To them you are a supplicant. You also get **insight**.
- **Wanderers** (*devotion: trade; demands: provisions*)  
To them you are their (circle 1): home base / wayfinder.

## DISTINCTIVE WEAPONS

- **Beautiful vintage handgun** (*2-harm, close, loud, reload*)
- **Custom-made handgun** (*2-harm, close, loud, reload*)
- **Hand-forged damascus blade** (*2-harm, hand*)
- **Lavishly decorated hunting rifle** (*2-harm, far, loud, reload*)
- **Weighted, swinging chain** (*2-harm, hand*)

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE MONARCH

**To create your Monarch**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Caring, clannish, cold, confident, generous, graceful, hospitable, open, outgoing, polite, reserved, retiring, self-aware, self-conscious, self-possessed, sly, standoffish, temperamental, warm.

## STATS

Choose a set:

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

## 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.

Options might give you a gang.

## HARD ZONE

Ask your 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 1 Monarch move.

## GEAR

You get:

- Your people.
- 1 distinctive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, moves, and people.

## 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:

- *Are any of you my people?*  
For those characters, write Hx+3.
- *Have any of you ever stood up to me for real, and refused to back down, in front of my people and everything?*  
For those characters, write Hx+2.
- *Do any of you wish you were my people, but aren't?*  
For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You like people and can see them clearly.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

**- ARMOR**

**Ψ**

**- SCAVENGE**

- You don't have goods to trade in or a good name to trade on. You have **Barter -2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+3).
- Get +1Sharp (max Sharp+3).
- Get +1Weird (max Weird+3).
- You rediscover your cache of weapons.
- You rediscover your cache of valuables.
- You rediscover your locked potential.
- You rediscover your hidden beauty.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

NO ONE

PRONOUNS:

*The sun is the killing eye and the wind is the grindstone. Creatures fetch up in the lee of things, in the shade, scorched and scoured. They are no one anymore, they are from the worst of nowheres. Where are you going? They say: away from the sun, out of the wind. Am I here?*

1ST IMPRESSION

-NO ONE MOVES

- **Visions:** At the beginning of the session, roll+Hard. On a 10+, the MC holds 1. On a 7–9, the MC holds 2. On a miss, the MC holds 3. If the MC now has 3 hold or more, they must begin the session by spending 1.
  - *The MC can spend 1 of their hold at a moment of transition to tell you that a vision comes on you, and ask where you are and who you're with.*
  - *The MC can spend 2 of their hold at any moment to interrupt you and tell you that a vision comes on you right now.*The MC doesn't lose unspent hold at the end of the session, but carries it over.
- **Dirty fighter:** Whenever you inflict harm, inflict +1harm.
- **On fortune's tides:** You have a kind of psychic good luck that materially provides for you. You get +1Ψ (max 2-Ψ). Add your Ψ to your barter. Furthermore, when you **read a situation**, add your Ψ to the roll.
- **Onrushing revelation** †: Each time you have a vision, mark experience.
- **Road refuge:** You get a car. You detail it, but give it 2 weaknesses, 1 strength, and poor looks. You also get the **vehicle moves**.

-OTHER MOVES

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

† This move requires you to have visions.

# YOUR VISIONS

You've hidden your past from yourself. It was unspeakable, inhuman. It comes to you in visions, maybe literal, maybe symbolic. You can't remember where you came from, you don't know how you made your escape, and you don't know what your visions mean.

When a vision comes on you, choose 1 from places and 1 from people, and tell the MC which. Ask the MC what your vision is, what happens in it, and how long it lasts.

## Places:

- An unfathomable labyrinth of underground chambers, ancient and arched.
- A place where the stars are visible in black sky with impossible clarity.
- The interior of a machine bigger than human making, roaring.
- A place amid filthy water, close, stinking, whose touch is corruption.
- A green and beautiful garden, tantalizing, somehow denied to you or out of your reach.
- An unsettled place of constant motion, shuddering and pitching.
- A place of human compassion, where people serve and care for one another.
- A place of corpses.

## People:

- Forced laborers or prisoners in number, beaten, brutalized, afraid.
- A person of impeccable cruelty, with a calm and private smile.
- Someone indolent.
- A person you loved, whom you long to see again.
- A person you loved, in whom your faith was misplaced.
- Someone impersonally violent, bearing the tools of their violence.
- Someone caring for you, for the sole purpose of returning you alive to torment.
- People chained.
- Inhuman beings, moving and acting with manifest intelligence.
- A child, face half-covered.
- People overcome by starvation, by poison, by contamination, or by a terrible disease.

# REDISCOVERIES

As improvements, you can rediscover things you've hidden from yourself:

- **Cache of weapons:** have the MC detail the weapons you hid away for yourself, and ask them what memory or vision leads you to them now. (MC, choose a selection of weapons from unused playbooks.)
- **Cache of valuables:** with the MC, describe the valuables you hid away for yourself. Cross out your Scavenge option. Instead, you have a rich cache of valuable supplies and jingle. You have **Barter+2**.
- **Locked potential:** have the MC choose 2 of the following moves for you, and ask them what memory or vision unlocks them in you: **bonefeel; deep brain scan; healing touch; the maelstrom, manifest; sixth sense; things speak; visions of death; your enemy's methods.**
- **Hidden beauty:** tell the MC what you do to finally reveal the beauty you've been hiding, and rewrite your 1<sup>st</sup> Impression to reflect it. Have the MC choose 2 of the following moves for you: **compassionate presence, forbidding presence, incandescent, inheritor, lost, stern presence, there in extremity, whispers of the Gray Wing.**

# CLOTHING, LIVING SPACE & INCIDENTALS

# NO ONE

**To create your No One**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Macks, Prout, Sludge, Kime, Mourning, Back, Raiver, Skale, Days, Earrings, 155, Adage, Shuts, Ocean, Ape, Donuts, or Rockwell.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Awkward, dreamy, flinching, furtive, impassive, lost, mousy, scarred, shy, self-effacing, stoic, spacey, vigilant, weary, wide-eyed, wounded.

## STATS

Choose a set:

Aggro+2, Cool+1, Hard=0, Sharp-1, Weird+1  
Aggro-1, Cool+1, Hard+2, Sharp=0, Weird+1  
Aggro=0, Cool+1, Hard-1, Sharp+2, Weird+1  
Aggro+1, Cool=0, Hard-1, Sharp+1, 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 your 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. You get **visions**, and choose 2 more No One moves.

## GEAR

You get:

- Your visions.
- 1 scrounged weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## SCROUNGED WEAPONS

- A bent, crappy knife (*2-harm, hand*)
- A brick (*1-harm, hand*.)
- A broken rake or shovel (*2-harm, hand*)
- A face breaker (*2-harm, hand*)  
*A glove with washers or nails wired across the knuckles*

## 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 the group:

- *Which of you have shared your own food with me?*

For the characters who have, write Hx+1. For the characters who haven't, write Hx-1.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**COOL**

Act under fire  
Sway someone

○○○○ » XP

**HARD**

Attack someone  
Do battle

○○○○ » XP

**SHARP**

Read someone  
Read a situation

○○○○ » XP

**WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**WEAPON**

**ARMOR**

**Ψ**

## - SCAVENGE

Choose 1:

- You hold your reputation as precious, and you're willing to take a loss when it means making good and doing right. You have **Barter +1**.
- You weigh your reputation like any other resource, and you're willing to let it take the hit when doing something shady will net you. You have **Barter +3**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**BARTER**

Live day to day  
Cruise a market

## Hx

Help someone  
Interrupt someone

## - IMPROVEMENT

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Cool (max Cool+3).
- Get +1Aggro (max Aggro+2).
- Get +1Sharp (max Sharp+3).
- Get +1Weird (max Weird+2).
- Get a new Operator move.
- Get a new Operator move.
- Get a new vehicle (you detail).
- Get a **garage** (workspace: vehicles) and **tinkering**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE OPERATOR

*A few living still remember it: every horizon scorching hot with civilization in flames, light to put out the stars and moon, smoke to put out the sun. Now the horizons are dark and the roads have torn themselves apart, but a few still travel them.*

PRONOUNS:

1ST IMPRESSION

## OPERATOR MOVES

- **Ear to the ground:** At the beginning of the session, or whenever there's a break in play, name the location of one of your ports of call or another location you care about, and roll+Cool. On a 10+, word reaches you that (choose 1):
  - *There's a great opportunity for you there. Ask the MC what it is.*
  - *Or choose 1 from the 7-9 list below.*  
On a 7-9, word reaches you that (choose 1):
    - *They're facing a serious problem there. Ask the MC what it is.*
    - *Somebody there needs to talk to you. Ask the MC who.*
    - *Something bad is coming your way, and the people there have a warning for you. Ask the MC what their warning is.*  
On a miss, word reaches you that:
      - *Somebody there wants your blood. Ask the MC who.*
- **Combat driver** †: When you use your vehicle as a weapon, inflict +1harm. When you inflict v-harm, inflict v-harm+1. When you suffer v-harm, suffer v-harm-1.
- **Eye on the door:** Name your escape route and roll+Cool. 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.
- **Reputation:** When you meet someone important (your call), they've heard of you. Roll+Cool. On a 10+, tell the MC what they've heard. On a 7-9, tell the MC what they've heard, and the MC tells you what they've *also* heard. On a miss, they've still heard of you, but the MC tells you what they've heard.
- **Weather eye:** When you **read a situation**, as a free additional question, ask 1 of these:
  - *What's on the horizon? What's coming, what's gathering?*
  - *What's my best opportunity here? How might I pull this off?*
  - *If I cut out now, what could I get away with?*

## OTHER MOVES

- **Ear to the ground**
- **Vehicle moves**

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

† This move requires you to have a vehicle.

# YOUR VEHICLE

Choose 1:

- **A cagey brute.** *Frame: pickup (or equivalent for this Hard Zone), massive=3, speed=0, handling=0, 1-armor. Impression: capacious, rebar & rivets, rugged, slow.*
- **A relentless machine.** *Frame: jeep (or equivalent for this Hard Zone), massive=2, speed=0, handling+1, 1-armor. Impression: cramped, loud, off-road, vintage, workhorse.*
- **A bold devil.** *Frame: muscle car (or equivalent for this Hard Zone), massive=2, speed+1, handling+1, 0-armor. Impression: aggressive, fast, flashy, guzzler.*

**Named:**

You also get the **vehicle moves.**

## YOUR PORTS OF CALL

Whatever you need, you know where to go. Choose Hard Zone locations for up to 5:

- \_\_\_\_\_ : *I know people here who can get me strange things, curious things, new things.*
  - \_\_\_\_\_ : *I know people here who can get me serious things, dangerous things, weapons, explosives.*
  - \_\_\_\_\_ : *I know people here who can get me precious things, beautiful things, wonderful things.*
  - \_\_\_\_\_ : *I know people here who can get me ancient things, relics of the golden age before.*
  - \_\_\_\_\_ : *I know people here who know people, who can put me in touch with who I need.*
  - \_\_\_\_\_ : *I keep flash rooms here. Dinner-and, a soft bed, treat me like a wheel.*
  - \_\_\_\_\_ : *I have family and friends I can trust here, who'll put me up while things blow over.*
- You define:**
- \_\_\_\_\_ :

## HANDY WEAPONS

- **Big knife** (2-harm, hand)
- **Crossbow** (2-harm, close-far, reload)
- **Crowbar** (2-harm, hand, brutal)
- **Revolver** (2-harm, close, loud, reload)
- **Sawed off** (3-harm, close, messy, reload)

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE OPERATOR

**To create your Operator**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Lauren, Audrey, Farley, Sammy, Katherine, Marilyn, James, Bridget, Paul, Annette, Marlene, Frankie, Marlon, Kim, Errol, or Humphrey.

Phoenix, Mustang, Impala, Suv, Cougar, Cobra, Dart, Gremlin, Jag, or Beemer.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Angry, detached, cool, gorgeous, handsome, hardworking, hard-worked, impatient, rock and roll, sexy, sunbleached, sunburnt, twitchy, windburnt, worn out, young.

## STATS

Choose a set:

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

## 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 your 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. You get **ear to the ground**, and choose 1 more Operator move.

## GEAR

You get:

- Your vehicle.
- Your ports of call.
- 1 handy weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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:

- *Have any of you ever stepped in, put it on the line, and gotten me out of a serious spot?*  
For those characters, write Hx+1.
- *Have any of you ever been with me for days on the road?*  
For those characters, write Hx+2.
- *Have I ever caught any of you staring out at the horizon?*  
For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx-1. You don't get too attached.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

You move as lightly through the Inhabitable as you can, taking nothing, leaving nothing to show you were there. You have **Barter +0**.

You know where the Inhabitable keeps its treasures — fruit, meat, fur, and other resources — and you'll take what you want for yourself and your friends. You have **Barter +2**.

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+2).
- Get +1Hard (max Hard+2).
- Get +1Sharp (max Sharp+3).
- Get +1Weird (max Weird+3).
- Get a new Restless move.
- Get a new Restless move.
- Get another dog (you detail).
- et 3 ports of call and **ear to the ground**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

NAME:

# THE RESTLESS

*Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.*

PRONOUNS:

1ST IMPRESSION

## - RESTLESS MOVES

- **Best friends:** You have another dog (*you detail*). (If you take this move from another playbook, you have a dog.)
- **Hunter:** When you're hunting, tracking, fleeing, or standing off with an enemy, roll+Aggro. On a 10+, ask the MC 3 questions. On a 7-9, ask 2. The MC has to answer frankly.
  - *Is this its territory? How do I know?*
  - *Where would it go for safety? How do I know?*
  - *Where would it go for the advantage in an encounter? How do I know?*
  - *How close is it? How can I tell?*
  - *Is it aware of me and my position? How can I tell?*
  - *Is it motivated right now by pain, fear, hunger, or instinct? How can I tell?*On a miss, ask 1 anyway, but it can ask you 1 too. Answer frankly.
- **Monster fighter:** You have the experience, discipline, and skill to take on enemies that are physically larger than you. When you **attack** or **do battle** with a larger enemy, you're not outsized, no matter how big they are.
- **Naturalist:** Ask the MC for the rules for creating creatures. Whenever there's a break in play, you can write up an until-now unknown plant, animal, or other creature. Give it over to the MC to create as a threat and bring into play as they choose.
- **Wanderer:** Whenever there's a break in play, you can declare that meanwhile, you've been wandering. Choose a location from the Inhospitable and tell the MC that you've discovered it, visited it, or learned the way to it. Add it to the Hard Zone in play. Instead of choosing a location from the Inhospitable, if you prefer, you can work with the MC to write up a new custom location for the Hard Zone in play.

## - OTHER MOVES

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

# YOUR DOG

**Name:** \_\_\_\_\_

You have a dog (*creature, size=1x, instincts+2, 2-harm, 1-armor, heightened senses, pack*). Tell the MC to write it up as a **reliable**: a **friend**, a **guardian**, or a **right hand**.

**Impression** (circle 1 or more): *Adorable, alert, busy, curious, easygoing, goofy, graceful, intelligent, lazy, lean, playful, shaggy, snarling, slobbery, yapping, other:*

When your dog's with you, it modifies your basic moves:

- When you **confront someone** with your dog, your dog confronts them too, snarling, growling, hackles up. Ask the MC what your dog will do if they don't choose to back down and give you your way.
- When you **act under fire**, your dog's less cool than you, but it has better survival instincts. On a 7-9 or a miss, tell the MC that your dog gets you out of it and ask how.
- When you **do battle**, on any hit, in addition to your own choices, your dog gets 1 choice on your behalf. Tell it what to do, then ask the MC what it actually does and which it actually chooses.
- When you **read someone**, as a free additional question, always ask:
  - *What does my dog think of them?*
- When you **read a situation**, as a free additional question, always ask:
  - *What's my dog paying attention to?*
- When you **open your brain to the world's psychic maelstrom**, your dog looks out for you. On a miss, tell the MC that your dog gets you out of it and ask how.
- You can have your dog **help someone** while you keep doing what you're doing. Tell it what to do, then ask the MC what it actually does. You roll+Hx (or +Sharp for NPCs) on your dog's behalf.
- You can have your dog **interrupt someone** while you keep doing what you're doing. Tell it what to do, then ask the MC what it actually does. You roll+Hx (or +Aggro for NPCs) on your dog's behalf.

## SURVIVAL WEAPONS

- **Big knife** (2-harm, hand)
- **Bean can grenades** (3-harm, messy, thrown, single use: ○○○)
- **Crossbow** (2-harm, close-far, reload)
- **Hatchet** (3-harm, hand)
- **Machete** (3-harm, hand, brutal)
- **Scavenged lost-tech pulser** (3-harm, close-far, autofire, hi-tech, unreliable, repair: ○○○)
- **Tripwire propane can** (3-harm, close, fire, set, single use: ○○○)
- **Tripwire spike** (4-harm, hand, set)

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE RESTLESS

**To create your Restless**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Daw, Raven, Stork, Hatch, Gull, Piper, Robin, Wren, Flicker, Jay, Finch, Sparrow, Cardinal.

Jack, Jill, Jane, Joe, Tom, Dick, Harry, Sally, Guy, Mac, Brother, Sister, Cousin, Stranger.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Alert, attentive, awkward, bashful, calm, eager, energetic, giving, judgmental, placid, plainspoken, practical, rough, rugged, twitchy, unforgiving, unkind, warm, weatherbeaten.

## STATS

Choose a set:

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

## 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 your 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.

Have the Inhospitable at hand as well.

## MOVES

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

## GEAR

You get:

- Your dog.
- A big knife plus 2 more survival weapons.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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 or both:

- *Have any of you lived in this place all your life, so that you know stories about what's lost and hidden out there?*

For those characters, write Hx+1.

- *Do any of you rely on me? What for?*

For those characters, write Hx-1.

For everyone else, or if no one volunteers at all, write Hx-1. You haven't quite settled here yet.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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 -**

Confront someone  
Try something

○○○○ » XP

**- COOL -**

Act under fire  
Sway someone

○○○○ » XP

**- HARD -**

Attack someone  
Do battle

○○○○ » XP

**- SHARP -**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD -**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON -**

**- ARMOR -**

**Ψ**

**- SCAVENGE -**

Choose 1:

- You have good luck, clean water, and a good garden. You have **Barter +1**.
- In addition to good luck and a green thumb, you have a calculating streak and you know how to wring the most out of what you have. You have **Barter +2**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER -**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT -**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+3).
- Get +1Sharp (max Sharp+2).
- Get a new Undaunted move.
- Get a new Undaunted move.
- Establish a **following** and get **devotion**.
- Establish a **gang** and get **leadership**.
- Establish a **holding** and get **wealth**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

THE UNDAUNTED

PRONOUNS:

*Faced with life, faced with death, they chose to set fire to the world. They burned us into the scrabbling, frightened things in the ashes that you see now.*

*Not you. You looked in the face of death, you looked on the face of life, and you chose to be unafraid.*

1ST IMPRESSION

-UNDAUNTED MOVES

- **Against the odds:** When you're backed in a corner, roll+Aggro. On a 10+, choose 1:
  - *You have an unexpected ally. Ask the MC who it is.*
  - *You have a desperate opportunity. Ask the MC what it is.*
  - *You have a sudden realization. Ask or tell the MC what it is.*
  - *You find reserves of speed, strength, or endurance. Tell the MC what you can do.*
  - *You have a piece of amazing luck. Ask or tell the MC what it is.*On a 7-9, the MC chooses 1 for you. On a miss, sorry, you're good and cornered.
- **Inheritor:** When you were yourself a child, one of your forebears taught you patience, perspective, and careful thought. When you take time to reflect, it is as though you can sit with generations of your forebears in counsel, though of course they're gone. Treat them as **advisors** and your reflection as **insight**.
- **Mother bear:** When you **do battle**, on any hit, in addition to all other choices and outcomes, you can **guard someone**: they can't come under attack until you're out of the fight. If there's no one to guard, you don't get the bonus. In addition, when you **read a person**, as a free additional question, always ask:
  - *Where are you hurting?*
- **Standing across the threshold:** You get +1 $\Psi$  (max 2- $\Psi$ ). You can **confront** the world's psychic maelstrom as though it were a person. You can also **interrupt** it. Don't expect it to beg for your mercy.
- **There in extremity:** When the life of someone you care about becomes untenable, you are there, no matter the barriers, with or without any clear explanation of how you got there. If you prefer to be there in psychic presence only, not bodily, you can choose to be; or if the MC prefers it, they can choose for you to be. For NPCs, consider their life to become untenable when they've taken 2- or 3-harm, dangerous d-harm, or life-altering  $\Psi$ -harm.

-OTHER MOVES

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

# YOUR CHILDREN

You have children, born or chosen. Choose and name 1-4:

- \_\_\_\_\_ : *Skilled with their hands and tools, a maker.*
- \_\_\_\_\_ : *Broken and wandering, a seeker among ruins.*
- \_\_\_\_\_ : *Touched with insights and arcane skills.*
- \_\_\_\_\_ : *A dancer or athlete, an artist of bodies in motion who can captivate eyes and hearts.*
- \_\_\_\_\_ : *Devoted, willing to stand in death's way for me.*
- \_\_\_\_\_ : *Brazen and fearless, who will go among my enemies and return.*
- \_\_\_\_\_ : *Beautiful and still, watchful and kind.*
- \_\_\_\_\_ : *Shy and violent, who would undertake to kill for me.*
- \_\_\_\_\_ : *Smiling, full of laughter.*
- \_\_\_\_\_ : *Still a young child.*
- \_\_\_\_\_ : *Now dead and lost to me.*
- \_\_\_\_\_ :
- \_\_\_\_\_ :

Tell the MC to create them as threats, and to remember that they can be **reliables**.

## POTENTIAL WEAPONS AT HAND

- **Box cutter** (2-harm, intimate)
- **Butcher's knife** (2-harm, hand)
- **Crowbar** (2-harm, hand, brutal)
- **Hatchet** (3-harm, hand)
- **Shovel** (3-harm, hand, brutal)

## CLOTHING, LIVING SPACE & INCIDENTALS

# — THE UNDAUNTED —

**To create your *Undaunted***, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

January, Bell, Canner, Agave, Luna, Christmas, Brusen, Mama Shakespeare, Westwind, Ocean, Mastodon.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Angry, beautiful, calm, cheerful, ferocious, gallows-funny, giving, imposing, independent, long-suffering, loving, lucky, open-hearted, open-minded, patient, peaceful, plainspoken, rich, warm, worried.

## STATS

Choose a set:

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

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

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

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

## 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 your 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 3 Undaunted moves.

## GEAR

You get:

- Your children.
- No weapons, but choose which potential weapons you might have close to hand. Mark as many as you want.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, moves, and children.

## 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, if you want to, you can choose one of the other characters and invite them to be your child. If they agree, write Hx+3 for them.

Ask everyone else in turn:

- *Should I take you to be a threat to me or my children?*

For the characters you should, write Hx+3. For the rest, write Hx+1.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**Hx**

Help someone  
Interrupt someone

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

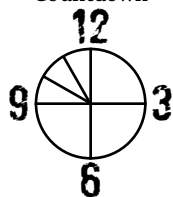
**Ψ**

**- SCAVENGE**

Choose 1:

- You don't make yourself stand out, you prefer to live unobtrusively with the people around you and to go unnoticed by outsiders. You have **Barter +0**.
- You provide valuable services — warnings and insights — to the people around you, and live a commensurate lifestyle. You have **Barter +1**.

Countdown



○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Sharp (max Sharp+3).
- Get +1Cool (max Cool+2).
- Get +1Hard (max Hard+2).
- Get a new Vigilant move.
- Get a new Vigilant move.
- Establish a **following** and get **devotion**.
- Establish a **gang** and get **leadership**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

---

- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

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:

1ST IMPRESSION

## - VIGILANT MOVES

- **Sniff the wind:** When you read a situation, ask a free additional question. Furthermore, include these in the list of questions you can ask:
  - *Who here is most afraid?*
  - *Who here is keeping secrets from the rest?*
  - *How close are the wolves?*
  - *Who here would do what I ask?*
  - *What or who is the source of the most pain or fear here?*
- **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 reload), 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.
- **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.
- **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):

- people*
- birds*
- beasts*
- insects*
- angels*
- shadows*
- machines*

But (choose 2):

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

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** (2-harm, far, loud)

## 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)

## CLOTHING, LIVING SPACE & INCIDENTALS

# THE VIGILANT

**To create your Vigilant**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

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

Fennis, Zmeya, Gargoyle, Vulture, Vulpes, Cat, Raven, Peregrine, Roadrunner, Mongoose, Widow.

Choose your pronouns.

## 1<sup>ST</sup> 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 your 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. You get **sniff the wind**, and choose 1 more Vigilant move.

## GEAR

You create the wolves of the maelstrom.

You also get:

- 2 hunter's weapons.
- 1 special armor.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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 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

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

**Ψ**

**- 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**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Hard (max Hard+3).
- Get +1Cool (max Cool+2).
- Get +1Sharp (max Sharp+2).
- Get a new Volatile move.
- Get a new Volatile move.
- Establish a **gang** and get **leadership**.
- Establish a **holding** and get **wealth**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE VOLATILE

*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.*

PRONOUNS:

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+Hard. 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 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 count as a small gang. You outnumber a few enemies, and you're only outnumbered by medium or large gangs.
- **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 even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

## - OTHER MOVES

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

# VOLATILE GEAR

## SERIOUS WEAPONS

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

## HANDY WEAPONS

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

## 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

**To create your Volatile**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

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

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

Choose your pronouns.

## 1<sup>ST</sup> 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 ZONE

Ask your 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 Volatile moves.

## GEAR

You get:

- 2 serious weapons.
- 2 handy weapons.
- 1 body armor.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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:

- *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

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

SEE →  
REVERSE

**- ARMOR**

**Ψ**

**- SCAVENGE**

Choose 1:

- You don't eat for pleasure, you need only fuel. You don't care for comfort. You sleep little and in silent dreamlessness.

You collect no wealth. You have **Barter -2**.

- Over your decades as a machine of war, you have amassed mountains of spoils, tribute, and ransom. You have **Barter +3**.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

**Hx**

Help someone  
Interrupt someone

**- IMPROVEMENT**

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Cool (max Cool+2).
- Get +1Sharp (max Sharp+2).
- Get +1Weird (max Weird+2).
- Upgrade: get a new Weaponized move.
- Upgrade: get a new Weaponized move.
- Exchange one of your machine's options for another.
- Exchange one of your machine's options for another.
- Get a move from an unused playbook.
- Get a move from an unused playbook.

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- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

NAME:

# THE WEAPONIZED

PRONOUNS:

*Sift through the ashes of the world and you find burnt records, broken technology, opaque data, the leavings of an age now gone forever. But the world is still burning. Sometimes you find a hot coal, banked in the ashes. Breathe on it and set it ablaze.*

1ST IMPRESSION

## - WEAPONIZED MOVES

- **Concealed weapons:** All of your weapons get the *hidden* tag.
- **Impossible strength:** You have inhuman strength, speed, and endurance. Any time you think that your impossible strength might help you, ask the MC to choose:
  - You can **try something challenging** in order to do it, when otherwise you couldn't.
  - You get +1 to your roll, +1choice, or +1hold.
  - You get +1harm, you add ap to your attack, or you get +1armor.
- **Integrated armaments:** Your weapons and armor are built into you. You can't set them down and they can't be taken from you. When you use an integrated weapon to **confront someone**, it's terrifying: take +1 to the roll.
- **The Lazarus Device †:** When your life becomes untenable, add an option to your machine and return to play with +1Hard (max Hard+3).
- **Rewired reflexes:** When you **act under fire**, roll+Hard instead of rolling+Cool. When you **attack someone** or **do battle**, on any hit, you must choose to **impress, frighten or dismay them**. When you **interrupt someone**, roll+Hard instead of rolling+Hx or rolling+Aggro.
- **Self-possessed †:** When one of your machine's options activates, but you resist it, roll+Cool. On a 10+, you're able to ignore your machine without struggle. On a 7-9, you're effectively able to **interrupt** your machine: you must deal with it somehow instead of doing what you intended. On a miss, you're able to resist your machine, but exchange the option immediately for another.
- **Tactical superiority:** When you **do battle**, you get +1choice.

## - OTHER MOVES

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

† This move requires you to have a machine.

## YOUR MACHINE

You are not only human, you're also a machine, built for war. Your machine drives you and makes demands of you. Choose 2:

- **AI override:** Tell the MC to create your AI override as a **warlord** threat. Once per session, and more often if you choose, tell the MC that your AI override takes over. Ask the MC what you do.
- **Fury:** When you **confront someone**, there's no appeasing you. If they back down, mollify, prevaricate, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack.
- **Hive mind:** You share thoughts and senses with others like you. Tell the MC to create other Weaponized as **infiltrator** threats. At any time, the MC can interrupt you to tell you what another Weaponized somewhere is seeing, feeling, and doing, or to have another Weaponized somewhere ask you what you're seeing, feeling, and doing.
- **Killing instinct:** Whenever you have the opportunity to do so — for instance, when you **attack someone** or **do battle** and roll a hit — you must choose to inflict at least 1 additional harm.
- **Manual override:** When someone tells you to do something, if they say the words “manual override,” you don't have a choice, you have to undertake to do it.

## YOUR WEAPONS & ARMOR

By default, you have light body armor (1-armor). Choose 3:

- **Concussive pulse generators** (1-*environ, hand, hi-tech*)
- **Focused energy lance** (3-*harm, fire, close, hi-tech*)
- **Heavy pulse rifle** (1-*environ, burstfire, close-far, hi-tech*)
- **Molecular-edged long-blade** (3-*harm, ap, hand, hi-tech*)
- **Molecular-edged needle gun** (2-*harm, ap, close, hi-tech*)
- **Shrapnel gun** (2-*harm, close, messy*)
- **Telescopic sniper rifle** (3-*harm, far, loud, hi-tech*)
- **Adaptive camo armor** (1-*armor, hi-tech, stealth*)
- **Intimidating heavy armor** (2-*armor*)
- **Molecular-hardened armor** (2-*armor, hi-tech*)

## CLOTHING, LIVING SPACE & INCIDENTALS

# — THE WEAPONIZED

**To create your Weaponized**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, gear, and Hx.

## NAME

Instead of a name, you have a serial designation. Ask the other players what their characters call you.

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Badass, battle-hardened, battle-scarred, bloodstained, calculating, dangerous, gorgeous, grotesque, harmless, human, inhuman, placid, quiet, ruthless, sleek, terrifying, unfeeling, violent.

## STATS

Choose a set:

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

## EFFECTS

When you choose your gear, list your armor.

You have 0-Ψ.

You have Barter per your Scavenge.

## HARD ZONE

Ask your 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 3 Weaponized moves.

## GEAR

You get:

- Your machine.
- Your weapons and armor.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, and moves.

## 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 the group:

- *Which of you are afraid of me?*

For the characters who are, write Hx-1.

For the characters who aren't, write Hx+2.

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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**

Confront someone  
Try something

○○○○ » XP

**- COOL**

Act under fire  
Sway someone

○○○○ » XP

**- HARD**

Attack someone  
Do battle

○○○○ » XP

**- SHARP**

Read someone  
Read a situation

○○○○ » XP

**- WEIRD**

Open your brain to  
the world's psychic  
maelstrom

○○○○ » XP

**- WEAPON**

**- ARMOR**

**Ψ**

## - SCAVENGE

- You have **Barter -1**, but you can use your platform's resources to offset costs. When you make a Barter roll, you can bump your roll up to the next threshold by marking a system from green to yellow or from yellow to red.

Countdown

○ Stabilized

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.
- Die.

**- BARTER**

Live day to day  
Cruise a market

## Hx

Help someone  
Interrupt someone

## - EXPERIENCE

Mark 6 XP » ○○○○○○ » Improve:

- Get +1Cool (max Cool+2).
  - Get +1Hard (max Hard+2).
  - Get +1Weird (max Weird+2).
  - Get a new X-Earther move.
  - Get a new X-Earther move.
  - Establish an **advisor** on your platform and get **insight**.
  - Establish a **psychic antenna** on your platform and get **augury**.
  - Establish a **devlab** (workspace: space, tech) on your platform and get **tinkering**.
  - Get a move from an unused playbook.
  - Get a move from an unused playbook.
- 
- Get +1 to any stat (max stat+3).
  - Get +1 to any stat (max stat+3).
  - Unlock a gamechanger.
  - Create an additional character to play.
  - Retire your character to safety.

NAME:

# THE X-EARTHER

*The world was burning. Cities spasmed, shattered, and fell. Wind, fire, plague, and famine lashed the earth. It's inconceivable: billions died.*

PRONOUNS:

*There were a few who could take shelter at a remove above the burning earth. From there, they could only watch, unconceiving.*

1ST IMPRESSION

## -X-EARTHER MOVES

- **Exploration/recovery mission:** At the end of every session, decide with the MC whether you've made progress in your exploration/recovery mission. Determine the nature of your mission with the MC as you go. If you agree that you've made progress, mark 1: ○○○○  
When you mark the 4th, unlock a gamechanger.
- **Habsuit:** You have a sealed, pressurized, lightweight environmental suit. It gives you 2-armor, plus provides protection from dazzling harm, fire, D-harm (air), D-harm (cool), D-harm (warmth), and D-harm (water).
- **Panic switch:** This system is integrated into your clothing. Whenever you take harm, you can choose to activate your panic switch. When you do, a system of rigid, interlocking armored shells snaps around you, providing 4-armor but immobilizing you, and a tracking beacon activates, broadcasting your status and location, encrypted, to your allies.
- **Remote comdrones:** You have 3 remote comdrones. When you **read a person** or **read a situation**, include these in the list of questions you can ask, and you can also ask one as a free additional question:
  - *What does my hoverdrone see and hear?*
  - *What does my wormdrone see and hear?*
  - *What does my spiderdrone see and hear?*The MC may ask you where your drone is before answering.

## -OTHER MOVES

- **Wealth**

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

# PLATFORM

Your platform is a **holding**. You get **wealth**. It's a working space station in relatively low geostationary orbit. It has a crew of 9, including you, plus their families, for a total living population of 22.

## SYSTEMS

	Green	Yellow	Red
Atmo scrubbing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Food supply & nutrition	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Heat shedding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Power production & distro	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rad shielding	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sealing / pressurization	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Water recycling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### Surplus & Want:

When your platform has **surplus**, mark 1 system from red to yellow or yellow to green.

When your platform has **want**, mark 1 system from green to yellow or yellow to red.

When your platform has **both**, do both.

**When a system goes red**, ask the MC what your station's crew and population does as a result.

- **Cargo bay:** Absent surplus, the only way to mark a system from red to yellow or yellow to green is with external resources, up from the surface or from elsewhere in Near Earth. You can arrange to buy the necessary supplies by **cruising a market**.
- **Docked whale:** A whale is a transport ship, suitable for travel between orbitals, not between Near Earth and the surface. Yours is a relentless beast. *Frame: whale, massive=6, speed=1, handling=0, 3-armor, in-orbit. Impression: lumbering, rugged.* Whenever you launch it, mark another system from green to yellow or yellow to red.
- **Gull:** A gull is a liftoff/drop ship for travel between your platform and the surface. Yours is a skittish ride. *Frame: gull, massive=5, speed+1, handling=0, 2-armor, flying, in-orbit. Impression: cramped, scarred, scorched.*
- **Lab modules:** Your platform has an active lab monitoring its functioning and environment, with modest facilities for the crew to pursue their own projects. This lab has available space to grow, and has additional capabilities currently offline. To bring them online, use your improvements to establish new facilities on your platform.
- **Perimeter defense system:** *1-environ, localspace.* When you use it to confront someone, do battle, or in another violent circumstance, you must bring it online: mark a system from green to yellow or yellow to red.
- **Vacant habs:** Your platform's running a skeleton crew, and has 3 hab modules in mothballs, capacity 12 each. When you bring one online, mark it here: ○○○, and mark a system from green to yellow or yellow to red.

## STANDARD DEPLOYMENT OUTFIT

- **9mm sidearm** (2-harm, close, loud)
- **Stungun** (s-harm, close, reload)
- **Rugged fatigues** (1-armor)

## CLOTHING, LIVING SPACE & INCIDENTALS

# — THE X-EARTHER —

**To create your X-Earther**, choose name & pronouns, 1<sup>ST</sup> impression, stats, effects, moves, platform, and Hx.

## NAME

Founder, Marshal, Howler, Egret, Blinker, Tam, Ananya, or Mahmoud.

Captain [last, first], Specialist [last, first], Commander [last, first], or Ensign [last, first].

Choose your pronouns.

## 1<sup>ST</sup> IMPRESSION

Choose 1 or more, and add your own:

Abrupt, analytical, calculating, curious, delicate, distant, distracted, flighty, frail, hard-nosed, intense, nervous, odd, patient, practical, reserved, sensitive, twitchy, warm.

## STATS

Choose a set:

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

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

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

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

## 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

You bring Near Earth into play with you. Make sure everyone knows.

Ask your MC which other Hard Zone is in play, if any, or else choose with the other players.

You can adapt your gear and other options to the other Hard Zone as necessary.

## MOVES

You get all the basic moves. Choose 1 X-Earther move.

## GEAR

You get:

- Your platform and all its systems. Start with your choice of 5 systems marked green and 2 systems marked yellow.
- Your standard deployment outfit.
- Clothing you detail otherwise.
- Living space and incidentals you detail, suitable to your personal needs, Scavenge, Hard Zone, moves, and platform.

## 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:

- *Are there any of you who I genuinely wouldn't trust to bring up to my orbital platform?*

For those characters, write Hx-2.

For everyone else, or if no one volunteers at all, write Hx+1. You consider your friends reliable (rightly or wrongly).

On the others' turns, volunteer if you like.

## IMPROVEMENT

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 your place in the world? If you're not, get 1XP.

At the end of each session, judge for yourself: 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.

# -BASIC MOVES-

## CONFRONT SOMEONE

When you **confront, intimidate, threaten, stand off, or bluff someone**, roll+Aggro. On a 10+, they have to choose: back down and give you your way, defy you and fight back, or else make their case and ask you to reconsider. On a 7-9, you've left them some wiggle room, and they can try to escape, bargain with you, pass off responsibility, or divert you instead. Either way, choose whether and how to follow through, but if you follow through by **attacking or doing battle** with them, take +1 forward to that move. On a miss, be prepared for the worst.

## TRY SOMETHING CHALLENGING

When you **try something challenging**, a physical action that might be beyond you, requiring strength, skill, dexterity, endurance, balance, or quick reflexes, roll+Aggro. On a 10+, you can do it; ask the MC what it takes and how it goes. On a 7-9, you can do it, but ask the MC what it will cost you and decide for yourself if you want to go through with it. You might suffer harm. On a miss, be prepared for the worst.

## ACT UNDER FIRE

When you **act under fire** or try to keep it together under stress, be prepared to take harm as established, if appropriate, and roll+Cool. On a 10+, you're solid, you can do it. You suffer little harm (-1harm), or even avoid harm altogether, at the MC's judgment. On a 7-9, you flinch, hesitate, or stall. You might suffer full harm, or the MC can offer you a hard bargain, an unfortunate choice, or a different outcome instead. On a miss, be prepared for the worst.

## SWAY SOMEONE

When you try to **sway someone** to your side or your way of thinking, roll+Cool. On a 10+, they have to choose: set reserve and skepticism aside and go along with you, or else explain to you why they must refuse. On a 7-9, if they don't want to go along with you or refuse, they can choose to ask you for evidence, time, a compromise, or some concrete assurance; they must go along with you if you provide it. On a miss, be prepared for the worst.

## ATTACK SOMEONE

When you **attack someone**, roll+Hard. On any hit, you inflict harm as established. On a 10+, choose 2 of the following against your enemy. On a 7-9, choose 1. On a miss, be prepared for the worst.

- **Inflict terrible harm:** *Inflict +1harm.*
- **Seize hold of something:** *Name it; you have definite hold of it.*
- **Get them out of your way:** *You knock them down, drive them away, or fight past them.*
- **Impress, frighten, or dismay them:** *Ask the MC how this changes their morale and intentions.*
- **Pin them down:** *They're immobilized, cornered, or boxed in, and can't move freely.*

**Doing battle:** When you **attack someone while under fire**, be prepared to exchange harm, and roll+Hard. On a 10+, choose whether to attack them with a 10+ and act under fire with a 7-9, or vice versa. On a 7-9, you hit both with a 7-9. On a miss, be prepared for the worst.

## READ SOMEONE

When you **read someone** in a charged interaction, roll+Sharp. On a 10+, hold 3 against them. On a 7-9, hold 2 against them. During your interaction, spend your hold 1 for 1 to ask the MC or their player questions. They have to answer frankly, from their character's point of view.

- *Are you telling the truth?*
- *What are you feeling?*
- *What are you thinking of doing?*
- *What do you hope I'll do?*
- *How could I get you to do [x]?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

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## READ A SITUATION

When you **read a charged situation**, roll+Sharp. On a 10+, ask the MC 3 questions right now. On a 7–9, ask the MC 1 question. They have to answer frankly, and when you're acting on their answers, take +1 to any rolls you make.

- *Who's in control here?*
- *What's my best way in / out / around / through?*
- *Who or what poses the biggest threat to me?*
- *Who or what represents the best opportunity for me to do [x]?*
- *What should I be on the lookout for?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

## OPEN YOUR BRAIN

When you **open your brain to the world's psychic maelstrom**, roll+Weird. On any hit, the world's psychic maelstrom fills your perception. Ask the MC what you see and feel, and if the MC has any questions for you, answer them. On a 10+ hit, you can try to control it and/or interrogate it, but on a 7–9 you're just along for the ride. On a miss, be prepared for the worst.

## LIVE DAY TO DAY

**At the beginning of every session**, roll+Barter. On a 10+, ask the MC what's free and what's easy. On a 7–9, ask the MC what's easy and what's hard. On a miss, be prepared for the worst.

## CRUISE A MARKET

When you **cruise a market**, roll+Barter. Your roll represents your buying power, but the result depends on what you're after and what's available. Get with the MC for details before you roll.

## HELP SOMEONE

To **help someone**, ask their player what you can do to help. If you do it, roll+Hx. (If an NPC, roll+Sharp.) On any hit, your help bumps their roll up from a miss to a 7–9 hit or from a 7–9 hit to a 10+ hit. On a 10+, in addition, you get +1Hx with them on your sheet and they get +1Hx with you on their sheet (unless an NPC). On a miss, be prepared for the worst.

In order to do what they need you to, you might have to **try something challenging or act under fire**. Make those moves, when necessary, before this one.

## INTERRUPT SOMEONE

To **interrupt someone**, roll+Hx. (If an NPC, roll+Aggro.) On any hit, the MC chooses the most suitable:

- *You're there first.*
- *You're in their way.*
- *You're ready for it.*

...And they have to deal with you instead of doing what they intended. On a 10+, you also take +1forward against them. On a miss, you still interrupt them, but the MC chooses the most suitable:

- *They see what's happening and can change course smoothly.*
- *They take +1forward against you.*

You can interrupt each other simultaneously, but you can't keep someone from interrupting you by interrupting their interruption first.

Whatever you roll, they also get +1Hx with you on their sheet (unless an NPC).

When you make a **highly interruptible** move, marked with \*, announce that you're making it and explicitly give everyone a chance to interrupt you. Otherwise, they can call a do-over and retroactively interrupt you if they want, even after play's continued on.

# —MAKING MOVES—

It's your responsibility as a player to choose and announce the moves you're making.

The MC and the other players can suggest moves to you freely, especially if they see that you're making one but haven't realized it yet.

The MC can also call for you to make any move that they think you definitely should.

If you and the MC or another player disagree about your moves, explain yourself, and don't proceed with play until you've worked it out between you.

## SIMULTANEOUS MOVES

If you and another player are acting at the same time, hold your dice out in your closed fist, and tell them to do the same. Both of you should take the time to explain to the MC what you're doing and what moves you're making. If either of you roll prematurely, it doesn't count, pick your dice back up and hold your horses.

It's the MC's job to tell you whether you should roll your dice at the same time, or one before the other.

It's your responsibility as a player to make sure that the MC and the other players know that you have something to say. Holding your dice in your fist obtrusively in the play space is a signal that you don't need to interrupt who's speaking, but that they do need to hear you out before play proceeds.

## TRYING SOMETHING CHALLENGING vs ACTING UNDER FIRE

**Trying something challenging** is for actions that you might not be capable of, even in the best of circumstances. **Acting under fire** is for actions that you would have no trouble with, if you weren't trying to do them under fire.

For actions that could be either, get with the MC to choose which. For actions that are both, **act under fire** first to determine whether you can proceed, then **try it** to determine whether you can accomplish it.

(If you want to do something impossible, sorry, you can't.)

## TRYING SOMETHING vs ANOTHER PC

If you and another player or other players **try something challenging** against each other, handle it by **interrupting** each other instead. Roll+Hx simultaneously; all results apply.

## WHEN YOU ATTACK

You can always attack a single enemy. If a number of enemies are *encircling you* or are *in your immediate path*, you can attack them all. Ask the MC whether you should attack each separately or make a single attack against them collectively as a gang.

The *area* and *messy* weapon tags let you attack more enemies at once.

## PC vs PC BATTLES

If you and another player **attack each other**, roll+Hard at the same time. You're necessarily **doing battle**, so follow those rules. Make your choices and commit to them without knowing what your enemy's going to do.

If you make contradictory choices, they cancel each other out.

## PC vs NPC BATTLES

After you've made your choices, if any NPCs are still in the fight, ask the MC what they're doing now.

# -EXPERIENCE & IMPROVEMENT-

## ROLLING YOUR STATS

**Whenever you roll a stat**, mark it. When you make its 4th mark, get 1XP and erase its marks to start again.

Your playbook, the moves you choose, and your play style all influence how often you roll. If you find yourself pulling ahead or falling behind the other players, it's normal. If it gets to the point where anyone feels that it's unfair, talk together as a group, with the MC, to make sure that every player is getting the opportunities to roll their stats that they need.

## HARM & HEALING

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.

## AT THE END OF THE SESSION

**At the end of every session**, choose a character who knows you better than they used to. Tell that player to add +1 to their Hx with you on their sheet. If more than one character knows you better, choose at most two.

If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character you want. Tell that player to take -1 to their Hx with you on their sheet.

**Rolling Over Hx:** Whenever your Hx with someone reaches +4, either during a session or at the session's end, three things happen. First, reset it to Hx+1. Next, mark 1XP. Finally, choose 1 of the following to ask or tell them:

- *What's a secret I've learned or realized about you?*
- *I'm more open to you than I was. You gain +1Hx with me on your sheet.*
- *Hey, I'm thinking of doing [x]. What's your take? What do you suggest?*
- *What's our next step? Let's make a plan together for what comes next for us.*

Whenever your Hx with someone reaches -3, reset to Hx-1 and mark 1XP.

**At the end of every session**, judge for yourself: Are you satisfied with your place in the world? If you're not, get 1XP.

If you are, cool. You can take it easy until something changes.

**At the end of every session**, judge for yourself: Does your Scavenge choice still hold true? If it does, get 1XP. If it doesn't, you have the option to change it now.

When you change your Scavenge, you can simply switch to the other option, or you can get with the MC to write a new Scavenge to reflect your current situation. Typically, you write the text and the MC assigns barter, but check with the MC to confirm.

## IMPROVEMENT

**When you get your 6th XP**, choose an improvement, and erase your XP to start again.

Mark your improvement off, you can't choose it again.

If necessary, get with the MC to decide how and when your improvement comes into play.

**The Ungiven Future:** The improvements below the line begin play locked. Unlock them by taking 5 improvements above the line.

# —STANDARD MOVES—

Certain kinds of equipment, status, or NPC allies give you access to these moves.

## AUGURY

*The standard move for a **psychic antenna**.*

When you **use your psychic antenna for augury**, roll+Weird. On any hit, choose 1:

- You can reach through the world's psychic maelstrom to something or someone connected to it.
- You can isolate and protect a person or thing from the world's psychic maelstrom.
- You can extract and contain a fragment of the world's psychic maelstrom itself.
- You can open a window or door into the world's psychic maelstrom.

By default, the effect lasts only as long as you maintain it, reaches only shallowly into the world's psychic maelstrom as it is local to you, and bleeds instability. On a 10+, choose 2 of the following. On a 7–9, choose 1:

- It persists for a while without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly, maybe universally, throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your psychic antenna takes the brunt of it.

## DEVOTION

*The standard move for **followers**.*

**At the beginning of the session**, if your followers are secure and stable, roll+Cool. On a 10+, during the session, your followers offer you all of their devotions. On a 7–9, they offer you all of their devotions, but choose 1 demand. On a miss, or if your followers are in crisis, all of their demands.

If you have more than 1 group of followers, roll separately for each of them.

Make this move before you **live day to day**.

## INSIGHT

*The standard move for **advisors**.*

When you **go to your advisors for insight**, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you get 1XP.

## LEADERSHIP

*The standard move for a **gang**.*

When you **have to order your gang** to advance, regroup, hold position, or put their backs into it, roll+Hard. On any hit, they do it. On a 10+, they snap to, and you take +1 forward into whatever you're having them do. On a miss, they do it, but you'll hear about it later.

**Using your gang as a tool or weapon:**

When you have a gang, you can use them as a tool when you **try something challenging**, or in other demanding circumstances, or you can use them as a weapon when you **confront, attack, or do battle** with someone, or in other violent circumstances. When you do, you roll the dice and make your choices, but it's your gang's capabilities that determine how much work they can accomplish, and how well, not your own, and it's your gang that inflicts and suffers harm, not you yourself.

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## TINKERING

The standard move for a **workspace**.

When you **go into your workspace** to create something, repair something, solve a problem, or get to the bottom of something, tell the MC about it and ask if it's possible. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- *It's going to take hours/days/weeks/months of work.*
- *First you'll have to get/make/fix/figure out [x].*
- *You're going to need [x] to help you with it.*
- *It's going to cost a ton of jingle.*
- *The best you'll be able to do is not great, it'll be poor, slow, weak or unreliable.*
- *It's going to mean exposing yourself or others to serious danger.*
- *You're going to have to add [x] to your workspace first.*
- *It's going to take you several/dozens/hundreds of tries.*
- *You're going to have to take [x] apart to do it.*

The MC might connect them all with "and," or might throw in a merciful "or."

Once you've accomplished the necessities, you can go ahead and accomplish your project.

### **True prerequisites:**

When you tell the MC about a project and ask if it's possible, instead of telling you "sure, no problem, but..." the MC is allowed to tell you "maybe, but you'll need to expand your workspace to [named workspace tag] before you can even begin."

When the MC gives you a true prerequisite like this, you can take it as an intermediate project, and use **tinkering** again to accomplish it.

For example, suppose that you have a garage (workspace: vehicles), and you want to create a  $\Psi$ -isolation helmet. The MC answers that maybe you can, but you'll need to expand your workspace to *workspace:  $\Psi$*  before you can even begin. You can use **tinkering** to ask back: "cool, I'll do that. Is it possible?" Now the MC has to answer again: "sure, no problem, but..."

### **Workspace tags:**

- **Workspace-null:** *Having a workspace-null, which is the same as having no workspace at all, still gives you unlisted, rudimentary access to **tinkering**. Going into a workspace-null just means thinking something through, considering your available tools, and making a plan. You can use it to solve minor practical problems, and also, crucially, to establish a true workspace: "I'd like to assemble a machine shop, a workspace: machinery. Is it possible?"*
- **Workspace: cosmology:** *In an observatory, a workspace: cosmology, you can research and study the inner workings of the world and the principles upon which reality operates.*
- **Workspace: healing:** *In a workspace: healing, you can study and treat people's injuries and diseases, support or extend their lives, create prosthetics or enhancements, and even possibly transform them more radically in subtle or overt ways.*
- **Workspace: machinery:** *In a workspace: machinery, you can work with metal, ceramics, plastics, and other materials to create tools and machines.*
- **Workspace:  $\Psi$ :** *In a workspace:  $\Psi$ , you can work on brain-picker gear, psychic antennas, maelstrom probes,  $\Psi$ -isolation systems, and other weird tech.*
- **Workspace: space:** *In a workspace: space you can build and repair pressure suits, orbital vehicles, satellites, atmo- and hab systems, and anything else you need to live and work in orbit.*
- **Workspace: tech:** *In a workspace: tech you can work with electronics.*
- **Workspace: vehicles:** *In a workspace: vehicles you can build and repair engines, transmissions, frames, bodies — all parts of vehicles.*

# -STANDARD MOVES-

## DEALING WITH BAD TERRAIN

The standard move for **vehicles**.

When you have to **deal with bad terrain**, roll+Cool, modified by your vehicle's Handling. On a 10+, you fly through untouched. On a 7-9, choose 1:

- You slow down and pick your way forward.
- You push too hard and your vehicle suffers harm as established (1-harm ap for most terrain, but ask the MC first).
- You ditch out and go back to find another way.

On a miss, the MC chooses 1 for you. The others are impossible.

For purposes of dealing with bad terrain, a hovering vehicle or a submarine vehicle gets +1handling against surface terrain. Otherwise, vehicles only have to deal with bad terrain in their own environment.

### **Outdriving another vehicle:**

When you want to **outdrive another vehicle**, you're using your vehicle to **confront** the other driver. Roll+Aggro as always, but add either your vehicle's Speed or Handling to the roll, your choice, and subtract either their Speed or Handling from the roll, their choice.

If you follow up by **attacking** or **doing battle** with them, you get the +1forward as usual. However, if you follow up a different way — by **trying** to overtake them, or by **acting under fire** to take a dangerous route to cut them off, or by pressing the matter with them in any other way — you get a different bonus. The bonus is + your vehicle's appropriate stat, - their vehicle's appropriate stat. Get with the MC to work out which stats.

### **Using your vehicle as a weapon:**

When you're behind the wheel, you can use your vehicle as a weapon when you **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When you do, you roll the dice and make your choices, but it's your vehicle that inflicts and suffers harm, not you yourself.

## WEALTH

The standard move for a **holding** or **venue**.

**At the beginning of the session**, if your holding or venue is secure and stable, roll+Hard. On a 10+, during the session, your holding or venue has all of its surpluses. On a 7-9, it has all of its surpluses, but choose 1 want. On a miss, or if your holding or venue is in crisis, all of its wants.

Make this move before you **live day to day**.

# HARM

## HARM AS ESTABLISHED

When you **inflict or suffer harm**, it's equal to the attacker's weapon's harm rating, minus the target's armor rating. Harm minus armor is called *harm as established*.

When you **exchanges harm** with someone, you both simultaneously inflict and suffer harm as established:

- *You inflict harm equal to the harm of your weapon, minus your enemy's armor.*
- *You suffer harm equal to the harm of your enemy's weapon, minus your own armor.*

## WHEN YOU SUFFER HARM

For each 1-harm you suffer, mark 1 segment of your harm countdown clock. Start with the 12:00–3:00 segment and proceed clockwise.

**Harm up to 6:00** *heals by itself with time.*

**Harm 6:00–9:00** *is serious but stable: it doesn't heal with time, but doesn't worsen either.*

**Harm 9:00–11:00** *is serious, potentially life-threatening. You need medical attention to stabilize it — unstabilized, it worsens with time — and more medical attention to heal it.*

**When you hit 12:00**, *your life becomes untenable. Choose one of the options.*

## THE HARM MOVE

When you **suffer harm**, roll *minus* the harm you've suffered. On a 10+, the MC chooses 1:

- *The harm you take stands as is, with no additional effect.*
- *You take -1harm, but the MC chooses 1 from the 7–9 list below.*

On a 7–9, the MC chooses 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*

On a miss, the MC chooses 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *It's worse than it seemed. Take an additional 1-harm.*
- *Choose 2 from the 7–9 list above.*

The MC can forget or otherwise choose to forgo the harm move, case by case.

The MC can call for the harm move whenever you suffer harm, even if your armor reduces the harm you've suffered to 0 or negative.

## HARM & EXPERIENCE

When you **inflict harm** on another player's character, they get +1Hx with you on their sheet. When you hurt someone, they see you more clearly.

When you **heal or give medical aid** to another player's character, you get +1Hx with them on your sheet. When you heal someone, you see them more clearly.





# MC RULES

# —THE MC (MASTER OF CEREMONIES)

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You're the MC, the Master of Ceremonies, Apocalypse World's GM.

## YOUR AGENDA

- Make the post-apocalypse seem real.
- Make the characters' lives interesting.
- Play to find out what the characters make of their world.

## YOUR RULES

- Always say what your principles demand.
- Always say what the rules demand.
- Always say what your prep demands.
- Always say what honesty demands.
- Take turns. Give everybody their chance.

## YOUR PRINCIPLES

- Barf forth apocalyptic.
- Address yourself to the characters.
- Always choose moves that makes sense to you.
- To make your move, say what happens and how.
- Look through crosshairs.
- Name everyone. Give everyone motivations that make sense.
- Ask questions. Draw action and answers out of the players.
- Sometimes play hard. Sometimes go easy.
- Be a fan of the players' characters.
- Think offscreen too.
- Sometimes, disclaim decision making.

## YOUR MOVES

- Have one of your NPCs make a threat move. Remember all your NPCs, including the institutions, landscapes, vehicles and all, not just the people.
- Make something go wrong. Separate them, trap them, corner them, put them in a spot, put them in danger.
- Inflict or exchange harm as established.
- Announce off-screen badness.
- Activate their stuff's downside.
- Take away their stuff.
- Tell them the possible consequences and ask.
- Offer them an opportunity, with or without a cost.
- Turn their move back on them.
- Before or after your move: "meanwhile..."
- After your move: "what do you do?"

## DURING CHARACTER CREATION

- Choose which hard zone is in play.
- Help the players create and introduce their PCs.

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## RUNNING A SESSION

- Start the session with **living day to day** and the PCs' beginning-of-session moves.
- Tell them where they are and what's happening. Barf forth apocalyptic.
- Build on what's come before, starting with character creation and everything since then.
- Follow your own curiosity. Ask questions about what interests you.
- Leave yourself things to wonder about.
- Look for where the PCs aren't in control. Push there now, or remember them for later.
- Ask the players to have their PCs make moves. "Who wants to read a situation?" "I think you should read her." "Are you going to confront him?"
- Bring the PCs together. If a PC goes off alone, summarize what happens and then bring them back into play with another PC. The game's about the PCs together, it's not about any one of them alone.
- Leap forward with named, human NPCs, named locations, named institutions, named threats of every kind. Create new threats and bring your established threats back into play.
- Use the hard zone as an outline for exploration.
- Don't be afraid to escalate conflicts. If anybody wants a fight, PC or NPC, throw down.
- Work on your threat map and threat writeups.
- Plan for the gamechanger. Drop hints.
- End with the end-of-session moves: Who knows you better? Are you satisfied with your place in the world? Does your scavenge option still hold?

## CREATING YOUR THREATS & THREAT MAP

### **To create your threat map:**

- List the PCs and their immediate resources in the center circle.
- With the players, sketch a map of their surroundings. The map is a fisheye: fit their hard zone location inside the "closer" circle, and place or draw arrows to the rest of the hard zone outside it.
- Whenever you introduce an NPC, a particular element of the landscape, or any other potential threat, add it to your map.
- Be sure to introduce the essential threats.

### **To create a threat:**

- You can write your threats up before or after you bring them into play. The first step is to imagine them; write them up when you have the chance.
- Choose your threat's kind. Name them and copy over their impulse. Describe them and list their cast, if any.
- Place them on your threat map. If they're in motion, indicate it with an arrow.
- List their stakes question, if any.
- If they're connected to other threats, list them.
- If they call for a custom move or a countdown, create it.

### **Between sessions:**

- Update your threats and your threat map to reflect what's happened and to lay the ground for what's coming next.

# —THREAT MAP—

## THREAT TYPES

- **Clans:** cult, enforcers, family, hunting pack, mob, sybarites.
- **Diseases:** addiction, corruption, delusion, frailty, plague, prejudice.
- **Infiltrators:** betrayer, disease vector, parasite, quarry, revenant, saboteur.
- **Institutions:** condemnation & judgment, hooks & leverage, offices & duties, rituals & observances, rules & laws, status & hierarchy.
- **Landscapes:** breeding pit, fortress, furnace, maze, mirage, prison.
- **Markets:** buyers' club, crossroads market, flea meet, outfittery, sharehouse, waypoint.
- **Pinpoints:** cradle, doorway, hammer, mirror, searchlight, sickle.
- **Reliables:** confidante, friend, guardian, lover, representative, right hand.
- **Terrain:** broken ground, an exposed place, a precipice, shifting ground, a torrent, a wall.
- **Vehicles:** bold —, cagey —, relentless —, skittish —, vicious —, wild —. Beast, brute, creature, devil, machine, ride.
- **Warlords:** alpha wolf, collector, dictator, hive queen, prophet, slaver.

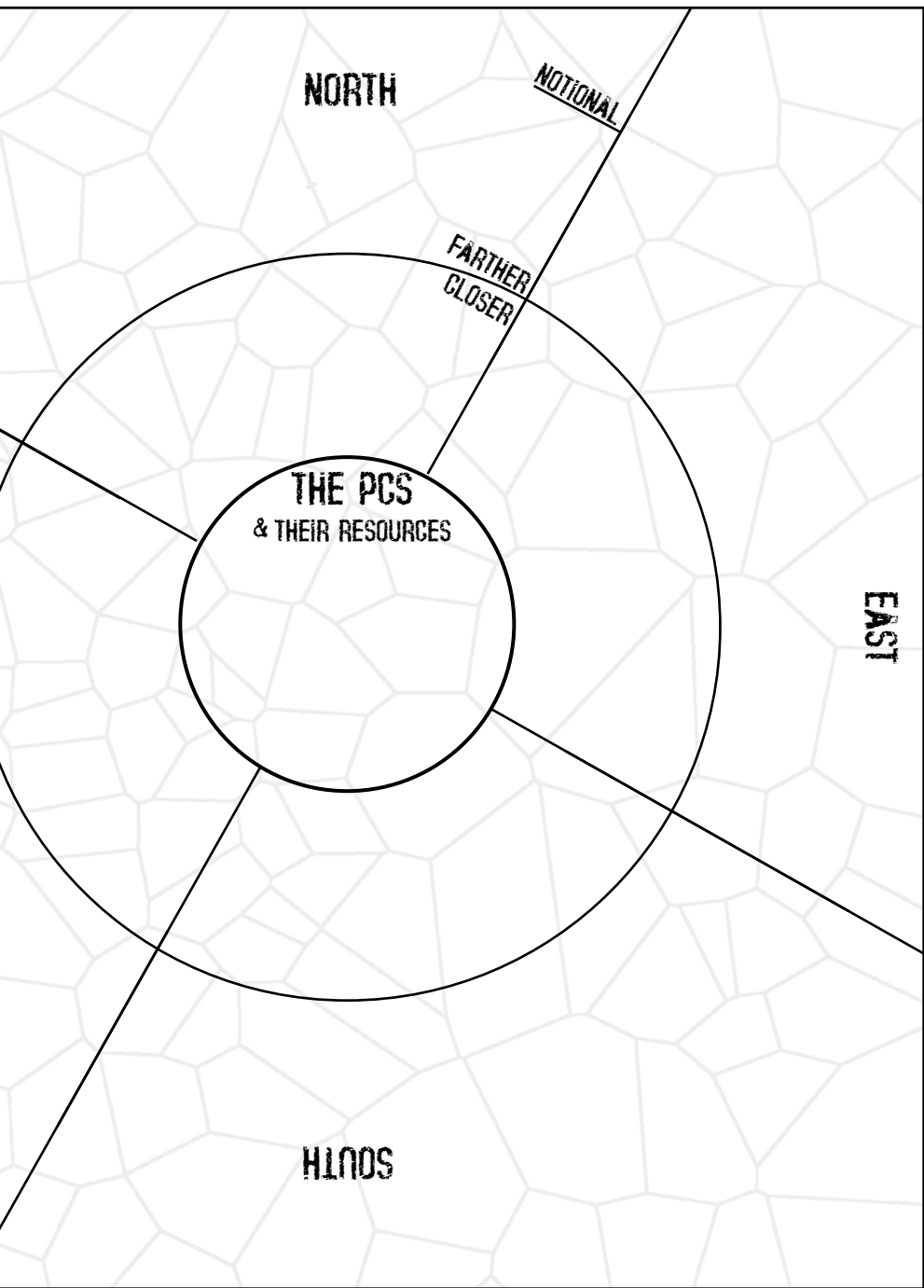
## ESSENTIAL THREATS

- **Where the PCs are,** create it as a landscape, including terrain.
- **For any PCs' gangs, people, or populations,** create them as clans. Consider including infiltrators and/or wannabe warlords.
- **For PCs' individual NPCs,** create them as clan members, infiltrators, or small-scale warlords. Don't save warlords only for literal warlords.
- Create an NPC as reliable only when the playbook tells you to.
- **For any PCs' vehicles,** create them as vehicles.
- **In any local populations,** create diseases and/or institutions.
- **For any marketplaces,** create them as markets.
- **For the Hard Zone locations,** create them as landscapes.
- **Find something** to create as a pinpoint, if possible.

## BASIC MC MOVES

- Have one of your NPCs make a threat move. Remember all your NPCs, including the institutions, landscapes, vehicles and all, not just the people.
- Make something go wrong. Separate them, trap them, corner them, put them in a spot, put them in danger.
- Inflict or exchange harm as established.
- Announce off-screen badness.
- Activate their stuff's downside.
- Take away their stuff.
- Tell them the possible consequences and ask.
- Offer them an opportunity, with or without a cost.
- Turn their move back on them.
- Before or after your move: "meanwhile..."
- After your move: "what do you do?"





# -THREAT SHEET

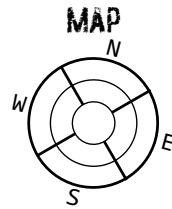
THREAT # \_\_\_\_\_

IS CALLED: \_\_\_\_\_

KIND:

IMPULSE:

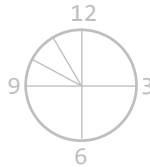
DESCRIPTION & CAST:



CONNECTED THREATS

STAKES:

CUSTOM MOVE / COUNTDOWN:



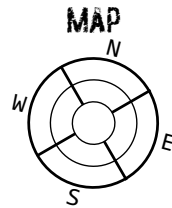
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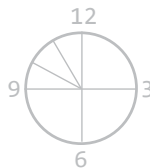
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CONNECTED THREATS

STAKES:

CUSTOM MOVE / COUNTDOWN:



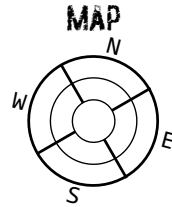
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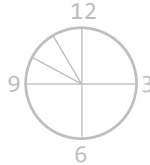
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**CONNECTED THREATS**

**STAKES:** \_\_\_\_\_

**CUSTOM MOVE / COUNTDOWN:** \_\_\_\_\_



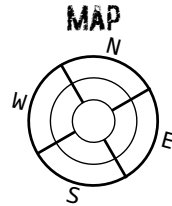
**THREAT #** \_\_\_\_\_

**IS CALLED:** \_\_\_\_\_

**KIND:** \_\_\_\_\_

**IMPULSE:** \_\_\_\_\_

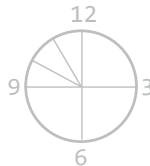
**DESCRIPTION & CAST:** \_\_\_\_\_



**CONNECTED THREATS**

**STAKES:** \_\_\_\_\_

**CUSTOM MOVE / COUNTDOWN:** \_\_\_\_\_



# — THREATS —

## CLANS

A clan is any single, identifiable group of people. A clan can be:

- *A Cult (seeks to victimize & incorporate people)*
- *Enforcers (seek to victimize anyone who stands out)*
- *A Family (seeks to close ranks, protect their own)*
- *A Hunting pack (seeks to victimize anyone vulnerable)*
- *A Mob (seeks to riot, burn, kill scapegoats)*
- *Sybarites (seek to consume someone's resources)*

### **Threat moves for clans:**

- *Push **reading a person, reading a situation, and confronting someone.***
- *They present a representative to speak or negotiate for them.*
- *They burst out in uncoordinated, undirected violence.*
- *They make a coordinated attack with a coherent objective.*
- *They tell stories (truth, lies, allegories, homilies).*
- *They demand consideration or indulgence.*
- *They rigidly follow or defy authority.*
- *They cling to or defy reason.*
- *They make a show of solidarity and power.*
- *They ask for help or for someone's participation.*

## DISEASES

A disease is a physical, psychological, or psychic problem that affects people in a population. Diseases can be:

- *Addiction (leaves people impoverished, weak, lost)*
- *Delusion (tries to dominate people's choices and actions)*
- *Frailty (exposes sufferers to danger)*
- *Infection (spawns other diseases if untreated)*
- *Plague (tries to saturate a population)*
- *Prejudice (promotes and justifies exploitation and violence)*

### **Threat moves for diseases:**

- *Push **reading a situation.***
- *Someone neglects their duties, responsibilities, obligations.*
- *Someone flies into a rage.*
- *Someone takes self-destructive, fruitless, or hopeless action.*
- *Someone approaches, seeking help.*
- *Someone approaches, seeking comfort.*
- *Someone withdraws and seeks isolation.*
- *Someone proclaims the disease to be a just punishment.*
- *Someone proclaims the disease to be, in fact, a blessing.*
- *Someone refuses or fails to adapt to new circumstances.*
- *Someone brings friends or loved ones along.*

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## INFILTRATORS

An infiltrator is an individual person within a population, but not fully part of it. An infiltrator can be:

- *A Betrayer (seeks trust and confidence to exploit)*
- *A Disease vector (seeks sympathy and contact with others)*
- *A Parasite (seeks easy prey and access to resources)*
- *A Quarry (seeks sanctuary and protection from the hunt)*
- *A Revenant (seeks to expose, reveal, and bring to justice)*
- *A Saboteur (seeks failure, disaster, and ruin for the population)*

### **Threat moves for infiltrators:**

- *Push **reading a person** and **confronting someone**.*
- *Put them in someone's path, part of someone's day or life.*
- *Display the nature of the world they inhabit.*
- *Display the contents of their heart.*
- *They attack someone from behind or otherwise by stealth.*
- *They insult, affront, offend, threaten, rob, or provoke someone.*
- *They offer something to someone, or do something for someone, with strings attached.*

## INSTITUTIONS

An institution is a system that constrains people's behavior. Create an institution as a bunch of linked threats: the clans, infiltrators, warlords, and potentially other threats who form the body of the institution, including any combination of these following means of control as individual threats, plus any combination of these following systems of control. An institution can include:

- *Condemnation & judgment (promote and justify violence)*
- *Hooks & leverage (seeks power over people)*
- *Offices & duties (seek to preserve the institution past individual people's efforts or lifetimes)*
- *Rituals & observances (seek to alienate, isolate and radicalize people)*
- *Rules & laws (seeks proclamation and repetition)*
- *Status & hierarchy (promotes and justifies exploitation)*

### **Threat moves for institutions:**

- *Push **reading a person**, **reading a situation**, and **confronting someone**.*
- *It presents a representative clan, infiltrator or warlord.*
- *It turns people against each other.*
- *It unites people despite their hostilities and conflicting needs.*
- *It gives people an outlet, a way to express their secrets.*
- *It grinds someone down, crush them in the wheels.*
- *Someone acts to gain or hold office.*
- *It launches an attack on a rival institution or power base.*
- *Display the institution's vision, aim, or unifying quality.*
- *Display the institution's fruitlessness or mindlessness.*

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## LANDSCAPES

A landscape is a large-scale place, a region, horizon to horizon. A landscape can be:

- A *Breeding pit* (generates and spews badness)
- A *Fortress* (seeks to deny people access)
- A *Furnace* (consumes things)
- A *Maze* (seeks to trap people, to frustrate their passage)
- A *Mirage* (seeks to entice and betray people)
- A *Prison* (seeks to contain people, to deny them egress)

### Threat moves for landscapes:

- Push terrain.
- It reveals something to someone.
- It displays something for all to see.
- It hides something.
- It bars the way.
- It opens the way.
- It provides another way.
- It shifts, moves, rearranges.
- It offers a guide or a guardian.
- It disgorges something.
- It takes something away: lost, used up, fled, stolen, destroyed.

## MARKETS

A market is a place where people meet to buy, sell, and trade. A market can be:

- A *Finedealery*, a curated market catering to the powerful, the proven, or the (offers novelties, rarities, or great bargains)
- A *Flea meet*, where scavengers, thieves, merchants, and crafters gather (offers basics, castoffs, salvage, local makes, and questionable goods. Caveat, as they say)
- An *Outfittery*, catering to travelers, prospecters, laborers, survivors, and families (offers basics, staples, practicals, and bulk)
- A *Sharehouse*, providing for all who work, and some who can't, but none who won't (offers bulk, shares, bargains, charity, salvage, and local makes)
- A *Traderoad market*, a permanent fair where exchange routes meet (offers everything, when the road brings it)
- A *Waypoint*, where travelers stop (offers hospitality, comforts, supplies, and maybe luxuries too)

### Threat moves for markets:

- Push **reading a situation**.
- Push **cruising a market**.
- Invite someone in, or run someone out.
- Put someone off, or string someone along.
- Make someone rich, or rob and ruin someone.
- Make a show and a point of its wealth.
- Introduce a guide, agent, vendor, curator, or representative.

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## PINPOINTS

A pinpoint is an object with some form of agency, influence, power, or commanding value. A pinpoint can be:

- A *Cradle* (brings the new to fruition)
- A *Doorway* (offers a way into another world or another way of thinking)
- A *Hammer* (drives nails, splits fractures, smashes the weak)
- A *Mirror* (reflects back what it sees)
- A *Searchlight* (finds and reveals the truth)
- A *Sickle* (harvests the ripe or carves away the dead)

### Threat moves for pinpoints:

- Push **reading a situation**.
- Someone wants to own and control it.
- Someone wants to serve it.
- Someone wants to isolate or destroy it.
- Someone acts as its agent, under its direction.
- Something demonstrates its power.
- Something demonstrates its potential.
- It falters, fails, or withholds its power.
- It demands fuel, resources, attention, or worship.

## RELIABLES

A reliable is a person genuinely loyal to a PC. A reliable can be:

- A *Confidante* (will give you advice, perspective, or absolution)
- A *Friend* (will back you up)
- A *Guardian* (will defend you and intercept danger)
- A *Lover* (will give you shelter and comfort)
- A *Representative* (will pursue your interests in your absence)
- A *Right hand* (will follow through on your intentions)

### Threat moves for reliables:

- Push **reading a person**.
- They bring news, a warning, an opportunity, a fear, a dream.
- They attack someone suddenly, directly, and very hard.
- They attack someone cautiously, holding reserves.
- They make a show of force, a show of discipline, a show of faith, or a show of loyalty.
- They offer safety, rest, diversion, fun, camaraderie.
- They insist upon someone's attention.
- They offer honest advice or alternative ideas.

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# TERRAIN

Terrain are the physical features within a landscape. Terrain can be:

- *Broken ground* (risk: being broken in the crossing)
- *An Exposed place* (risk: being exposed to danger)
- *A Precipice* (risk: going over)
- *Shifting ground* (risk: losing your balance or bearings)
- *A Torrent* (risk: being swept or driven along)
- *A Wall* (risk: being brought up short)

## Threat moves for terrain:

- Push **acting under fire**.
- It inflicts harm (as established: 1- or 2-harm, d-harm, or v-harm).
- It stalls someone.
- It isolates someone.
- It brings someone somewhere.
- It hides something.
- It gives someone a vantage point.
- It gives someone a secure position.
- It gives someone an escape.

# VEHICLES

Vehicles can seem to have their own personalities and agency. A vehicle can be:

- *A Bold* — (tries to dominate the road)
- *A Cagey* — (tries to protect what it carries)
- *A Relentless* — (tries to keep moving)
- *A Skittish* — (tries to outrun or to escape)
- *A Vicious* — (tries to kill and destroy)
- *A Wild* — (tries to defy danger)

*Beast, brute, creature, devil, machine, ride.*

## Threat moves for vehicles:

- Push **acting under fire**.
- It leaps off the road.
- It swerves across the road.
- It smashes into an obstacle.
- It smashes through an obstacle.
- It veers stupidly into danger.
- It tears past.
- It turns too early or too late.
- It shoulders another vehicle aggressively.
- It rams another vehicle from behind.
- It t-bones another vehicle.
- It brakes abruptly.

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## WARLORDS

A warlord is a person in power, be it over people, a place, a project, or a domain of expertise. A warlord can be:

- *An Alpha wolf (seeks to hunt and dominate)*
- *A Collector (seeks to own)*
- *A Dictator (seeks to control)*
- *A Hive queen (seeks to consume and swarm)*
- *A Prophet (seeks to denounce and overthrow)*
- *A Slaver (seeks to own and sell people)*

### Threat moves for warlords:

- *Push **reading a situation** and **confronting someone**.*
- *They outflank someone, corner someone, encircle someone.*
- *They attack someone suddenly, directly, and very hard.*
- *They attack someone cautiously, holding reserves.*
- *They seize someone or something, for leverage or information.*
- *They make a show of force or a show of discipline.*
- *They offer to negotiate, but demand concession or obedience.*
- *They claim territory: move into it, blockade it, assault it.*

## ESSENTIAL THREATS

Create these threats during and after the first session, at minimum.

- *Where the PCs are, create it as a landscape, including terrain.*
- *For any PCs' gangs, people, or populations, create them as clans. Consider including infiltrators and/or wannabe warlords.*
- *For PCs' individual NPCs, create them as clan members, infiltrators, or small-scale warlords. Don't save warlords only for literal warlords.*
- *Create an NPC as reliable only when the playbook tells you to.*
- *For any PCs' vehicles, create them as vehicles.*
- *For any marketplaces, create them as markets.*
- *In any local populations, create diseases and/or institutions.*
- *For the Hard Zone locations, create them as landscapes.*
- *Find something to create as a pinpoint, if possible.*

During the second session and subsequent, revise these threats freely and create more at need.

## CREATING A THREAT

### To create a threat:

- *Choose its kind, name it, and copy over its impulse. Describe it and list its cast.*
- *Place it on the threat map. If it's in motion, mark its direction with an arrow.*
- *List its stakes question(s).*
- *If it's connected to other threats, list them.*
- *If it calls for a custom move or a countdown, create it.*

# -HARD ZONES

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At the beginning of character creation, MC, you should choose which Hard Zone is in play. If you prefer, you can get the group in on the decision. You should choose one, or at most two.

The PCs are in the Hard Zone you choose. Its listed locations are all around them. If you choose two Hard Zones, the PCs are in the border region between them.

For some playbooks, the player needs to know which Hard Zone is in play in order to choose their options.

While the players finish making their characters, you can begin to map out the Hard Zone's locations. Consider all the listed locations to be in play, and you can freely add locations of your own.

## THE HARD ZONES

Choose 1 of the following, or at most two:

- *The Bottomless Vaults.*
- *The Drowned City.*
- *The Fallen City.*
- *The Frozen World.*
- *The Overgrown Wilds.*
- *The Poisoned Land.*
- *The Scorched Wastes.*
- *A Hard Zone of your own creation.*

## THE BOTTOMLESS VAULTS

Beneath the surface of the world are echoing vaults, networks of tunnels, roaring cataracts, regions of light and power and other regions of cold silent darkness. In all, the ruins of whole cities built under the earth, spanning hundreds of kilometers' distance and impossible, unmeasured depths.

Locations:

- **The Baffles**, labyrinthine tunnels, whose inhabitants guard their wealth and secrets with violence and deception.
- **The Chanting Colony**, people who have lived in the darkness for generations, newly returning to contact with outsiders.
- **The Gardens**, where a life cult is rediscovering hydroponics.
- **The Long Dark**, a central tunnel hundreds of kilometers long, winding and infinitely branching, traversed by wanderers, trade caravans, and bandits.
- **The Moon Well**, a vast, deep shaft, unplumbed, unscalable, in whose depths a strange light glows.
- **The Stew**, inhabited chambers named for their periodic flooding.
- **The Transfer**, a series of surface access stations, airlocked, home to venturers outside.
- **The Water Locks**, a barricaded compound that controls interchange between barge tunnels and dry tunnels.

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## THE DROWNED CITY

The shells of skyscrapers stand up from the sea floor, now eroded and overgrown. They form scattered clusters of inhabited islands, laid out in the ancient grid of city blocks. When the sea is clear you can see sharks swimming in and out of the buildings below the surface.

Locations:

- **The Fountains**, an island where some kind of ancient water processing system still functions, and fresh water is plentiful.
- **The Library**, an island that was once a university library, where on the uppermost stories, the books survived.
- **The Raftland**, a large holding of anchored rafts, not islands.
- **The Sea Road**, where traders and refugees come from far away, from distant sunken cities or even from dry land.
- **The Shark Eaters**, a holding whose people dive down into the buildings they live on, to hunt and scavenge.
- **The Tower**, a skyscraper island rising above the rest, terraced and overshadowing.
- **The Undertow**, a cluster of islands where dangerous eddies develop, home to a small population, hard to reach, a natural refuge.
- **The Vault**, a building still somehow watertight, whose inhabitants guard its secrets carefully.

## THE FALLEN CITY

An ancient ruined city, skeletal skyscrapers standing or leaning together, collapsed cloverleaves, neighborhoods and business districts now blasted, shattered, fallen.

Locations:

- **The Airport**, kilometers of open scrub and broken ground, worked by struggling farmholds, overseen by a high central tower and compound.
- **The Cram**, an open, mercantile community sited under the fallen overpasses and along the tracks of an ancient industrial center.
- **Fourth**, dwellers in the ancient city's underground vaults and tunnels.
- **High Market**, a trade-and-barter town occupying the third and fourth stories of a dozen ruined buildings, connected by bridges over the roadways, defensible in lockdown.
- **The Inroad**, once a marvel, a cantilever bridge 100 meters long, soaring almost 50 meters above what was once a running river, now a filthy impassable muck. The bridge is the only way. It's barely passable itself, but still the tolltakers hold it.
- **The Orchard**, a secretive, hostile neighborhood.
- **The Soul Tree**, a massive stone building with a collapsed dome and flanking towers, with a wide, clear margin all around it, still scattered with concrete barriers. A strict and menacing cult makes it their stronghold.
- **The Well**, an enormous circular pit, ringed with concrete ledges, full of drinkable water. Hundreds of people come to it every day, and no one knows why it exists or how deep it is.

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## THE FROZEN WORLD

They expected the world to end in fire but it ended in ice. This was a city, a state, a nation, but now it's a frozen wilderness.

Locations:

- **The Bones**, the skeleton of a city thrust up through the ice, shelter for a hard, ruthless community.
- **Halter's Town**, a compound where shafts bored through the ice give into dark water, whose inhabitants descend to hunt giant fish and strange creatures.
- **Natch Holding**, a compound in a hidden, sheltered crevasse in the ice, where crops and even trees grow. You can pass within a hundred meters of it and never see it.
- **The Rim**, a curving glacier wall where the inhabitants live in chipped-out caves and warrens.
- **The Shatters**, a broken landscape, prowled by bandits and the Cult of the Iris, spanned by a long, exposed trade road.
- **Sword Town**, a landscape of ice spires and watchtowers built over an ancient mining site.
- **Themepark**, a compound of environmental domes and climate control systems, left over from before the apocalypse, kept running somehow by its inhabitants.
- **The Vents**, an oasis in the ice where scalding hot springs support a booming ecology of plants and animals.

## THE OVERGROWN WILDS

Life boomed. The wilds overtook humanity, tore down its edifices and swallowed its landscape whole.

Locations:

- **Angel's Town**, a place of healing and death, hard to find, hard to reach, hard to leave.
- **The Buried City**, vines pulling down the walls, trees shouldering aside the foundations, strange creatures' dens in the understories, wild hunting ranges where were highways and parking lots.
- **The Cut**, a militant, hard-driven compound, trying to hold out.
- **The Grove**, where the wilds meet the ocean, giant trees rising up even from the sea floor, whose people use bridges and boats and rarely come to land at all.
- **Harbortown**, mercenary and calculating.
- **The Pillars**, trees like a city, bigger than city blocks, taller than skyscrapers, towering over the world. Its inhabitants harvest orchids and rainwater and are losing their language.
- **Shelter**, a holding cut vigilantly from the wilds, connected by tenuous roads to anywhere else.
- **The Skyway**, where an enormous roadwork still resists the pulling, burying wilds, home to a cult of humanity's rebirth.

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## THE POISONED LAND

Here they tore the flesh off the earth, poured venomous slag down the rivers, boiled toxins into the air so that they fell down again in the rain. What lives here, is poison.

Locations:

- **The Filth**, a swampy place whose inhabitants know not to stay in the water too long.
- **The Gouge**, a hard people who've taken shelter in ancient mines, venturing deeper when they can, venturing out when they must.
- **Hell's Ploughfield**, wide, deep chasms cut into the earth as if by a gargantuan rake. Sometimes safe water bubbles up in the bottoms; other times, not safe.
- **Iron Hollow**, families and communities rich in scavenge, scattered in an unforgiving shattered landscape.
- **The Knives**, a holding on the banks of a dry riverbed.
- **Poe's Tower**, a settlement on a ridgeline, watchful, territorial, predatory.
- **The Wash**, a seasonal lake, whose inhabitants live on strange creatures with strange life cycles.
- **The Windmills**, once a wind farm on a mountain ridge, now collapsed, blades bent against the sky, people making their homes in the gigantic cylindrical sections of their fallen masts.

## THE SCORCHED WASTES

This place died in fire. When it was reborn, it was reborn in black glass, hot and brittle, sharp as razors.

Locations:

- **The Barges**, people who travel the poison canals, carrying salvage and scavenge and living their private gas masked lives.
- **The Burn Flats**, where strange ruins are buried in the sand and desperate people fight to survive.
- **The Free Holdings**, scattered across the scorched wastes, suspicious and given reluctantly to acts of hospitality.
- **Hatchet City**, a ruthless, locked-down compound of raiders, hoarders, and entrenched power.
- **The Lighthouse**, a violent cult that raids the salt roads.
- **An Oasis in the Rag Waste**, barely more than a wet ditch and a battered bunker, but it'll save your life. It's open to all who know the way there.
- **Salvage**, a holding of tarps and corrugated tin in the relative shelter of the ruins of an ancient town.
- **Well Market**, a bustling, anarchic scratch-and-barter town, anonymous and violent.

## CREATING YOUR OWN

To create your own Hard Zone, simply describe it in a thematic sentence or two, then name and list out 8 specific, suitable locations.

# -SPECIAL HARD ZONES

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## THE INHOSPITABLE

By default, this hard zone isn't in play. The Restless brings it into play with them, or you can bring it into play at your option.

The Restless has a move that allows them to discover these places even if they aren't already in play. Give them a copy of this page.

## THE HARD ZONE WITHIN THE HARD ZONE

Before they set fire to the world, the surface of the earth was their thing, but not now. Now the Inhospitable surrounds us. It devours cities, engulfs roads, and nobody who goes into it comes out again without help.

When you add a location from the Inhospitable to the Hard Zone in play, answer the questions to flesh it out, and choose which other location's it's near.

Locations:

- **A light in the depths.** *Is it a natural light or an artificial light? Is it a place where sunlight, surprisingly, reaches? Is it a place of hope, peace, knowledge, or wisdom, not literal light?*
- **A forgotten road.** *Where does it come from, and where does it go? Who made it? What marks it? Why has it been forgotten, and why has it survived to be rediscovered?*
- **A hidden beauty.** *Is it a natural beauty, or one created by human beings? Who hid it, and why, or was it only hidden by time and forgetting? Does its nature match its beauty, or is it a dangerous beauty, a deadly beauty, a forbidding beauty, a deceptive beauty?*
- **A lost garden.** *Who planted it, if any? Who tends it, if any? Whose was it, and how did they lose it? How has it survived to be rediscovered?*
- **A secret path.** *Where does it come from, and where does it go? What obstacles, what dangers, does it lead you past? Who made it, who uses it, and what keeps it secret?*
- **A desperate shelter.** *What will it protect you from, and what can't it protect you from? Who made it, and what did they leave here for future need?*
- **A sheltered vantage.** *What does it let you see? What does it shelter you from?*
- **Danger perilously close.** *What danger? How has it come so close? How have people ignored it, avoided it, or remained ignorant of it? What action does it now demand?*

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## NEAR EARTH

By default, this hard zone isn't in play. The X-Earther brings it into play with them, or you can bring it into play at your option.

### A HARD ZONE IN ORBIT

When the world burned, humanity was on the brink of colonizing space. Some people were able to survive by abandoning earth for orbit, where they've remained. Near Earthers now are the grandchildren of these original space refugees.

Locations:

- **The Big Ice**, a comet dragged into earth orbit and stabilized there. It has a tiny outpost hab on it, and supplies much or most of Near Earth's water.
- **Blind-blue**, a deep-space telescope. It's been inoperative for a while, but there's a small colony living in hab tubes tethered around it anyway.
- **Ghost Station**, one of the earliest space stations in orbit, now deserted. Most Near Earthers regard it with superstitious fear.
- **Jetsam**, a sprawling colony of hab tubes and repurposed cargo cans around a central disk station, the biggest population center in Near Earth, carefully organized and run by its steering committee and their enforcers.
- **Junkspace**, where Near Earth shunts what it isn't using. The longstanding ethic in Near Earth is that no one owns what's in Junkspace, but a population of squatters, "dibsers," have moved habs into Junkspace in a bid to claim it for themselves. So far they can't enforce their claim.
- **The Life Buoy**, a mishmash colony of hab tubes, cans, and decommed whales. It was originally founded by refugees from the surface, in several increasingly desperate waves.
- **The Sheets**, Near Earth's newest colony and fastest growing. It's named for its expansive spread of solar panels.
- **The Stepoff**, once a staging station for missions to the moon and Mars, now a small colony at the far edge of Near Earth. The moon base is abandoned, by the way, and it's been a couple of decades since anyone heard from Mars.

Orbital vehicle frames:

- **Bugs** are small, personal orbital-to-orbital transports, with a capacity of 1–3.
- **Gulls** are surface-to-orbit transports, with a capacity of 4–8 + supplies or modest cargo.
- **Harpies** are orbital-to-orbital attack / defense vehicles. Some are crewed, but many are flown remotely.
- **Whales** are large orbital-to-orbital transport ships. Most have enclosed cargo spaces; those without are usually called **tugs**.

Orbital weapon ranges:

- **Bombardment**: weapon can be brought to bear on targets on the surface.
- **Farspace**: weapon can be brought to bear on targets at nearby locations in Near Earth.
- **Localspace**: weapon can be brought to bear only on targets at this location in Near Earth.

# -BARTER-

## RESOURCES

Resources are things that everybody wants or needs. They're the basis of scarcity and abundance in the world.

<i>access</i>	<i>fresh foods</i>	<i>livestock</i>	<i>shelter</i>
<i>acclaim</i>	<i>fuel</i>	<i>living space</i>	<i>skilled labor</i>
<i>ammo</i>	<i>grain</i>	<i>loyalty</i>	<i>specialized goods</i>
<i>blood kin</i>	<i>hard analysis</i>	<i>luxury goods</i>	<i>staple foods</i>
<i>books</i>	<i>health</i>	<i>machinery</i>	<i>status</i>
<i>breathing room</i>	<i>heat</i>	<i>meat</i>	<i>storage space</i>
<i>connections</i>	<i>hot water</i>	<i>meat (don't ask)</i>	<i>strategic position</i>
<i>consensus</i>	<i>information</i>	<i>medical supplies</i>	<i>time</i>
<i>discipline</i>	<i>jingle</i>	<i>news</i>	<i>truth</i>
<i>downtime</i>	<i>justice</i>	<i>patience</i>	<i>walls</i>
<i>drinking water</i>	<i>know-how</i>	<i>preserved foods</i>	<i>weaponry</i>
<i>drugs</i>	<i>laborers</i>	<i>raw materials</i>	<i>work animals</i>
<i>favors</i>	<i>leisure</i>	<i>salt</i>	<i>a resource of your own</i>
<i>first-hand knowledge</i>	<i>liberty</i>	<i>security</i>	

At the beginning of the session, when the PCs **live day to day** and ask you what's free and what's easy, or what's easy and what's hard, choose from this list.

You can name them in explicit and straightforward terms, like "it's easy to get enough grain and staple foods," or you can describe them by their effect. For *loyalty*, "there's something going on where your gang is questioning your leadership, and it's hard to tell which of them are doing the questioning, and if any are sticking up for you." For *strategic position*, "it seems like every day, more of the people in your holding are hanging the little flags of the Salt Cult above their doors, and it's hard to know how to stop or slow its spread."

On a miss, make your move as always. An easy option is to **make something go wrong** by choosing one that they need, and telling them that they haven't been able to get it at all.

## CREATING MARKETS

Markets are places where resources are exchanged. Choose a threat type for every market:

- **A Finedealers**, a curated market catering to the powerful, the proven, or the connected (offers novelties, rarities, or great bargains)
- **A Flea meet**, where scavengers, thieves, merchants, and crafters gather (offers basics, castoffs, salvage, local makes, and questionable goods. Caveat, as they say)
- **An Outfittery**, catering to travelers, prospecters, laborers, survivors, and families (offers basics, staples, practicals, and bulk)
- **A Sharehouse**, a communitarian market providing for all who work, and some who can't, but none who won't (offers bulk, shares, bargains, charity, salvage, and local makes)
- **A Traderoad market**, a permanent fair where exchange routes meet (offers everything, when the road brings it)
- **A Waypoint**, where travelers stop (offers hospitality, comforts, supplies, and maybe luxuries too)

Choose which resources the market deals in, generally.

One of the threat moves for markets is to **introduce a guide, agent, vendor, curator, or representative**. Start planning these characters right away.

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### **Information markets and others:**

The most obvious markets are the ones where material resources are bought and sold, but think about markets for the more abstract resources too. Tum Tum, for instance, might deal gossip as a finedealer, exchanging favors with the connected for the carefully verified truth about what's going on. Mice, on the other hand, might deal gossip as an outfitter, trading news and information openly with anyone who needs it to survive.

This means that when a PC goes looking for information, you can and may have them **cruise a market** and roll+Barter to determine their buying power.

For resources even more abstract than information, decide whether and how, in this world you're creating, it can be bought and sold. Create markets — or don't! — accordingly.

## **PCS' BUYING POWER**

When a PC **cruises a market**, they roll+Barter and it determines their buying power. Here are the rules.

A PC's barter stat means the resources they have at hand to spare, and to some extent also their good name, their reputation, their prestige, and their value as a trading partner. Ask them or judge for yourself which resources their barter represents: favors? fresh food? jingle? know-how? news? raw materials? Be sure it's clear between you.

Compare the resources they have to offer with the resources the market trades in. Judge for yourself: do their resources give them unusual power in this market? For most PCs most of the time, the answer will be yes: the PCs generally have vision, prominence, and access that few NPCs share. But, is this one of the unusual times where this PC's just another passer through, just another customer?

Now consider their roll. On a hit, they happen to be rich in their resources right now — on a 10+, very rich; on a 7–9, only rich. On a miss, they have resources to spare, they wouldn't be cruising the market if they didn't, but they aren't rich.

This creates four possibilities:

**They have power, and they're rich** (on a hit): The market wants to sell them everything they want. It considers them a partner, an insider, even a part of itself. On a 10+, it falls over itself to cater to them.

**They have power, but they're not rich** (on a miss): The market wants to cultivate them, string them along, bring them back. It considers them a valuable investment.

**They don't have power, but they're rich** (on a hit): The market wants to impoverish them. It considers them a resource to use up. On a 10+, perhaps a renewable resource; on a 7–9, more like prey to be devoured.

**They don't have power, nor are they rich** (on a miss): The market wants to deal with them quickly and put them off without much effort or attention. It considers them irrelevant, not an investment or a resource.

Play it accordingly.

You can have the market's guide, agent, vendor, curator, or representative approach and lead the PC to what, given their buying power, they think they should want.

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## WHAT'S INTERESTING IN THE MARKET

Cruising a market isn't really about buying things from a standard shopping list. It's more about exercising their status as a PC, exploring the character of the market and the hard zone, and connecting themselves more deeply with its place and people. That they'll come out of it with some cool new stuff is just a perk.

If the PC's just trying to buy something specific, maybe ammo or fuel, or an item from another playbook, no problem. Lead them to it and play the market according to their buying power.

Otherwise, ask them generally the kinds of things they hope to find. If they demur, offer them some possibilities to narrow it down. Tell them what resources the market trades in, and work together to find something that catches their interest.

Here are some guidelines.

**Basics, staples & supplies**, like ammo, drinking water, some drugs, first aid & basic health care, fresh & preserved food, fuel, grain, living space, news, raw materials, salt, shelter, tools & common weapons, maybe justice, maybe laborers, maybe livestock & work animals, maybe security.

Usually what makes it interesting in the market is a *bargain*, *bulk quantity*, or *demand*.

**Castoffs, salvage & questionable goods**, like raiders' or scavengers' takings, tide wrack, the pickings-through of ruins. Can include basics, staples & supplies, local makes, novelties, even luxuries and rarities, depending on the source. However, it might also be poor quality, battered, damaged, used, spoiled, worn, unworking, infested, or unsafe.

Usually what makes it interesting in the market is a *bargain*, a *gamble*, or a *story*.

**Comforts, hospitality & luxuries**, like downtime, some drugs, medicines & health care, fresh foods, leisure, piping hot bathing water, a safe clean warm soft place to sleep, cooked & served meals, someone to help you or attend to you, a place to let your guard down and the security to enjoy yourself.

Usually what makes it interesting in the market is the *opportunity*.

**Hi-tech gear, luxury goods, rarities, specialized tools & valuables**, like sophisticated weapons or equipment, highly desirable food or drinks, some drugs, scientific tools, some raw materials like gold or diamonds, some books, electronics.

Usually what makes it interesting in the market is the *opportunity* or its *uniqueness*.

**Local makes**, like local fashion, useful local survival gear, an experienced local guide, handmade tools or weapons, handmade novelties, specialty foods.

Usually what makes it interesting in the market is *demand* or a *story*.

**Novelties**, uncommon goods that aren't especially useful or valuable, like toys, individual pieces of attractive clothing or accessories, specialty tools, treats to eat and drink, some drugs, most books.

Usually what makes it interesting in the market is a *story*.

**Unusual weapons**, maybe salvaged, maybe looted from fallen enemies, maybe handmade, maybe developed locally, maybe lost and now found, maybe offputting in its viciousness.

Usually what makes it interesting in the market is *the blood it's soaked in*.

### Talking it up:

- To talk up a **bargain**, explain the circumstances or the forces that make it so cheap. “As you can see, there’s more here than I can handle myself...” “It’s gone out of fashion over in Natch Holding, but there’s nothing wrong with it...” “I just gotta get it out of my hands before Dremmer catches up with me, or he’s gonna cut my legs off...”
- To talk up **bulk quantity**, explain just how much of it there is. “So what it comes down to is, do you have any use for six truckloads of...?” “The catch is, it weighs 45 tons...” “It’s literally this broken-down tanker truck full...”
- To talk up **demand**, explain why everyone wants or needs it. “It’s the only good drinking water between here and Hell’s Ploughfield...” “The quality of the air here means that without one, you don’t last long...” “Sure it tastes, yknow, but it’s the thing that gets the locals through...”
- To talk up a **gamble**, explain what might be wrong with it, but probably isn’t. “You can see how many of the cans are dented, but none of them are swollen and you can’t smell anything off them...” “You know it won’t work without the proper power source, but you’re pretty sure you can patch one together...” “You can’t spot any sign of a booby trap or anything, and anyway, if there was one, it probably would have gone off already...”
- To talk up an **opportunity**, explain how far they’ll have to go, or how long they’ll have to wait, for another like it. “People are saying it’s the best cooked meal outside of the Terrace...” “It sounds pretty good, a last night in a warm bed before it’s back to sleeping in your car...” “You’ve never seen anything more beautiful, and you might never again...”
- To talk up a **story**, explain its origin or the path it took to get here. “It’s just tomato soup paste, you know, but it’s in foil packets marked NASA...” “These are all made by the same one family, they range all over Iron Hollow to find the right stones...” “It was found deep in the Gouge, and you can see that it’s in good repair...”

**The blood it’s soaked in** is just a story about who or how many it’s harmed.

- To talk up **uniqueness**, explain who else might be interested in it, if the PC isn’t. “I’ve got a buyer from the Terrace coming down tomorrow, so if you want it, now’s your chance...” “You can see where it’d be interesting to a Brain-picker, for sure...” “I’ve been holding it for Dremmer, but honestly I’d feel better about selling it to you...”

### MAKING THE DEAL

Once the PC’s found something they want, and the market’s willing to trade it with them, it’s time to make the deal. Choose 1:

- **They can afford it outright.** They have it, they can absorb the cost into their casual cost of living, and they don’t need to do anything else.
- **They can afford it, but it strains their budget.** They have it, but have them take -1forward to their next roll+Barter.
- **They can afford it, if they’ll do a favor** for the market or the market’s representative. Tell them what the favor is and ask if they’ll agree to it.
- **They can afford it, if they’ll trade something else they own.** Tell them what, and ask if they’ll make the exchange.
- **They can afford it, but they owe,** and somebody will collect someday. Ask if they’ll do it.
- **They can’t afford it unless they can offer something** the market or the market’s representative wants. Ask them what they can offer, and judge whether it’s enough.

...And one way or the other, it’s settled!

# -WEAPON & ARMOR TAGS-

**AP** (armor piercing): ignores armor. **AP-pers** ignores only personal body armor, but doesn't ignore vehicle armor or structural armor.

**Area**: allows the character to attack all the enemies within its area of effect, counteracting any gang size advantage they have.

**Brutal**: inflicts the worst possible harm for its harm rating. Inflicts distinctive, unmistakable injuries.

**Burstfire**: at the character's option, gives the weapon **area** and **reload** or **reset**.

**Concentrated Fire**: for weapons inflicting 4-harm or more. At the character's option, inflicts 1-environ instead of 4-harm, 2-environ instead of 6-harm, or 3-environ instead of 8-harm.

**Dazzling**: makes blinding, flashing lights. It might be **loud**, but isn't necessarily.

**Environ**: inflicts environmental damage as listed, as below.

**Fire**: at your judgment, can be **ap**, can be **brutal**, and/or can inflict additional subsequent harm if not extinguished.

**Harness**: unmanageable or unusable without a harness, backpack, fuel tank, or mounting.

**Harpoon**: a hit attaches the target to the attacker with a line or cable.

**Hidden**: concealed on the character's person.

**Hi-tech**: has electronic or other sophisticated components.

**Loud**: makes a clear, loud, unmistakable, maybe distinctive noise.

**Messy**: **area** effect, but indiscriminate: it may or may not hit any given individual target in its area. Is also necessarily **loud**.

**Ranges**: the character must be at the appropriate range to bring the weapon to bear.

- **Intimate**: weapon can be brought to bear only on targets the character's physically very close to, close enough to grapple or seize hold of. Arm's reach isn't close enough.
- **Hand**: weapon can be brought to bear at arm's reach, with a stride.
- **Thrown**: weapon can be brought to bear by throwing or lobbing it.
- **Close**: weapon can be brought to bear on nearby targets. If they could call to each other and have a conversation with raised voices, they're close enough.
- **Far**: weapon can be brought to bear only on targets outside of close range.
- **Close-far**: weapon can be brought to bear equally at close or far range.

**Ranges for orbital weapons**, if Near Earth is in play. All of these are way outside far range:

- **Localspace**: weapon can be brought to bear only on targets at the same location in Near Earth.
- **Farspace**: weapon can be brought to bear on targets at nearby locations in Near Earth.
- **Bombardment**: weapon can be brought to bear on targets on the surface.

**Reload, reset**: after the character uses it, they have to take distinct action to reload, rearm or reset it. **Reload** implies that it uses up ammo; **reset** that it doesn't.

**Set**: armed in place, can't be moved without disarming it.

**Single use**: each time the character uses one, they mark it off.

**Stealth**: a PC can **try something challenging** to approach someone, pass by them, or move and act near them, without their notice, when normally they'd see or hear them immediately. Handle NPC stealth using threat moves as normal.

**Unreliable**: each time the character uses it, they ask you whether, this time, it works. Answer as you think best.

**Valuable**: visibly, evidently valuable.

# —CREATING GANGS

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To create a gang, name it, then choose its stats, impression, and tags. The stats for gangs are size, harm, and armor.

## SIZE

**Gang:small:** 5–15 people or so.

**Gang:medium:** 15–35 people or so.

**Gang:large:** 35–75 people or so.

You can improvise larger gang sizes at need.

## HARM & ARMOR

By default, a gang has 2-harm 1-armor.

Describe its weapons and armor overall. Instead of increasing (or decreasing) its harm and armor ratings, though, leave it for the gang advantage checklist to handle case by case.

## TAGS

Choose as many as apply.

**Bikes:** The gang has bikes. It can easily outmaneuver anyone on foot or in heavier, less maneuverable vehicles.

**Brutal:** The gang doesn't moderate itself in violence. It's quick to attack, slow to leave off, ruthless and vindictive.

**Close-knit:** The gang is fiercely loyal and hangs together no matter what.

**Flying:** Your gang has flying vehicles. It can easily outmaneuver any surface vehicles.

**Hovering:** Your gang has cutters, hoverbikes. It can easily outmaneuver anyone on foot or in heavier, less maneuverable vehicles.

**Nomadic:** Your gang isn't tied to a home base, but carries with it everything it needs for its own maintenance.

**Rockets:** Your gang has, among its weaponry, rockets. By concentrating fire it can inflict 1-environ (gang:small), 2-environ (gang:medium), or 3-environ (gang:large).

**Unruly:** The gang wants self-determination and freedom, and doesn't easily accept a leader.

**Vulnerable:** When times are bad for the gang, this is the pressure they're under:

- **Breakdown:** *without time and resources, its vehicles or equipment fall into disrepair.*
- **Desertion:** *gang members cut out or split altogether, leaving the gang shorthanded.*
- **Factions:** *the gang isn't unified, and threatens to fall apart on faction lines.*
- **Grounded:** *the gang won't or can't take their vehicles or equipment out when bad weather looms.*
- **Obligation:** *somebody else has power or sway over the gang, and makes demands.*
- **Reprisals:** *the gang has enemies, who come looking for payback.*

# —CREATING VEHICLES—

To create a vehicle, choose its frame, stats, options, and impression. The stats for vehicles are massive, speed, handling, and armor.

For a specialized battle vehicle, create the vehicle as normal, then choose its battle options.

The vehicles in the playbooks appear with this process already partially or fully completed.

## FRAMES

**Ground vehicle frames:** Bike, car, truck.

**Hovering & flying vehicle frames:** Autogyro, cutter, flyer, helicopter, plane.

**Orbital vehicle frames:** Bug, gull, harpy, whale.

**Water vehicle frames:** Fanboat, jetski, piranha, speedboat.

**Additional vehicle frames:** Unusual vehicles

## AUTOGYRO

An **autogyro** is a single-seater helicopter.

**Frame:** Autogyro.

**Stats:** Massive=2, Speed=0, Handling=0, 0-armor, flying, hovering.

**Options** (choose 1): +1Speed, +1Handling, a second seat.

**Impression:** Clever, cobbled together, fiddly, fine-tuned, flighty, jerking, loud, off-kilter, rattling, reliable, slow, smoking, spindly, struggling, sturdy, unreliable, unsafe, unsteady, weird, well-built, well-engineered.

**In Playbooks:** N/A. Substitutes for: bike.

## BIKE

**Frame:** 4-wheeler, bike, snowmobile, trike.

**Stats:** Massive=0–1, Speed=0, Handling=0, 0-armor.

**Options** (choose 1): +1Speed, +1Handling, a sidecar.

**Impression:** Aggressive, bucking, churning, darting, fast, fat, flashing, flashy, grinding, groaning, guzzler, howling, huge, insectoid, lazy, luxe, massively chopped, menacing, muscular, racing, raging, responsive, roaring, rugged, screaming, skinny, sleek, sloppy, slow, smoking, tight, unreliable, vintage, wallowing.

**In Playbooks:** Harrier, Monarch.

## BUG

A **bug** is a small, personal orbital-to-orbital transport, with a capacity of 1–3.

**Frame:** Bug.

**Stats:** Massive=2, Speed=0, Handling=0, 0-armor, in-orbit.

**Options** (choose 1): +1Speed, +1Handling, +1armor.

**Impression:** Capacious, comfortable, cramped, darting, exposed, fast, flimsy, glittering, humming, impersonal, luxe, minimal, smells weird, used, utilitarian.

**In Playbooks:** N/A. Substitutes for: bike.

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## CAR

**Frame:** 4x4, buggy, compact, coupe, jeep, limo, pickup, sedan, van.

**Stats:** Massive=1-2, Speed=0, Handling=0, 0-armor.

**Options** (choose 2, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Aggressive, capacious, cramped, easily repaired, fast, flashy, garish, guzzler, handcrafted, huge, lazy, loud, luxe, muscular, off-road, picky, powerful, pretty, pristine, purring, quirky, rabbity, responsive, rugged, sleek, slow, spikes & plates, tight, uncomplaining, unreliable, vintage, well-loved, well-used, workhorse.

**In Playbook:** Operator.

## CUTTER

A **cutter** is a bike that hovers on a powerful wave of plasma-heated air.

**Frame:** Cutter.

**Stats:** Massive=1, Speed=0, Handling=0, 0-armor, hovering.

**Options** (choose 1): +1Handling, +1Speed.

**Impression:** Aggressive, blazing, bucking, churning, crying, darting, fast, fat, flashing, flashy, grinding, groaning, guzzler, hissing, howling, insectoid, menacing, muscular, racing, raging, responsive, roaring, rugged, scorching, screaming, skinny, sleek, sloppy, slow, smoking, soaring, swooping, tight, unreliable, wallowing, whispering.

**In Playbook:** Harrier.

## FANBOAT

A **fanboat** is a flat-bottomed boat powered by a huge fan.

**Frame:** Fanboat.

**Stats:** Massive=2-3, Speed=0, Handling=0, 0-armor, water.

**Options** (choose 3, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Capacious, cramped, cobbled-together, easily repaired, fast, fiddly, garish, guzzler, handcrafted, hand-maintained, huge, lazy, loud, lumbering, powerful, quirky, rabbity, rattling, responsive, rugged, sleek, slow, spikes & plates, uncomplaining, unreliable, well-loved, well-used, workhorse.

**In Playbooks:** N/A. Substitutes for: car, truck.

## FLYER

A **flyer** is a winged, open jetbike.

**Frame:** Flyer.

**Stats:** Massive=1, Speed=0, Handling=0, 0-armor, flying.

**Options** (choose 1): +1Speed, +1Handling.

**Impression:** Blazing, bucking, churning, crying, darting, fast, flashing, flashy, groaning, hissing, howling, insectoid, menacing, racing, raging, responsive, roaring, rugged, scorching, screaming, skinny, sleek, smoking, soaring, swooping, tight, wallowing, whispering.

**In Playbook:** Harrier.

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## GULL

A **gull** is a small surface-to-orbit transport, with a capacity of 4–8 + supplies or modest cargo.

**Frame:** Gull.

**Stats:** Massive=4–5, Speed=0, Handling=0, 0-armor, flying, in-orbit.

**Options** (choose 3, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Capacious, cramped, cobbled-together, easily repaired, exposed, fiddly, hand-maintained, huge, humming, lazy, loud, lumbering, powerful, quirky, rabbity, rattling, responsive, rugged, sleek, slow, smells weird, uncomplaining, unreliable, well-used, workhorse.

**In Playbooks:** X-Earther.

## HARPY

A **harpy** is an orbital-to-orbital attack / defense vehicle. Some are crewed, but many are flown remotely.

**Frame:** Harpy.

**Stats:** Massive=2–3, Speed=0, Handling=0, 0-armor, in-orbit.

**Options** (choose 2, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

Harpies are always dedicated combat vehicles, so see below.

**Impression:** Aggressive, blazing, darting, fast, flashing, grinding, hissing, howling, impersonal, insectoid, menacing, raging, responsive, roaring, rugged, scorching, screaming, swooping, tight, whispering.

**In Playbooks:** N/A. Substitutes for: bike.

## HELICOPTER

**Frame:** Assault copter, cargo copter, recon copter, utility copter.

**Stats:** Massive=4–5, Speed=0, Handling=0, 0-armor, flying, hovering.

**Options** (choose 3, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Aggressive, capacious, cramped, fast, flashy, garish, guzzler, huge, lazy, loud, luxe, muscular, picky, powerful, pristine, purring, quirky, rabbity, responsive, rugged, sleek, slow, spikes & plates, tight, uncomplaining, unreliable, vintage, well-loved, well-used, workhorse.

**In Playbooks:** N/A. Substitutes for: car, truck.

## JETSKI

**Frame:** Jetski.

**Stats:** Massive=0, Speed=0, Handling=0, 0-armor, watergoing.

**Options** (choose 1): +1Speed, +1Handling.

**Impression:** Aggressive, bucking, churning, darting, fast, fat, flashing, flashy, grinding, groaning, guzzler, howling, racing, raging, responsive, rugged, sleek, sloppy, slow, smoking, tight, unreliable, vintage, wallowing.

**In Playbooks:** N/A. Substitutes for: bike.

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## PIRANHA

A *piranha* is a small, fast-moving, shallow-diving submarine with a crew of 2-3.

**Frame:** Piranha.

**Stats:** Massive=3, Speed=0, Handling=0, 0-armor, submarine.

**Options** (choose 2, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Aggressive, camouflaged, cramped, creaking & groaning, darting, deathtrap, drifting, fast, hand-maintained, hard-worked, leaky, lolling, menacing, patient, racing, responsive, rolling, rugged, sleek, silent, sleek, slow, tight, unreliable, wallowing.

**In Playbooks:** N/A. Substitutes for: bike, car.

## PLANE

**Frame:** 2-seater, fighter jet, fighter plane, small cargo plane, small passenger jet, small passenger plane, trainer.

**Stats:** Massive=3-5, Speed=0, Handling=0, 0-armor, flying.

**Options** (choose 3, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** blazing, darting, capacious, cramped, fast, flashy, garish, guzzler, howling, huge, lazy, loud, luxe, menacing, picky, powerful, pristine, purring, quirky, rabbit, responsive, roaring, rugged, sleek, swooping, tight, uncomplaining, unreliable, vintage, well-loved, well-used, workhorse.

**In Playbooks:** N/A. Substitutes for: car, truck.

## SPEEDBOAT

**Frame:** Speedboat.

**Stats:** Massive=2-3, Speed=0, Handling=0, 0-armor, water.

**Options** (choose 2, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Aggressive, capacious, cramped, fast, flashy, garish, guzzler, huge, lazy, loud, luxe, muscular, picky, powerful, pristine, purring, quirky, rabbit, responsive, rugged, sleek, slow, spikes & plates, tight, uncomplaining, unreliable, vintage, well-loved, well-used, workhorse.

**In Playbooks:** N/A. Substitutes for: bike, car.

## TRUCK

**Frame:** Ambulance, bus, construction/utility truck, earthmover, semi.

**Stats:** Massive=3-4, Speed=0, Handling=0, 0-armor.

**Options** (choose 2, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor, +earthmover.

**Impression:** Aggressive, capacious, cramped, easily repaired, fast, flashy, garish, guzzler, handcrafted, huge, lazy, loud, luxe, muscular, off-road, picky, powerful, pretty, pristine, purring, quirky, rabbit, responsive, rugged, sleek, slow, spikes & plates, tight, uncomplaining, unreliable, vintage, well-loved, well-used, workhorse.

**In Playbook:** Operator.

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## WHALE

A **whale** is a large orbital-to-orbital transport ship. Most have enclosed cargo spaces; those without enclosed cargo spaces are usually called **tugs**.

**Frame:** Tug, whale.

**Stats:** Massive=6–8, Speed=0, Handling=0, 0-armor, in-orbit.

**Options** (choose 4, duplicates allowed): +1Massive, +1Speed, +1Handling, +1armor.

**Impression:** Capacious, cramped, cobbled-together, easily repaired, exposed, fiddly, hand-maintained, huge, humming, lazy, loud, lumbering, powerful, quirky, rabbity, rattling, responsive, rugged, sleek, slow, smells weird, uncomplaining, unreliable, well-used, workhorse.

**In Playbook:** X-Earther.

## UNUSUAL VEHICLES

To create an unusual or unique vehicle, name its frame, then choose its stats, options, and impression.

By default, it has Speed=0, Handling=0, 0-armor, and both a massive rating and a number of options appropriate to its frame. Use these example frames to guide you:

- **Massive=0:** Bike, canoe, jetski, ultralight. Choose 1 option.
- **Massive=1:** Big 4-wheeler, buggy, cutter, rowboat, compact car, sports car, trike. Choose 2 options.
- **Massive=2:** 4x4, autogyro, coupe, fanboat, flyer, harpy (remote) jeep, limo, pickup, sedan, small speedboat, tractor, van. Choose 2 options.
- **Massive=3:** Ambulance, bug, bus, construction/utility truck, harpy (crewed), piranha, sailboat, semi, small helicopter, small plane, speedboat. Choose 2 options.
- **Massive=4:** Earthmover, gull, helicopter, single train car, small jet, tank, tour boat. Choose 3 options.
- **Massive=5:** Diesel locomotive, large gull, large helicopter, large tour boat, small passenger plane or jet, small submarine. Choose 4 options.
- **Massive over 5:** Choose 4 options, +1 option for each 2-Massive over 5.

For a specialized environmental vehicle, :

- **Flying** costs 1 option.
- **Hovering** costs 1 option.
- **Flying, hovering** costs only 1 option.
- **In-orbit** doesn't cost an option.
- **Submarine** costs 1 option.
- **Water** doesn't cost an option.

For impression, name 1 or 2 strengths, 1 or 2 weaknesses, and/or 1 or 2 distinctive features.

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## BATTLE VEHICLES

For a specialized battle vehicle, create the vehicle as normal, and then choose 2 battle options (duplicates allowed):

- **+1 option** (+1*Massive*, +1*Speed*, +1*Handling*, or +1*Armor*)
- **Boarding platform or harness** (+1 to attempts to board another vehicle from this one)
- **Mounted weapon** (choose a heavy weapon)
- **Ram or ramming spikes** (when used as a weapon, the vehicle inflicts +1*harm* and/or +1*v-harm*)

## VEHICLE TAGS

**Earthmover:** When used as a weapon, the vehicle's earthmoving equipment inflicts 2-*environ* (can't be brought to bear on individual targets).

**Flying:** The vehicle can fly.

**Hovering:** The vehicle can't fly, but floats above the ground or water surface below it.

**In-orbit:** The vehicle operates in orbit.

**Submarine:** The vehicle operates beneath the surface of the water.

**Water:** The vehicle floats in the water.

For purposes of **outdriving**, if the airways or waterways are clear, a flying vehicle or submarine vehicle can simply disengage from a hovering or surface vehicle, breaking off from the confrontation with no effect.

For purposes of **dealing with bad terrain**, a hovering vehicle gets +1*handling* against surface terrain. Otherwise, vehicles only have to deal with bad terrain in their own environment.

# -CREATING CREATURES

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To create a creature, name it, then choose its stats, impression, and tags. The stats for creatures are size, instincts, harm, and armor.

If someone's playing the Restless, they have a move that allows them to create creatures during downtimes and between sessions. Give them a copy of these pages.

## SIZE

Choose the size of the creature as a fraction or multiple of an adult human being's typical size:  $\frac{1}{4}$ ,  $\frac{1}{2}$ , 1x, 2x, 5x, 10x. You can go by weight or length, whichever you find convenient. For large creatures, choose the appropriate **monstrous** tag.

## INSTINCTS

A creature's instincts reflect the total effect of its senses and natural behaviors, relative to a human being's. By default, a plant has instincts-nil and an animal has instincts+0. Choose tags to modify this.

## HARM & ARMOR

By default, a plant inflicts 0-harm and has 2-armor, and an animal inflicts 1-harm and has 0-armor.

**Natural weapons:** The creature has sharp teeth, fangs, claws, spurs, horns, or other natural weapons. It inflicts 2-harm or 3-harm (for outsize weapons).

**Natural armor:** The creature has 1-armor (thick hide, shaggy hide or bark) or 2-armor (armored skin, shell, or bark).

**Reactive weapons:** The creature has thorns, irritant hairs, toxic secretions, reflexive spines, or other similar natural defenses. It inflicts 1-harm, 2-harm, or 3-harm (for extremely potent versions) when attacked, disturbed, or touched.

## IMPRESSION

Choose as many as you want and add your own: Adorable, alert, ambling, bad-smelling, barking, beautiful, blubbery, bounding, bright-colored, bumbling, busy, calling, camouflaged, chittering, clucking, coiling, crying, curious, dramatic, drowsy, easygoing, fleet, flitting, foul-smelling, gnawing, good-smelling, goofy, graceful, growling, hissing, hooting, indifferent, intelligent, kicking, lazy, lean, long, lumbering, menacing, nest-building, noisy, nodding, placid, playful, racing, rangy, roaring, shaggy, silent, snarling, slobbery, soaring, spicy-smelling, stubborn, surly, sweet-smelling, swift, tendriling, thundering, twitchy, vining, wallowing, warm-smelling, warning colors, web-spinning, yapping, yowling.

## TAGS

Choose as many as apply.

**Diving:** The creature can dive and swim for long periods underwater. It can easily outmaneuver surface swimmers.

**Earthmover:** Given time to rework its environment, the creature can inflict 1-environ, 2-environ, or even more (can't be brought to bear on individual targets).

**Fast:** The creature is fast-moving, equivalent to a vehicle with speed=0.

**Flying:** The creature can fly, and can easily outmaneuver creatures on foot.

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**Heightened senses:** The creature gets +1Instincts.

**Herd, school, etc:** The creature behaves in an organized way with its fellow prey. Use the rules for gangs. (It's a classic human move to raise a herd of creatures to think that you're part of it, so that you can direct its defensive behaviors. Use **leadership**.)

**Monstrous:** The creature is as big as a whole gang of people:

- **Monstrous:small:** *as big as a small gang, 5–15 people or so.*
- **Monstrous:medium:** *as big as a medium gang, 15–35 people or so.*
- **Monstrous:large:** *as big as a large gang, 35–75 people or so.*

You can improvise larger sizes if necessary, for truly, impossibly gargantuan monsters.

**Mount:** The creature is rideable. You can treat it as a vehicle with speed-1 and handling+1. Its massive depends on its **monstrous** tag: massive=1 for none, massive=2 for **monstrous:small**, massive=3 for **monstrous:medium**, and massive=4 for **monstrous:large**.

**Pack, pride, etc:** The creature behaves in an organized way with its fellow predators. Use the rules for gangs. (It's a classic human move to raise a pack of creatures to think that you're its leader, so that you can direct its predatory behaviors. Use **leadership**.)

**Poisonous, toxic, acidic or venomous:** The creature inflicts +1harm or d-harm (specify).

**Specialized defenses:** The creature has an unusual, startling natural (or unnatural) defense, like an octopus' adaptive camouflage or a bombardier beetle's explosive chemical blast.

**Specialized sense organs:** The creature gets +1Instincts when in its home environment.

**Territorial:** The creature gets +1/-1 when fighting to defend or enforce its territory. Others of its kind, or other creatures sensitive to its territory for any reason, can detect the boundaries of its territory by instinct.

# -BATTLE & HARM

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## HARM AS ESTABLISHED

When someone **inflicts or suffers harm**, it's equal to the attacker's weapon's harm rating, minus the target's armor rating. Harm minus armor is called *harm as established*.

When two parties **exchange harm**, both simultaneously inflict and suffer harm as established.

## BATTLES

### **Attacking a PC:**

You can attack any PC just by declaring it. Have them **act under fire**, or, if they return the attack, **do battle**.

### **PC vs PC battles:**

If PCs **attack each other**, they're **doing battle**, so they both roll+Hard and make their choices. Help them resolve the fight. If they make contradictory choices, they cancel each other out.

### **PC vs NPC battles:**

After the PCs make their choices, make choices for your NPCs. For each NPC or group of NPCs who's still in the fight, choose 1 of the following. Choose carefully so not to contradict the PCs' attack choices.

- *They're moving to take a better position.*
- *They're looking for a way out.*
- *They're trying to get to safety.*
- *They're steeling themselves to hold their ground.*
- *They're trying to keep you engaged, so you don't break off and do or realize something else.*
- *They're confused or in disarray, trying to regroup themselves.*
- *They're fully committed: give them an opening and they'll leap for it.*
- \* *They're unrattled: cool, alert, and advancing, falling back, or holding position with discipline.*
- *Another of your own, as suitable for this NPC in this situation.*

### **When a PC suffers harm:**

For each 1-harm they suffer, they mark 1 segment of their harm countdown clock, starting with the 12:00–3:00 segment and proceed clockwise.

**Harm up to 6:00** *heals by itself with time.*

**Harm 6:00–9:00** *is serious but stable: it doesn't heal with time, but doesn't worsen either.*

**Harm 9:00–11:00** *is serious, potentially life-threatening. They need medical attention to stabilize it — unstabilized, it worsens with time — and more medical attention to heal it.*

**When you hit 12:00**, *their life becomes untenable. They choose one of the options.*

### **When an NPC suffers harm:**

**1-harm:** *Bruises, scrapes, pain, minor concussion, minor injuries, fear if the NPC's likely to be afraid of pain.*

**2-harm:** *More serious injuries, more serious concussion, bad pain, a broken bone, minor shock. Not usually fatal, but can be if the attacker intentionally sees to it.*

**3-harm:** *Sometimes immediately fatal. Usually, serious wounds, multiple broken bones, organ damage, unconsciousness. Can be left for dead.*

**4-harm:** *Usually immediately fatal, but sometimes the poor soul has to wait to die.*

**5-harm and more:** *fatal and increasingly bodily destructive.*

You can also choose to roll **the harm move** for NPCs, case by case.

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## GANGS IN BATTLE

### **Using a gang as a weapon:**

A PC can use a gang as a weapon when they **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When they do, they roll the dice and make their choices, but it's the gang that inflicts and suffers harm, not them.

You can attack a PC with a gang just by declaring it. Have them **act under fire** or, if they return the attack, **do battle**.

Gangs inflict and suffer *harm as established*: they inflict harm equal to their own harm rating, minus their enemy's armor rating, and the suffer harm equal to their enemy's harm rating minus their own armor. That is, Harm = weapon - armor. However...

### **The gang advantage checklist:**

Before a gang goes into battle, quickly go through this checklist:

- Does the gang outnumber their enemy by a full gang size, or 2:1 or more? +1/-1
- Does it outnumber them by more than one full gang size, or 5:1 or more? An additional +1/-1
- Is it better armed & armored than they are? +1/-1
- Is it dramatically, overwhelmingly better armed & armored? An additional +1/-1
- Is it dramatically better organized, trained, and disciplined than they are? +1/-1
- Does it have a secure defensive position against them? +1/-1
- Does it outclass them in mobility? +1/-1
- Does it have a strong, dedicated, masterful, tactically innovative leader? +1/-1

Be prepared to describe the gang's advantages in action. If you can't immediately see how an advantage will contribute to their maneuvers, attacks, and tactical decisions, don't count it.

For each +1/-1, when the gang inflicts harm, it inflicts +1harm, and when it suffers harm, it suffers -1harm.

Most of the time, you can stop counting at four. Under normal circumstances, +4/-4 should be decisive.

### **When a gang suffers harm:**

**1-harm:** a few injuries, one or two serious, no fatalities.

**2-harm:** many injuries, several serious, a couple of fatalities.

**3-harm:** widespread injuries, many serious, several fatalities.

**4-harm:** widespread serious injuries, many fatalities.

**5-harm and more:** widespread fatalities, few survivors.

### **Does the gang hold together?**

With a strong, present leader, a gang will hold together if it suffers up to 4-harm. If the leader is weak or absent, it'll hold together if it suffers up to 3-harm. If the leader is both weak and absent, it'll hold together if it suffers 1- or 2-harm. If it has no leader, it'll hold together if it suffers 1-harm, but no more.

A PC gang leader can hold a gang together by using **leadership** to order it to keep discipline, but otherwise it follows these rules, same as for NPC leaders.

### **What about PC gang members?**

If a PC is a member of a gang taking harm, how much harm the PC takes depends on their role in the gang. If they're a leader or a prominent, visible member, they suffer the same harm the gang does. If they're just someone in the gang, or if they're intentionally protecting themselves from harm instead of fighting with the gang, they suffer -1harm.

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## CREATURES IN BATTLE

### **Using a creature as a weapon:**

A PC can use a creature that they direct or control as a weapon when they **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When they do, they roll the dice and make their choices, but it's the creature that inflicts and suffers harm, not them.

You can attack a PC with a creature just by declaring it. Have them **act under fire** or, if they return the attack, **do battle**.

Creatures inflict and suffer *harm as established*, as usual: they inflict harm equal to their own harm rating, minus their enemy's armor rating, and the suffer harm equal to their enemy's harm rating minus their own armor. That is, Harm = weapon - armor. However...

### **The creature advantage checklist:**

Before a creature goes into battle, quickly go through this checklist:

- Does the creature substantially outsize its enemy? +1/-1
- Does it overwhelmingly outsize them, 5:1 or more? An additional +1/-1
- Is it better armed & armored than they are? +1/-1
- Is it dramatically more intelligent, cunning, and perceptive than they are? +1/-1
- Does it have a secure defensive position against them? +1/-1
- Does it outclass them in mobility? +1/-1
- Does it have specialized defenses that it can bring to bear? +1/-1

Be prepared to describe the creature's advantages in action. If you can't immediately see how an advantage will contribute to its maneuvers, attacks, and tactical decisions, don't count it.

For each +1/-1, when the creature inflicts harm, it inflicts +1harm, and when it suffers harm, it suffers -1harm.

Most of the time, you can stop counting at four. Under normal circumstances, +4/-4 should be decisive.

### **When a creature suffers harm:**

- 1-harm:** Pain, minor injuries, fear if the creature's likely to be afraid of pain, rage otherwise.
- 2-harm:** More serious injuries, bad pain, fear, panic. Not usually fatal, but can be.
- 3-harm:** Sometimes immediately fatal. Usually, serious wounds, dying, won't recover.
- 4-harm:** Usually immediately fatal.
- 5-harm and more:** fatal and increasingly bodily destructive.

You can also choose to roll **the harm move** for creatures, case by case.

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## VEHICLES IN BATTLE

### Using a vehicle as a weapon:

A PC can use a vehicle as a weapon when they **confront**, **attack**, or **do battle** with someone, or in any other violent circumstance. When they do, they roll the dice and make their choices, but it's the vehicle that inflicts and suffers harm, not them.

Vehicles inflict and suffer *harm as established*, as follows:

### Against a person:

- *Shouldering someone inflicts 1-harm.*
- *Ramming or striking someone at speed inflicts 3-harm plus your vehicle's massive.*

### Against a gang:

- *Driving slowly into or through a gang inflicts 1-harm (ap), regardless of gang size.*
- *Driving into or through a gang at speed inflicts 3-harm (ap), regardless of gang size.*
- *After taking harm, a small gang is able to bring you to a stop with their bodies if your vehicle is massive=1 or less. A medium gang if your vehicle is massive=2 or less. A large gang if your vehicle is massive=3 or less. If you're vehicle is massive=4 or more, human bodies can't stop it.*
- *If you're vehicle's **flying**, flying it into a gang probably means flying it close to the ground. You may have to **try something challenging** to avoid a crash.*

### Against another vehicle:

- *A glancing hit inflicts v-harm.*
- *A direct hit inflicts 3-harm plus its massive, minus the target vehicle's massive and armor. Treat 0-harm and less as v-harm.*
- *When you're able to ram or T-bone another vehicle, you inflict the harm of a direct hit (3-harm +massive, minus your target's armor +massive) and suffer the harm of a glancing hit (v-harm).*

### Against a building or structure:

- *A glancing hit from a moving vehicle inflicts 0-environ.*
- *A direct hit from a moving vehicle inflicts 1-environ, 2-environ, or 3-environ, depending on its Massive.*

### When a vehicle suffers harm:

Vehicles can suffer regular harm, environ, or v-harm.

**When a vehicle suffers harm**, there are two questions: how much damage does the vehicle itself suffer, and how much harm blows through to the people inside?

**1-harm:** *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to passengers.*

**2-harm:** *functional damage. Fuel leak, shot-out tires, engine stall, problems with steering, braking or acceleration. Can be field-patched. 1-harm can blow through to passengers.*

**3-harm:** *serious damage. Functional damage affecting multiple functions, but can be field-patched. 2-harm can blow through to passengers.*

**4-harm:** *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to passengers.*

**5-harm and more:** *total destruction. Full harm can blow through to passengers, plus they can suffer additional harm if the vehicle explodes or crashes.*

Whether harm blows through to a vehicle's driver and passengers, doesn't blow through, or just hits them too without having to blow through, depends on the MC's judgment of the circumstances and the vehicle.

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**When a vehicle suffers environmental harm:**

**1-environ:** can move cars but not lift or throw them. 2-harm can blow through.

**2-environ:** can lift, throw, or flip cars, and move heavier machines. 4-harm can blow through.

**3-environ:** can destroy cars outright. Can lift, topple, or flip heavier machines. 6-harm can blow through.

**4-environ and more:** destroys cars and can destroy heavier machines. 8-harm can blow through.

When harm blows through, the MC can judge it *ap*, *brutal*, or *fire*.

**V-Harm:**

V-harm as established is the attacking car's Massive minus the defending car's Massive or Handling, defender's choice.

**When you suffer v-harm**, roll minus the v-harm you've suffered. On a 10+, you swerve but recover without disadvantage. On a 7–9, you're forced to swerve. Your attacker chooses 1:

- You give ground.
- You're driven off course, or forced onto a new course.
- Your car takes 1-harm *ap*, right in the transmission.

On a miss, you lose control, and your attacker chooses 1:

- You crash.
- You spin out.
- Choose 2 from the 7–9 list above.

## BUILDINGS IN BATTLE

**When a building suffers harm:**

Normal harm doesn't do any structural damage to buildings, you need **environ** for that.

Normal harm only does cosmetic damage: bullet holes, broken glass, scorch marks, chipped surfaces, splintered door frames, broken hinges.

The only question is, how much harm blows through to inhabitants?

**1-harm – 2-harm:** 0-harm can blow through to inhabitants.

**3-harm:** 1-harm can blow through to inhabitants.

**4-harm and more:** 2-harm can blow through to inhabitants.

An armored building blocks blow-through harm entirely.

Whether harm actually does blow through to a building's inhabitants depends on the MC's judgment of the circumstances and the building. Don't stand near the windows!

**When a building suffers environmental harm:**

**1-environ:** inflicts severe cosmetic damage on buildings and structures: many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through.

**2-environ:** inflicts structural damage on buildings and structures: strain to load-bearing walls or pillars, beginnings of collapse, fire. 4-harm can blow through.

**3-environ:** can completely collapse smaller structures and partially collapse larger ones, or engulf them in flame. 6-harm can blow through.

**4-environ and more:** can destroy structures and completely collapse larger ones, or engulf them in flame. 8-harm can blow through, plus they can suffer additional harm as the structure collapses.

When harm blows through, the MC can judge it *ap*, *brutal*, or *fire*.

# —OTHER KINDS OF HARM—

## ENVIRON (ENVIRONMENTAL HARM)

**Environ** measures the effect of a weapon or attack on vehicles, buildings, and other structures.

Structures can be armored against environmental damage. Subtract their armor rating from the environ of the attack.

### **0-environ:**

0-environ is synonymous with normal harm. Use the normal harm rules for your weapon to determine its effect.

It can shake and rattle cars but not move them, and doesn't structurally damage buildings.

### **1-environ:**

Equivalent to *4-harm messy*. When brought to bear against a single nonstructural target, equivalent to *4-harm ap*.

Can move cars but not lift or throw them. Inflicts severe cosmetic damage on buildings and structures: many holes or large holes, no intact glass, burning or smoldering. 2-harm can blow through to inhabitants.

### **2-environ:**

Equivalent to *6-harm messy*. When brought to bear against a single nonstructural target, equivalent to *7-harm ap*.

Can lift, throw, or flip cars, and move heavier machines. Inflicts structural damage on buildings and structures: strain to load-bearing walls or pillars, beginnings of collapse, fire. 4-harm can blow through to inhabitants. Further structural damage can lead to collapse.

### **3-environ:**

Equivalent to *7-harm messy*. When brought to bear against a single nonstructural target, equivalent to *9-harm ap*.

Can destroy cars outright. Can lift, topple, or flip heavier machines. Can completely collapse smaller structures and partially collapse larger ones, or engulf them in flame. 6-harm can blow through to inhabitants. Further structural damage will definitely lead to collapse.

### **4-environ and more:**

Equivalent to *8-harm messy*. When brought to bear against a single nonstructural target, equivalent to *10-harm ap*.

Destroys cars and can destroy heavier machines. Can destroy structures and completely collapse larger ones, or engulf them in flame. 8-harm can blow through to inhabitants, plus they can suffer additional harm as the structure collapses.

When harm blows through, you can judge it *ap*, *brutal*, or *fire*.

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## D-HARM (DEPRIVATION)

A person suffers d-harm from deprivation. d-harm is strictly for acute, immediate deprivation; for scarcity and chronic deprivation, create disease-type threats instead.

Individual NPCs simply suffer the effects of d-harm as follows. For PCs suffering d-harm, tell them the effects they're suffering, and if they can't or don't alleviate their deprivation, inflict regular harm alongside it, in increments of 1-harm ap.

For a population suffering d-harm, the two questions are, how does it behave, and how long can it last before breaking up, tearing itself apart, or dying?

**d-harm (air)**, asphyxiation: Difficulty breathing, panic, convulsions, paralysis, unconsciousness, brain damage, death within minutes.

Inflicted on a population: Immediate panic. Social cohesion breaks down basically at once into a survival-driven desperation to find air.

**d-harm (warmth)**, hypothermia: shivering, hunger, dizziness, confusion, drowsiness, frostbite, delirium, unconsciousness, irregular heartbeat, death in an hour or more, depending on the cold.

Inflicted on a population: Huddling together, despair, lethargy, resignation. Isolated individuals suffer worsening individual symptoms, so social cohesion can last basically as long as the individuals can.

**d-harm (cool)**, heat stroke: headache, dehydration, weakness or cramps, confusion, fever, vomiting, seizures, unconsciousness, death in an hour or more, depending on the heat.

Inflicted on a population: Desperation, panic, lethargy, resignation. Social cohesion can last as long as the individuals can, as the less vulnerable individuals try to help the more vulnerable.

**d-harm (water)**, dehydration: desperation, headache, confusion, delirium, collapse, death in 3 days.

Inflicted on a population: Rationing & hoarding, desperation, infighting. Social cohesion can last up to a week before breaking down into violence or dispersal.

**d-harm (food)**, starvation: irritability, hunger, weakness, diarrhea, lethargy, dehydration, muscular atrophy, heart failure and death within 2–3 months.

Inflicted on a population: Rationing & hoarding, desperation, infighting. Social cohesion can last up to 2 weeks before breaking down into violence, cannibalism, or dispersal.

**d-harm (sleep)**, sleep deprivation, irritability, disorientation, nodding off, depression, headache, hallucinations, mania, personality changes, bizarre behavior.

Inflicted on a population: Malaise, infighting, tantrums, desperation. For long-term acute sleep deprivation, create affliction threats instead.

## S-HARM (STUN)

s-harm disables its target without causing any regular harm. Use it on a PC, and doing anything at all means doing it under fire. The fire is “you're stunned.”

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## Ψ (Psi)

A PC's Ψ rating represents their strength of psychic will.

The world's psychic maelstrom normally has 3-Ψ, but don't expect circumstances to be normal.

### THE Ψ-HARM MOVE

People suffer Ψ-harm from unusual exposure to the world's psychic maelstrom or from other psychic attacks.

When you **suffer Ψ-harm**, roll+your Ψ, minus the Ψ of the attack. On a 10+, you're startled or confused, but suffer no harm. Just say how the startlement or confusion affects you. On a 7-9, the MC chooses 1:

- *You lose your footing.*
- *You lose your grip on whatever you're holding.*
- *You lose track of someone or something you're attending to.*
- *You miss noticing something important.*
- *You take a single concrete action of the MC's choosing.*

On a miss, the MC chooses 1:

- *You're out of action: unconscious, trapped, incoherent or panicked.*
- *You're out of your own control. You come to yourself again a few seconds later, having done you don't know what.*
- *Choose 2 from the 7-9 list above.*

### WHEN AN NPC SUFFERS Ψ-HARM

When an NPC suffers Ψ-harm, MC, you can choose to roll the Ψ-harm move for them, or else choose one of these instead:

- *They aggressively pursue their threat impulse. Make moves on their behalf as hard and as direct as you can.*
- *Their self-awareness shatters. They're incoherent, raving, raging or unresponsive, alive but no longer themselves.*
- *They abruptly change threat type.*

### WHEN A GANG SUFFERS Ψ-HARM

The effect depends on the Ψ of the attack:

**1-Ψ:** *disorientation, confusion, unease, minor hallucinations, minor altercations.*

**2-Ψ:** *confusion, rage, fear, hallucinations, sudden dramatic altercations.*

**3-Ψ:** *befuddlement, terror, panic, uncontrolled rage, wild hallucinations, violent altercations.*

**4-Ψ and more:** *complete breakdown, uncontrolled panic, widespread misdirected violence, chaos.*

### A NOTE ON Ψ-HARM

Note that Ψ-harm always represents the direct assault and invasion of a hostile psychic force, not any kind of mental illness or "insanity."

# —GAMECHANGERS

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Once the players have improved their characters 5 times, they can begin to choose improvements from below the line, the “ungiven future.” One of their choices is to unlock a gamechanger.

## THE GAMECHANGER

As MC, you choose which gamechanger they unlock. Choose early in the game. If you prefer, you can get the group in on the decision, but the final choice is yours. Introduce the idea of the gamechanger in the first few sessions, and begin to lay the groundwork now. When the time comes that they do choose it, it should be perfectly clear to them what they’re about to choose.

Choose 1 gamechanger:

- *Changing the Guard.*
- *Epilogues.*
- *The Forced Door.*
- *The Lost Sword.*
- *New Horizons.*
- *A gamechanger of your own creation.*

Choose 1 of the following as well. You don’t have to choose now, but you should choose before the players get to it:

- *The first player to choose “unlock a gamechanger” unlocks it for everyone.*
- *The first player to choose “unlock a gamechanger” puts the key in the lock, and then the characters have to really unlock it, in action, in play. Start thinking now about how they’ll have to do it.*
- *The first player to choose “unlock a gamechanger” puts the key in the lock, and the second player to choose it unlocks it for everyone.*
- *Every player has to choose “unlock a gamechanger.” They each unlock it for themselves, or else the last player to choose it, finally unlocks it for everyone.*

## CHANGING THE GUARD

Choose a different player to be the MC. Create a character yourself to play. Everybody else can keep their current characters or create new ones, as they prefer, now or going forward whenever they want.

Continue the game.

***In the early sessions:*** *Let everyone know that you’re looking forward to playing a character yourself and that you’ll be looking for a volunteer to take over as MC, down the line.*

## EPILOGUES

End the game.

Go around and ask everyone what happens to their characters hereafter. Take your time. Say goodbye, good luck and godspeed.

***In the early sessions:*** *Let everyone know that you’re looking forward to playing the game through to a satisfying conclusion and then ending it.*

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## THE FORCED DOOR

The characters open a doorway to another dimension, another world, another timeline, another game, and push through it.

You can keep playing with these characters and these rules in the new world, or else you can switch to different characters and different rules, if that makes more sense.

**In the early sessions:** *Start to plan for the other world. Make travel between worlds or timelines a theme in the game. Create a cult who wants it, doorway-type pinpoints, or NPCs displaced from the worlds they were born in. Decide whether the world's psychic maelstrom represents the way to cross worlds, an intrusion from another world, or a barrier keeping you here in this one.*

*If you intend to switch to another game, don't be too cagey about it. Win your friends over to the idea of switching games, don't try to spring it on them.*

## THE LOST SWORDS

The Lost Swords are a powerful weapon, an army of war machines, that someone — who? — left for the people in this time, in this place, to discover.

Each Lost Sword is sealed in a capsule, like a giant coffin of opaque, impregnable black glass. They're awaiting release: the correct handprint, the correct keycode, the correct psychic password? Who knows what will eventually open them up.

A complete rules writeup of the Lost Swords follows.

**In the early sessions:** *Decide where the Lost Swords' capsules are: are they prominent or hidden? Do you pass them in the ruins, standing silent, or do you have to search for them? Decide how many there are: only one? One per PC? Literally an army of them?*

*Create the capsules as **pinpoint** threats. Hint that there are powerful war machines inside them. Let the PCs investigate and discover them before they unlock them.*

*Will someone else, some NPC warlord or something, unlock them first? Who's trying?*

*Think about who might have created them, and why they left them here locked: by accident, or on purpose, and if so, what?*

## NEW HORIZONS

Bring a new Hard Zone into play.

**In the early sessions:** *Choose which Hard Zone. Start to bring news, goods, and eventually people over the horizon into play. You'll need to decide what keeps it isolated from here, what barrier or problem makes it unattainable until the PCs unlock it.*

## A GAMECHANGER OF YOUR OWN CREATION

Create a gamechanger of your own.

**Before play begins:** *Outline it. Come to the game with it already in mind and with some notes already written. Otherwise, choose one of the above instead.*

**In the early sessions:** *Lay the groundwork for it as appropriate.*

# -THE LOST SWORDS

## CREATING YOUR LOST SWORD

By default, your lost sword has Power+2, Agility+1, 2-Armor, Massive=2. Choose its configuration and choose its systems accordingly.

## LOST SWORD STANDARD MOVES

When you use your Lost Sword to **deal with bad terrain**, use its Agility for Handling. On a 7-9 or a miss, you have this additional option:

- *You smash through obstacles, inflicting 1-environ to whatever's in your way. Ask the MC what you destroy and whether you can, in fact, force a way through.*

When you use your Lost Sword to **outdrive another vehicle**, use its Agility for both Handling and Speed.

When your Lost Sword goes into **hard shutdown**, roll+Agility. On a 10+, all 3. On a 7-9, choose 2. On a miss, choose 1:

- *Your Lost Sword slows to a stop. Otherwise, it freezes immobile at this precise moment.*
- *Your Lost Sword lands in a stable, balanced position. Otherwise, it falls awkwardly.*
- *Your Lost Sword maintains its baseline comms and sensor activity. Otherwise, it leaves you deaf and dumb.*

## USING A LOST SWORD AS A WEAPON

### **Against a person:**

- A glancing hit inflicts 2-harm ap.
- A direct hit inflicts 3-harm ap + Massive.
- Ramming inflicts 3-harm ap + Massive + Power.

### **Against another vehicle:**

- A glancing hit inflicts v-harm.
- A direct hit inflicts 3-harm + Massive, minus your target's Massive + Armor. Treat 0-harm and less as v-harm.
- Ramming lets you inflict 3-harm + Massive + Power, minus your target's Massive + Armor, but suffer only the harm of a glancing hit (v-harm).

### **Against a building or structure:**

- A glancing hit inflicts 2-harm.
- A direct hit inflicts 2-environ, minus the structure's Armor. You suffer 3-harm + your own Massive - your own Armor.
- Ramming inflicts 1-environ + power, minus the structure's armor. You suffer the same as for a direct hit, 3-harm + your own Massive - your own Armor.

## WHEN A LOST SWORD SUFFERS HARM

**v-harm:** *stumble, skid, swerve out of the way. No harm to pilot.*

**1-harm:** *cosmetic damage. Bullet holes, broken glass, smoke. 0-harm can blow through to pilot.*

**2-harm:** *functional damage. Fuel leak, disabled system, reactor stall, problems with guidance, stability, movement. Can be field-patched. 1-harm can blow through to pilot.*

**3-harm:** *serious damage. Functional damage affecting multiple systems, but can be field-patched. 2-harm can blow through to pilot.*

**4-harm or 1-environ:** *breakdown. Catastrophic functional damage, can be repaired in a garage but not in the field, or can be used for parts. 3-harm can blow through to pilot.*

**5-harm or 2-environ and more:** *total destruction. Full harm can blow through to pilot, plus they can suffer additional harm if the Lost Sword explodes or crashes.*

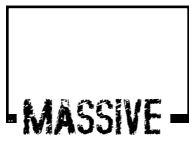
# -LOST SWORD



## CONFIGURATION

Choose 1:

- Bishop:** 1 communication, 1 flight or stealth, 1 weapon, 1 of your choice.
- Castle:** 1 armor, 1 targeting, 1 weapon, 1 of your choice.
- Knight:** 1 flight, 1 stealth, 1 weapon, 1 of your choice.
- Queen:** 3 targeting or weapons, 1 of your choice.



## SYSTEMS

### Armor systems

- Heavy armor (+1Armor)
- Point-hardened laminate armor  
*Counters ap ammo.*
- Ultra-light armor (+1Agility)

### Communication system

- Surveillance array (*close/far*)  
*Allows surveillance through walls & darkness, eavesdrops on electronic comms.*

### Flight systems

- Jumpjets (+1Agility, *loud*)
- Glidewings  
*Allows high, quiet, slow-speed flight.*

### Life support system

- Integrated  $\Psi$  buffer rig  
*Protects you from  $\Psi$ -harm while in the cockpit.*

### Reactor system

- Improved reactor (+1Power)

### Stealth systems

- Adaptive camo skin surfacing (*stealth*)  
*When an enemy reads a situation by looking or asking other people, remove "what is my enemy's true position?"*
- Contact-deflective skin surfacing (*stealth*)  
*When an enemy reads a situation by listening or using electronics, remove "what is my enemy's true position?"*

### Targeting systems

- Target acquisition & lock system  
*Add +1 to **do battle**.*
- Pinpoint targeting system  
*Add +1harm to all weapon systems.*

### Weapon systems

- Handheld weapon adapter  
*Allows you to aim and fire handheld weapons.*

Mounted weapons:

- Antipersonnel drone cloud  
*3-harm, close/far, area, loud, ap.*
- EMP shockwave generator  
*5-harm, close, loud. Disables electronic systems. Puts target Lost Sword into hard shutdown.*
- Long-range energy lance  
*4-harm, far, ap, dazzling, concentrated fire.*
- Missile pod  
*2-*environ*, far.*
- Twin pulse cannons  
*4-harm, close/far, burstfire, concentrated fire.*

*All Lost Sword systems are hi-tech.*

# —NOTES & CREDITS—

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## DEVELOPMENT & FEEDBACK

Would you like to help see this game through to a finished product? Here's the feedback we're looking for.

**Readthrough feedback:** On a readthrough, in conjunction with the Apocalypse World MC book, are you ready and able to play? What questions do you need answers to before you can begin?

**Play feedback:** In play, did you run into any rules questions you couldn't easily answer? What were they?

**Reflection feedback:** Which playbooks did you use? Which Hard Zone? Which gamechanger? How did you find the pace of character development, escalation, and resolution? Which characters had satisfying arcs, and which didn't?

**Thank you!** We appreciate your interest and we're happy to have you involved.

## OVERBURNED BEANS

Preheat your oven to 350°f / 175°c.

Take a can or two of chickpeas. Rinse them well. Toss them with a tablespoon or two of oil and a good spoonful of any spice mix you want. Try garam masala, chili powder, "Olde Canadian Steak Rub," berberé, ramen packets, whatever. You want 'em spicy and salty so don't hold back.

Spread them on a single layer in a rimmed baking sheet, or improvise a baking sheet with foil. Roast them in the oven for I dunno, 45 minutes? Check them after half an hour, give them a stir or a shake. Some of them will stay tender, some will get crunchy and browned.

You don't have to overburn them for real, unless you like them that way.

## CREDITS

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