

Dealers

O Savvy: Each PC may add +1 action rating to **Barter**, **Trek**, or **Sway** (max rating of 3).

O Heavy Metal Rolling Thunder: Your convoy is no stranger to battle. When you're at war, do not reduce your **Hold**. You also get **+1d** on **engagement** rolls when you're the target of a retaliation.

O The Check is in the Mail: Your tribe is true to their word. You may spend **rep** instead of supplies on **downtime** actions to increase the result. When you buy an **additional** downtime action with rep, you add **+1d** to your roll.

O Leverage: Your tribe supplies other factions. Your success is good for them. Whenever you gain rep, gain **+1 rep**.

O Supply and Demands: During **downtime**, take **-1 friction**. You get **+1d** with factions with whom you have an existing trade agreement or deal.

O Eastbound and Down: When you execute a supply run or transport job, you get **+1d** to the **engagement** roll.

O Stuff and Thangs: The benefit of all this commerce is that you have all this stuff lying around when *you* need it. You get **+1d** to **acquire material assets**.

OO Veteran: Choose a special ability from another tribe.

Tribe Advancement 

Acquire product, make a sale or show of force, or expand your market.

Bolster your tribe's reputation or develop a new one.

Contend with challenges above your current station.

Express the goals, drives, inner conflict, or nature of the tribe.

Contacts	Tribe Upgrades
O Strider, a pathfinder	O Fine GPS
O Holiday, a gunhand	O Heavy Vehicle Armor
O Jessie, a cook	O Elite Rovers
O Chaps, a biker	O Camouflage (vehicles concealed at rest)
O Honda, a feral chief	O Hiking packs (2 slots can hold 2 supplies each)
O Westchester, a mutant	O-O-O Weathered (+1 stress box)

Favored Op: Sale - Resupply - Show of Force - Expansion

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Settlement	Quality
☒ Cars	☐ Vehicles
☒ Convoy	☐ Gear
☐ Farm	☐ Pet/Special
☒ Gyros	☐ Tools
☐ Hidden	☐ Weapons
☒ Secure	☐ Armor
☒ Storage	
☐ Workshop	
☒ O-O-O Thriving	

Training	Cohorts
☐ Insight	
☐ Prowess	
☒ Resolve	
☐ Personal	
☒ O-O-O Mastery	

Raiders

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

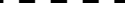
Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

○ **Bring It:** Count each level of **hatred** as if it was **turf**.

O Rule of Fear: When you have 4 or more **friction**, you get **+1d** to intimidate people who know your tribe affiliation. If you also have one or more levels of **hatred**, you get **+1 effect**.

☐ **Off the Leash:** Your gangs are effective but barely controlled. Add the **savage, unreliable,** or **wild** flaw to your gangs to give them **+1 quality.**

OO **Veteran:** Choose a special ability from another tribe.

Tribe Advancement 

Execute a successful battle, extortion, sabotage, or smash & grab.

Bolster your tribe's reputation or develop a new one.

Contend with challenges above your current station.

Express the goals, drives, inner conflict, or nature of the tribe.

Contacts

Tribe Upgrades

O Kinclraith, an assassin	O Fine Combat Drugs	Settlement	Quality
O Caboose, a trader	O Fine Vehicular Weaponry	XO Cars	O Vehicles
O Singer, a beastmaster	O Elite Thugs	O Convoy	O Gear
O Jelly, a sawbones	O Bandaliers (2 free load for weapons or ammo)	O Farm	O Pet/Special
O Snot, an informant	O Armor-piercing ammo	OO Gyros	O Tools
O Old Blue, a shaman	O-O-O Scarred (+1 stress box)	O Hidden	O Weapons
		OO Secure	O Armor
		OO Storage	
		O Workshop	Cohorts
		O-O-O Thriving	New Cohort: 2
			Add Type: 2

Favored Op: Battle - Extortion - Sabotage - Smash & Grab

Training
☐ Insight
☒ Prowess
☐ Resolve
☐ Personal
☐ O-O-O-O Mastery

Relics

- **Disciplined:** Each PC may add +1 action rating to **Hack, Read, or Hunt** (max rating of 3).
- **Zero Dark Thirty:** When you lead your **cohorts** on an infiltration plan, they get **+1d** for **teamwork** rolls. All your cohorts get the **Skulks** type for free (if they're already Skulks, add another type).
- **United We Stand:** One of your cohorts may take a **downtime** action to acquire an asset, reduce friction, or work on a long-term project.
- **Implants:** Each PC is augmented. You get **+1d** to **resistance** rolls.
- **Door Kickers:** Take **+1d** to **engagement** rolls when you assault an enemy faction or location.
- **RTFM:** You gain **potency** against pre-war threats and get **+1d** when you modify, repair, or decipher pre-war technology.
- **A Better Tomorrow:** When you complete a run without **wasting resources**, take **-1 friction** and **+1 rep**.
- OO **Veteran:** Choose a special ability from another tribe.

Tribe Advancement

Execute a successful exploration, reclamation, rebuilding, or subjugation.

Bolster your tribe's reputation or develop a new one.

Contend with challenges above your current station.

Express the goals, drives, inner conflict, or nature of the tribe.

Contacts

Tribe Upgrades

○ Hydra, an informant

○ SIRI, an AI

○ Jinks, a caravan guard

○ Bee, an arms dealer

○ Truck, a pilot

○ 51-N, a replicant

○ Fine Pre-war Subway Maps

○ Fine Energy Weapons

○ Elite Brains

○ Comms gear

○ Load-bearing vests (load 4/6/7+)

○ O-O-O Indoctrinated (+1 stress box)

Favored Op: Explore - Reclaim - Rebuild - Subjugate

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Cohort/Vehicle	Quality
☐ Weak	☐ ☐ ☐ ☐
☐ Impaired	
☐ Broken	
☒ Armor	

Settlement	Quality
☐ Cars	☐ Vehicles
☐ Convoy	☐ Gear
☐ Farm	☐ Pet/Special
☐ Gyros	☐ Tools
☒ Hidden	☐ Weapons
☐ Secure	☐ Armor
☐ Storage	
☐ Workshop	
☐ O-O-O Thriving	

Training	Cohorts
☒ Insight	New Cohort: 2
☐ Prowess	Add Type: 2
☐ Resolve	
☐ Personal	
☐ O-O-O-O Mastery	

GL̸W in the DARK

Name

Reputation

Settlement:

Rep ▶

◀ Turf

Hold

Tier

○○○○○○○|○○○○○○○

○ Weak ○ Strong

○○○○○

Friction

Hatred

Supplies

Storage

Vault

○○○|○○|○○○○○

○○○○○

○○○○○|○○○○○|○○○○○○○○○

Upon tribe advance, each PC gets **+1 stash** (+2 per Tier)

Claims

○ **Chapels:** Tier - friction = **supplies** during **downtime**

○ **True believers:** **+1d** to **gather info** for runs

Deity: Comics - Engines - Phones - Sports - Television - WMDs -

Shepherds

○ **Devout:** Each PC may add +1 action rating to **Read**, **Scrounge**, or **Sway** (max rating of 3).

○ **Zealotry:** Your gangs have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous or strange. They gain **+1d** against enemies of the faith.

○ **Conviction:** You get **+1d** to resistance rolls against having your faith shaken. When you deal with a tribe or faction, the GM will tell you who among them is a true believer (one, a few, many, or all).

○ **Temptation:** **+1d** when you **acquire an asset** that could be impressed with the benefits of devotion.

○ **Blessed:** You may roll twice for **fallout** and choose the result you want. When you **reduce friction** on the tribe, take **+1d**.

○ **Congregation:** Your teachings have spread far and wide. You may count up to three **+3 faction statuses** you hold as if they are **turf**.

○ **Communion:** When you perform a **group action**, you may count multiple sixes from different rolls as a critical success.

○○ **Veteran:** Choose a special ability from another tribe.

Tribe Advancement

- Execute a successful sacrifice, pilgrimage, conversion, or crusade.
- Bolster your tribe's reputation or develop a new one.
- Contend with challenges above your current station.
- Express the goals, drives, inner conflict, or nature of the tribe.

Contacts	Tribe Upgrades
○ Eli, a history man	○ Fine Pre-war Library
○ Queen, a trucker	○ Fine Swag (+1 effect bribes)
○ Jack Shiv, a merc	○ Elite Smiles
○ Kraft, a tomb raider	○ Detectors
○ Sloppy Jo, a fixer	○ Supply of anti-rads
○ Jenkins, a robot	○ O-O-O Ordained (+1 stress box)

Favored Op: Sacrifice - Pilgrimage - Conversion - Crusade

Cohort/Vehicle	Quality
○ Weak	○○○○○
○ Impaired	
○ Broken	Smiles
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○○
○ Impaired	
○ Broken	
○ Armor	

Settlement	Quality
○○ Cars	○ Vehicles
○ Convoy	○ Gear
○ Farm	○ Pet/Special
○○ Gyros	○ Tools
○ Hidden	○ Weapons
○○ Secure	○ Armor
○○ Storage	
○ Workshop	Cohorts
○ O-O-O Thriving	New Cohort: 2
	Add Type: 2

Training
○ Insight
○ Prowess
X Resolve
○ Personal
○ O-O-O-O Mastery

Feral

Insight

☐	☐	☐	☐	Hack
☐	☐	☐	☐	Hunt
☐	☐	☐	☐	Read
☐	☐	☐	☐	Scrounge

Prowess

☐	☐	☐	☐	Finesse
☒	☐	☐	☐	Prowl
☐	☐	☐	☐	Raid
☐	☐	☐	☐	Wreck

Resolve

☐ ☐ ☐ ☐ **Barter**

☐ ☐ ☐ ☐ **Boss**

☐ ☐ ☐ ☐ **Sway**

☒ ☐ ☐ ☐ **Trek**

Bonus Die +1d

Push Yourself: Pay 2 stress
OR
Accept a **Devil's Bargain**

Teamwork

Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load: light 3, medium 5, heavy 6.

○ Primitive Weapon
 ○ +Big ○ ○ +More
 ○ Ballistic Weapon
 ○ +Big ○ ○ +More
 ○ Exotic Weapon
 ○ ○ Ammo
 ○ Molotov ○ Frag
 ○ Armor ○-○ +Heavy
 ○ Toolkit
 ○ Radio
 ○-○ Climbing Gear
 ○-○ Camping Gear
 ○ _____
 ○ _____

O **Beastmaster:** Animals and wasteland creatures **will not willingly harm you** unless attacked. You can interact with these creatures in exchange for small favors, such as extending their tolerance to a small group or leading the way to a location.

○ **Ghost and the Darkness:** You can **push yourself** to vanish in plain sight.

O **Shadow:** You may expend your **special armor** to resist consequences from detection or security or to **push yourself** for feats of athleticism or stealth.

○ **Predator:** When you attack from hiding or spring a trap, you get **+1d**.

O **Snake Eater:** You get **+1d** to resistance rolls vs. poisons, drugs, and tainted food. Your tribe's **upkeep** cost is reduced by 1.

O **Hunter's Quarry:** When you **hunt** a target you've previously tracked or wounded, you gain **+1 effect** level.

○ ○ **Good Dog:** Your animal companion is a mutant, cyborg, or similarly unique example of its type. You do not take stress if you lead it in a **team action**. Additionally, choose a **trait** for your animal: *fast as a car* - *ranged attack* - *psychic link* - *massive size*. Take this ability again to choose a second trait.

O **Brave New World:** You gain an additional **xp trigger**: *You made things harder by rejecting the World That Was*. If this caused trouble for your tribe as a whole, also mark tribe xp.

000 **Veteran:** Choose a special ability from another source.

Shady Friends	Items (Italics don't count for load)
△▽Tycho, a psycho	O Fine exotic weapon
△▽Dr. Xaos, a blackfinger	O <i>Fine animal companion</i>
△▽Taylor, a relic	O O Booby traps
△▽Barnes, a survivalist	O Smoke bomb
△▽Mercedes, a codetalker	O-O Survival kit
	O Ghillie suit/camouflage

Mark XP: **Playbook Advancement**

Every time you roll a desperate action, mark XP in that action's attribute.

You addressed a challenge with stealth or survival skills.

You expressed your beliefs or background.

Your traumas, vice, or taboo caused a problem.

Gather Information

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

GL̸W in the DARK

Name

Look

Background: Machine Cult - Glow Diver - On the Run - Catastrophe - Educated

Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering
Torture - Withholding Aid

Vice: How Do You Deal? Denial - Duty - Faith - Gambling - Luxury - Pleasure - Stupor

Stress

Trauma

Cold - Sickened - Obsessed - Paranoid

0 0 0 | 0 0 0 | 0 0 0

0 0 0 0

Reckless - Soft - Unstable - Vicious

Harm

Supplies

3

Need Help

Stash

2

-1d

Jalopy

1

Less Effect

0 Weak 0 Impaired 0 Broken 0 Armor

0 Weak 0 Impaired 0 Broken 0 Armor

0 Armor 0 +Heavy 0 +Special Recovery

Planning

Choose a **plan**. Provide the **detail**.
Assault: Point of attack.
Deception: Method.
Stealth: Entry point.
Social: Social connection.
Transport: Locations/route.

Gather Information

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

Junker

This one goes here
That one goes there

0 **Blackfinger:** You get an additional **downtime** activity to work on long-term projects involving technology or to acquire technological assets. You get **+1d** to this bonus activity.

0 **Percussive Maintenance:** Two times per run, when you **thump** something that's not working, it starts working.

0 **Organic Mechanic:** You know proper surgical techniques and may provide medical treatment. When you spend a downtime action providing care, your patients get a free **recovery** action each downtime until healed.

0 **Mechromancer:** When you invent or craft vehicles, robots, or drones, take **+1 result level** to your roll. You begin with one special design already known.

0 **Boom Shakalaka:** Sometimes it's easier to destroy than create. You may expend your **special armor** to resist consequences from explosions or engineering mishaps, or to **push yourself** for sabotage or mayhem.

0 **Buried Treasure:** You know where to look for the good stuff. When you **scrounge** for assets, you get **+1 effect**.

0 **Junk of All Trades:** Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

0 **Blood, Sweat, and Gears:** You gain an additional **xp trigger**: *You made progress on a new invention*. If your project caused trouble for your tribe, also mark tribe xp.

000 **Veteran:** Choose a special ability from another source.

Clever Friends	Items (Italics don't count for load)
△▽Ralph, a mutant	0 Fine electronics kit
△▽Arkansas, a hermit	0 Fine machinist's tools
△▽Two-Nose, a glow diver	0 <i>Keycards</i>
△▽Skinny J, a chemhead	0 <i>Jalopy</i>
△▽Chum, a cultist	0 0 0 Gadgets
	0 <i>Vial of botdust</i>

Mark XP:

Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute.
You addressed a challenge with technical expertise or mayhem.
You expressed your beliefs or background.
Your traumas, vice, or taboo caused a problem.

Insight

0 0 0 0 Hack

0 0 0 0 Hunt

0 0 0 0 Read

0 0 0 0 Scrounge

Prowess

0 0 0 0 Finesse

0 0 0 0 Prowl

0 0 0 0 Raid

0 0 0 0 Wreck

Resolve

0 0 0 0 Barter

0 0 0 0 Boss

0 0 0 0 Sway

0 0 0 0 Trek

Bonus Die +1d

Push Yourself: Pay 2 stress
OR
Accept a **Devil's Bargain**

Teamwork

Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load

light 3; medium 5; heavy 6+

0 *Primitive Weapon*

0 +Big 0 0 +More

0 Ballistic Weapon

0 +Big 0 0 +More

0 Exotic Weapon

0 0 Ammo

0 Molotov 0 Frag

0 Armor 0-O +Heavy

0 Toolkit

0 Radio

0-O Climbing Gear

0-O Camping Gear

0 _____

0 _____

Leftover

Insight bar chart showing scores for Hack, Hunt, Read, and Scrounge. The chart has five columns representing scores from 0 to 4. Hack has a score of 3, Hunt has a score of 4, Read has a score of 3, and Scrounge has a score of 4.

Activity	Score
Hack	3
Hunt	4
Read	3
Scrounge	4

Social: Social connection. *plan.*

Transport: Locations/route.

000 **Veteran:** Choose a special ability from another source.

0 _____

0 _____

Teamwork

Set up another character.
Take action, adjust position.

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

GL̸W in the DARK

Name

Look

Background: Exile - Clan War - Escaped - Commune - Living Legend - Glow Diver

Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering
Torture - Withholding Aid

Vice: How Do You Deal? Denial - Duty - Faith - Gambling - Luxury - Pleasure - Stupor

Stress

Trauma

Cold - Sickened - Obsessed - Paranoid

000|000|0000000Reckless - Soft - Unstable - Vicious

Harm

Supplies

3

Need Help

Stash

2

-1d

Genotype

1

Less Effect

How are you twisted by the Glow?

Humanoid

Animal

Plant

can pass for human with effort

heightened senses

self-sufficient given sunlight and water

0 Armor

0 +Heavy

0 +Special

Recovery

Planning

Choose a **plan**. Provide the **detail**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? - How can I get them to X? - What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? - What's really going on here? - Ask about a **detail** for a **plan**.

Mutant

Humanity had its chance
You are part of the new world

0 **Ghoul:** You are wizened, leathery, and tough. You may expend your **special armor** to resist physical harm. You are **immune** to radiation.

0 **Superhuman:** You are freakishly-muscled and massive. You may **push yourself** to perform a feat of superhuman strength or speed. *This factors into effect.*

0 **Scanner:** Your bloated brain swells with strange power. You may telepathically communicate with anyone you can see, and can **push yourself** to: *locate all minds around you - move an object remotely - briefly control a person or animal - read a person's thoughts*

0 **Wings:** You can **fly** as fast as a vehicle when you carry a light load, and as fast as a running person under a medium load. You can **push yourself** to carry another person or to fly under a heavy load.

0 **Conduit:** You are bioluminescent and crackle with energy. You can **push yourself** to release the energy in a burst around you or as a directed beam or jet.

0 **Venomous:** You are patterned and colorful. Choose a drug or poison to which you are immune. **Push yourself** to secrete it through your skin or exhale it as a vapor.

0 **Invertebrate:** You are rubbery, slick, or squamous, able to contort through tiny spaces. You can perform feats of inhuman flexibility. If it's a feat of plain old *human* flexibility, you get **+1 effect** level.

0 **Lone Wolf:** You gain an additional **xp trigger**: *You made things harder by acting alone.* If your tribe ostracized you for your uncanny nature, also mark tribe xp.

000 **Veteran:** Choose a special ability from another source.

Strange Friends	Items (Italics don't count for load)
△▽Professor, a brain in a jar	0 <i>Fine natural weapons</i>
△▽Pitt, a supremacist	0 Fine boneyard maps
△▽Whiskey, a gunrunner	0 <i>Fine concealing clothes</i>
△▽Max Millions, a killbot	0 0 Irradiated energy shots
△▽Gauge, a glow diver	0 EMP grenade
	0 <i>Dose of anti-rads</i>

Mark XP:

Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute.

You addressed a challenge with mutated strangeness or superiority.

You expressed your genotype, beliefs, or background.

Your traumas, vice, or taboo caused a problem.

Insight

0000Hack

0000Hunt

0000Read

0000Scrounge

Prowess

0000Finesse

0000Prowl

0000Raid

0000Wreck

Resolve

0000Barter

0000Boss

0000Sway

0000Trek

Bonus Die +1d

Push Yourself: Pay 2 stress

OR

Accept a Devil's Bargain

Teamwork

Assist another character.

Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load light 3; medium 5; heavy 6+

0 Primitive Weapon

0 +Big 0 0 +More

0 Ballistic Weapon

0 +Big 0 0 +More

0 Exotic Weapon

0 0 Ammo

0 Molotov 0 Frag

0 Armor 0-O +Heavy

0 Toolkit

0 Radio

0-O Climbing Gear

0-O Camping Gear

0

0

Reaper

A horizontal bar chart titled 'Insight' with a black background and white text. The chart displays the frequency of four activities: Hack, Hunt, Read, and Scrounge. Each activity is represented by a row of white circles. Hack has 3 circles, Hunt has 4 circles, Read has 4 circles, and Scrounge has 4 circles.

Activity	Count
Hack	3
Hunt	4
Read	4
Scrounge	4

0 _____

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

GL̸W in the DARK

Name

Look

Background: Escaped - Web of Lies - Urchins - Former Glory - Educated - Vendetta

Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering
Torture - Withholding Aid

Vice: How Do You Deal? Denial - Duty - Faith - Gambling - Luxury - Pleasure - Stupor

Stress

Trauma

000|000|000

0000

Cold - Sickened - Obsessed - Paranoid
Reckless - Soft - Unstable - Vicious

Harm		Supplies
3	Need Help	Stash
2	-1d	
1	Less Effect	

0 Armor

0 +Heavy

0 +Special

Recovery

Planning

Choose a **plan**. Provide the **detail**.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Gather Information

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

Shark

You never break a deal
You just bend it until you get
what you want

0 **Everybody's Buddy:** Pay 2 **stress** to reveal an old friend or contact. This can be done on a run or during downtime.

0 **Trust Me:** You seem trustworthy - until you're not. When you lie to someone you haven't yet lied to, you get **+1d**.

0 **Takes One to Know One:** You can always tell when someone is **lying** to you.

0 **Hoarder:** What your friends don't know can't hurt them. At the end of each downtime phase, you earn **+2 stash**.

0 **Let's You and Him Fight:** You get **+1d** when you participate in a group **raid** action or when you take a **setup** action that leads to violence for someone else.

0 **Connected:** During downtime, you get **+1 result level** when you **acquire an asset** or **reduce friction**.

0 **Silver Tongue:** You may expend your **special armor** to resist consequences from suspicion or persuasion, or to **push yourself** for deception or negotiation.

0 **The Radscorpion and the Frog:** You gain an additional **xp trigger**: *You exploited an ally for your own benefit.*

000 **Veteran:** Choose a special ability from another source.

Sly Friends	Items (Italics don't count for load)
△▽Leo, a mutant	0 Fine pre-war booze
△▽Ay Steev, a killer	0 <i>Fine lockpicks</i>
△▽Buddy, a mariachi	0 <i>Party drugs</i>
△▽Elvis, a monarch	0 <i>Concealable derringer</i>
△▽Chevy, a trader	0 <i>Pepper spray</i>
	0 Impressive but useless trinkets

Mark XP:

Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute.

You addressed a challenge with deception or negotiation.

You expressed your beliefs or background.

Your traumas, vice, or taboo caused a problem.

Insight

0000Hack

0000Hunt

0000Read

0000Scrounge

Prowess

0000Finesse

0000Prowl

0000Raid

0000Wreck

Resolve

0000Barter

0000Boss

0000Sway

0000Trek

Bonus Die +1d

Push Yourself: Pay 2 stress
OR
Accept a **Devil's Bargain**

Teamwork

Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load

light 3; medium 5; heavy 6+

0 Primitive Weapon

0 +Big 00 +More

0 Ballistic Weapon

0 +Big 00 +More

0 Exotic Weapon

00 Ammo

0 Molotov 0 Frag

0 Armor 0-O +Heavy

0 Toolkit

0 Radio

0-O Climbing Gear

0-O Camping Gear

0 _____

0 _____