



LEGACY

LIFE AMONG THE RUINS
2ND EDITION

HANDOUT SHEETS

THE CULTIVATORS OF THE NEW FLESH



Mother Nature's a tough old girl, but she can be a little slow. Natural selection takes time, and with the insanity going on outside that's time we don't have. That's where we come in. Life finds a way, but sometimes it needs a little helping hand.

REACH

GRASP

SLEIGHT

TREATY

When you freely give someone the perfect resource to solve a problem, gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If mankind was able to protect the natural world from the worst excesses of the Fall:

Reach 2, Grasp -1, Sleight 0.

If the ecosystem had to change in strange and unexpected ways to survive the Fall:

Reach 2, Grasp 0, Sleight -1.

If the Fall completely supplanted the original ecosystem with new and alien forms of life:

Reach -1, Grasp 1, Sleight 1.

DOCTRINE

Choose one:

Sculpting a New Humanity: When your Family creates or tames a new species, they inherit one of its minor or cosmetic traits.

The Horn of Plenty: anyone else who keeps a surplus from the time you Culture it to the start of the next Age gains *Surplus: Recruits*.

Nature's Acolytes: So long as your Family members only consume the food and drink they've produced, they will not fall ill or be attacked by mundane wild animals.

LIFESTYLE

Choose one:

Nomadic: Your caravans have several hidden places they visit to retrieve new harvests. Each sanctuary can hide and support your Family for months at a time.

Dispersed: Your Family barter and borrows space in others' land for their cultivations, giving you up-to-date information on the state of other faction's food supply.

Settled: Your Family's farms and facilities are extensive, and can work on the creation of multiple new Surpluses simultaneously.

TRADITIONS

Choose one of each, or invent your own:

Populace: Atavistic throwbacks, a carefully-managed bloodline, a co-op of traders and ranchers.

Style: Bucolic and laconic, sterile and analytic, wild and unrestrained.

Governance: Feudal hierarchy of serfs and landowners, commune of innovators and eccentrics, a pantheon taking on nature's aspects.

LANDMARKS

Draw a sign of one from each on the map, or invent your own:

Before: A cathedral-sized automated slaughterhouse; A plantation of heavily modified trees; Ruins filled with deadly spores.

The Fall: Catacombs filled with failed genetic experiments; A vast forest filled with calcified trees; A tree that outlasted the city it was meant to nurture.

A Threat: A pack of perfectly designed predators; A drought so severe that famine is a certainty; A plague too efficient and dreadful to be natural.

HISTORY

Everyone has a need for your products. Take 1 Treaty on each other Family and Faction. Then ask the other families:

Which of you has made agreements with us that might just end up saving mankind AND the planet? You take 1-Treaty on them.

Which of you supplies us with resources vital for cultivation? Work out what the supplies are and give that Family 1-Treaty on you.

RESOURCES

Pick two as Surpluses, and take the rest as Needs:

Barter Goods, Land, Progress, Medicine, Crops

INHERITANCE

Cultivator Characters get +1 to Sway or Lore. Quick Characters can pick an Inheritance Move:

Hardy: The first time each day you take Harm, reduce it by 1.

Green Fingers: You know the medical and culinary uses of any plant or animal you encounter.

Animal Companion: You have a reliable mount. It's a vehicle with mount, land and one of *air, water, swift* or *mighty*.

Master Chef: The food you prepare and augment tastes exceptionally good, and will heal minor ailments and give people energy.

Surgeon: With a few hours of dedicated treatment you can clear all of someone's Harm boxes. With all your effort, you can delay the onset of someone's Dead box.

CULTIVATOR MOVES

Take Culture and one other.

■ CULTURE

When your Family starts cultivating a new product, erase Surplus: Progress, Land, or Barter Goods. After a few months, harvest the product: get the surplus back, plus:

- **Progress:** get Surplus: Medicine and 1 use of medicine that can heal any harm box instantly.
- **Land:** get Surplus: Crops and slow but steady population growth. At the end of the age, if you still have the surplus gain Surplus: Recruits.
- **Barter Goods:** get Surplus: Livestock gain a few exemplary examples of the bred animals. If they're used as mounts, add 1 free tag to them.

At the start of each age you can skip the months of cultivation and go straight to the harvest.

DOMESTICATION

When an abnormal life form is brought back to your Family's farm and reshaped to your needs, choose one:

- Archive one of its traits. From now on you can add that trait to the crops and animals created by Culture and have the drugs you create temporarily grant it to their users.
- Corral a small breeding population of the organism.
- Find a way for you to resist its abilities or avoid its dangers.

RECYCLING

When your character dissects the body of unnatural creature, they can improvise a Device from its organs or fluids. In addition, your Family can sacrifice Surplus: Medicine, Crops or Livestock to activate Culture to make one of the other two surpluses.

INVESTMENT

Whenever a Family you've traded with gains a Surplus in Land, Progress, Barter Goods or anything organic or medical, they may give you 1-Stake. If this takes you to 3-Stake, give them Surplus: Medicine, Crops or Livestock as if you had used Culture - with your Family gaining the side benefits as normal - and set Stake to 0.

EVOLUTIONARY LEAP

When you use Culture, characters gain one of these bonuses (according to the Surplus produced) the next time they Tool Up:

- **Medicine:** Your weapons can be poisoned to add the aberrant or non-lethal tags. Get 1 use of stimulants that'll stop someone's Death move from triggering for an hour.
- **Crops:** One serving of food that toughens skin and gives +1 Armour or provides boundless energy, depending on how it's cooked.
- **Livestock:** A group of animals with simian-level intelligence. They have 2 Quality and one of the following specialties: Strength and Endurance, Speed and Cunning, or Ferocity and Violence.

In addition, your Family improves themselves over generations. Every time The Age Turns, pick one physical trait they've encountered sometime this Age (night vision, flight, photosynthesis, etc) with the GM providing a downside. Your Family members will all exhibit that trait from then on.

Your characters can always have a friendly pet of some kind. In addition, pick 3:

HOW DO YOU FIGHT?

Soporific needles and darts (melee, nonlethal).
Surprisingly effective farming tools (melee, unreliable).

Trained attack animals (ranged, many).

HOW ARE YOU DEFENDED?

Animal hides and homespun fabric (utility, tough).
Nearly-pristine labcoats (regal, comms).

Forest-strider gear (camo, mobile).

HOW DO YOU TRAVEL?

Pedigree animals (land, mount).
Agricultural vehicles (land, mighty)

Mobile research station (land, med bay).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Farmers (1 Quality, Wrangling crops and animals).
Surgeons (1 Quality, Healing and dissecting).

Rangers (1 Quality, Living off the land).

THE ENCLAVE OF BYGONE LORE



The wonders of the World Before were glorious, and even as their Fall continues to ravage the world we will hold onto them. As the old sun sets and a new sun rises, we will remember them.

REACH

GRASP

SLEIGHT

TREATY

When you spend time and effort showing another group how to use their technology better, gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

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DATA

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NAME:

STATS

Choose one:

If the wonders from Before were widely distributed and everyone can benefit from your advice: **Reach 1 Grasp 0 Sleight 0.**

If the wonders from Before were hoarded by researchers, the military, the wealthy, and now you: **Reach -1 Grasp 2 Sleight 0.**

If the Fall unleashed previously unknown technology and knowledge which you now seek out: **Reach 1 Grasp -1 Sleight 1.**

DOCTRINE

Choose one:

Holding Back Another Fall: When a piece of dangerous technology is brought back to the Family, they can break it down into 2 Tech.

Uplifting Mankind's Remnants: so long as others heed your Family's advice on a grand project, they take advantage on their rolls building it.

Better Living Through Technology: You can spend 1 point of Tech to get an extra choice when you *Tool Up*, or 5 Tech to mark off a Wonder Requirement.

LIFESTYLE

Choose one:

Nomadic: You keep your technology shrouded, and it looks mundane to the casual observer.

Dispersed: When you write to Family in other settlements for insights, get fleeting advantage when you act on their advice.

Settled: When you encounter a fragment of pre-Fall culture, you know its cultural significance.

TRADITIONS

Choose one of each, or create something else:

Populace: Close-knit families passing secrets to their children, Demagogues and those who seek their knowledge, Vat-grown duplicates.

Style: Bulky and concealing environment suits, utilitarian clothes studded with implants, monastic robes embroidered with circuitry.

Governance: Meritocratic academic bureaucracy, Anarchic rule of the loudest and most interesting, Hidebound council of elders.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A secret research centre full of untamed wonders; A dangerous and unstable power plant; A site of connection to the stars beyond.

The Fall: A spot where the laws of physics were unravelled; A redoubt where the miraculous science from Before almost averted the Fall; The research centre that first understood the Fall's root cause.

A Threat: A crude tribe of raiders using advanced tech; A valley where lights appear in the sky; A ruin where creations of science now rule.

HISTORY

Ask the other families:

Which one of you is civilisation's best chance to regrow?
Give them 2-Treaty on you.

Which of you has seen the true power of our technology?
Take 2-Treaty on each other.

Which one of you holds the brightest mind of the Homeland? Give them 1-Treaty on you.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Defences, Engineering, Progress, Leadership, Morale

INHERITANCE

Enclave Characters get +1 to Lore or Steel. Quick Characters can pick an Inheritance Move:

Radio Rig: You can sense when Tech is within a mile, and track it down to within 100 metres.

Pain Box: You have a machine that causes intense pain in anyone within a few dozen metres (*melee, non-lethal, area, aberrant*).

Survey drone: So long as your trail is visible from the air, you can roll +**Lore** on Wasteland Survival.

Hot Rod: You have an exceptionally fast vehicle - it has the *swift* tag, and you can change one of its tags with 15 minutes of tinkering.

Educated: The first time a person receives advice from you based on your knowledge of the Before, they gain fleeting advantage acting on it.

ENCLAVE MOVES Choose two:

SUFFICIENTLY ADVANCED POWER

Your Family has retained access to some of the wonders of the World Before. Choose one:

- Medical treatments able to cure any ailment.
- A ward that shields a wide area from harm.
- A weapon that could slay any foe.
- A vehicle that can swiftly transport a dozen people from horizon to horizon.

It comes with 3-Power. *When you activate it*, roll +Power spent (minimum 1). On a 10+ it works perfectly, exactly as desired. On a 7-9 it does what you wanted, but it's either out of action for the near future or there are weird anomalies (you choose). On a miss, it erupts with chaotic power and bizarre side effects.

Choose how Power is generated:

Renewable Energy: 1 Power every few months, climate permitting.

Precious Fuels: 1 Power per material Surplus erased.

Mystic Sacrifice: 1 Power per named Family member or Player Character sacrificed.

WEIRD SCIENCE

When your Family puts together a device powerful enough to shape the local area for generations, say what they want it to do. The GM will give one to three of the following conditions:

- *It'll take weeks/months/years to build.*
- *You'll need to erase a certain Surplus.*
- *It'll only work for a limited length of time before needing to recharge.*
- *You'll need to hook it up to a certain power source.*
- *You'll have to sacrifice 1/2/3 Tech.*

DEEP KNOWLEDGE

Your Family has a well-curated and extensive store of records on certain fields. Choose one:

- Grand Architecture, from Surface to Stars.
- Magic and Artifice of the Glorious Past
- The Horrors Birthed by the Fall
- The Fragmented Lands and their Hidden Depths
- Persons and Proceedings of Historical Significance

When your Character encounters a creature, item or situation covered by this field, tell everyone a fact about it and gain fleeting advantage acting on that information. The GM will also tell you something you can do to gain 1 Tech from the subject.

You can erase a Surplus of knowledge (e.g. Progress, Scouts, Lore, etc) to pick an additional field of knowledge.

AN EYE FOR DETAILS

Your Family sees hidden relevance in stories that others overlook. When they use *Diplomacy* you can ask a follow-up question, and when you *Uncover Secrets* you always get to ask a second question.

FUTURE SHOCK

When you use Power Up, you can spend extra points of Tech. For each point past the first, roll an extra die. You still take the two highest.

Your characters can always have battered and half-understood journals from the Before. In addition, pick 3:

HOW DO YOU FIGHT?

- Morphing pistols (ranged, hidden).
- High-powered rifles from a distance (far, finesse).

Weird grenades (area, aberrant).

HOW ARE YOU DEFENDED?

- Bulky hazmat suits (utility, sealed).
- Gleaming power armour (powered, tough).

Blood-borne nanomachines (implanted, mantle).

WHAT SPECIAL VEHICLES DO YOU HAVE?

- Flying vehicles (air, canopy).
- Rugged APCs (land, transport).

Mobile ICU (land, medbay).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Scholars (1 Quality, Researching).
- Special Forces (1 Quality, Assault).

Scavengers (1 Quality, Picking through junk).

THE GILDED COMPANY OF MERCHANTS



Fire fell from the heavens, the seas boiled, and the very laws of reality were torn apart. Through all this tumult, though, one thing has stayed true: people need things, and someone can get rich selling them.

REACH

GRASP

SLEIGHT

TREATY

When you make another group part of your trading operation (suppliers, distributors or vendors) gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

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NAME:

STATS

Choose one:

If the Fall was a sudden and terrifying event:

Reach 0 Grasp -1 Sleight 2.

If the Fall was a protracted struggle against

extinction: **Reach 1 Grasp -1 Sleight 1.**

If the Fall was so long ago that few can remember how it played out: **Reach 0 Grasp 1 Sleight 0.**

DOCTRINE

Choose one:

Traders in Stories and Song: When your Family performs for a community, they gain fleeting advantage dealing with them.

Cut-throat Extortionists: When a customer wants your goods but can't afford them, your Family can convince them to perform a favour as payment instead.

Men of Wealth and Taste: When your Family gains a luxurious or extravagant Surplus, they gain fleeting advantage.

LIFESTYLE

Choose one:

Nomadic: When your Family comes to a new area, tell the group what hidden resource brought you here.

Dispersed: The transport of goods and messages between settlements is another Stock in Trade for your Family.

Settled: Everyone who carries something valuable to your settlement will bring it to your Family first.

TRADITIONS

Choose one of each, or create something else

Populace: Loose confederacy of traders, aristocrats living off their pre-Fall heirlooms, enthusiastic but eccentric collectors.

Style: Luxurious silks and furs, elegant but hardy trail wear, packs and pockets bulging with curios.

Governance: Decadent merchant-princes and their servants, an open market of favours and votes, independent traders under a shared charter.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A vault built to preserve a priceless heritage; A haven for the rich and powerful that lasted longer than most; A huge and sombre building where the fate of nations was decided.

The Fall: A huge transport line, choked with abandoned vehicles; A business district, undamaged and devoid of life; A cache of doomsday weapons, built for the Fall.

A Threat: Cannibalistic raiders who have refused all attempts to negotiate; A dwindling but vital resource; Privileged survivors hoarding knowledge from the World Before.

HISTORY

Everyone, like it or not, has to trade with your Company. Take 1-Treaty on all the other Families. Then, ask the other Families:

Which of you came to our rescue when a deal went way south? Give them 2-Treaty on you.

Which of you harbours a guild of information brokers? Get 1-Treaty on them for their failure to rein in your rivals.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Barter Goods, Artisans, Recruits, Medicine, Prestige

INHERITANCE

Merchant Characters get +1 to Sway or Lore. Quick Characters can pick an Inheritance Move:

Salesman's Eye: After watching someone for 5 minutes ask their player: What do they most desire?

Opulence: Your gear is noticeably more luxurious than normal, and most people will be willing to trade for it.

The Beggar Prince: Your gear is deceptively shabby-looking, and people will dismiss you out of hand as beneath their notice.

Deep Pockets: When you look in your satchel for a helpful item, find it but choose one: it's fragile, it's got a side effect, it's precious to you.

Traveller's Tales: When you reach a new settlement, tell the group a story you've heard about it and the GM will confirm one part as true.

MERCHANT MOVES

Take Stock in Trade and one other:

■ STOCK IN TRADE

Your Family has a particular product range they trade in, and you can expect to have those wares around unless your Family is deeply in need and Mood is at -3. Once per session, you can draw on one of your Stocks in Trade to boost a roll's results by one category: 6- to 7-9, 7-9 to 10+.

Choose one to three, depending on whether you want to sell one boutique stock or have a wide array of wares:

- Arms and ammunition.
- Art, music and culture.
- Books, maps, and instruction manuals for forgotten things.
- Drugs, spices and venoms.
- Food, fresh or preserved.
- Living creatures, bred or captured.
- Mementos of the World Before.

WHADDAYA BUYING?

When your Family brings goods to market roll **+Reach**. On a hit you're able to sell them for a fair price.

On a 7-9 pick 1, 10+ pick 2:

- You hear an interesting rumour; get +1 Data.
- You make friends with another merchant, giving you easy access to another **Stock in Trade** while in this area.
- They don't realise the true worth of what they paid with.

BRAND LOYALTY

When you would use Diplomacy to meet someone who's bought from you before, instead automatically get an audience. They will always be willing to at least hear you out.

CABINET OF WONDERS

When you delve deep into your Family's reserves in search of something useful, describe what it is and what you want it for. It should fit with your **Stock in Trade** or a Surplus of yours. The GM will give you 1-3 downsides, and then you decide whether you still want to take it.

- It'll be useless afterwards.
- Its value will be immediately obvious to anyone who sees you carrying it.
- You're taking it away from an agreed buyer, and there'll be consequences if it isn't returned.
- You'll need help from a specific character or NPC to use it well.

AVARICIOUS APPRAISAL

When your Family tries to work out the worth of a new acquisition roll **+Reach**. On a hit you have a good idea how much you could get for it, as well as some details on its past owner(s).

On a 7-9 choose one:

- It's useless to you, but one of your allies could make use of it.
- It's incredibly, maddeningly valuable. Someone in your Family becomes obsessed with it, and you'll have to deal with them or Hold Together to successfully sell it.
- It's very valuable, but one of your enemies or rivals knows you have it and they're making plans.

RATIONING

Whenever you lose a surplus for any reason, hold 1. Spend 1 hold to get advantage on an action that surplus could help.

Your characters can always have well-fitting and stylish clothing. In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

- Masterwork heirloom weapons (melee, elegant).
- Disposable prototype guns (ranged, many).

Poison-tipped needles (melee, hidden).

HOW ARE YOU DEFENDED?

- Deluxe executive wear (regal, comms).
- All-weather travel gear (utility, thermo).

Packrat kit (utility, powered).

HOW DO YOU TRAVEL?

- Salvaged Fliers (air, canopy).
- Beast-Drawn Caravans (land, transport).

Personal Speeders (land, canopy).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Hagglers (1 Quality, Bartering and bargain-hunting).
- Artisans (1 Quality, Crafting and building).

Bodyguards (1 Quality, Guarding and protecting).

THE LAWGIVERS OF THE WASTELAND



Humanity is hurt, bleeding. The land cries out for justice. If there's no-one around to keep people on the straight and narrow and uphold the law, you'll just have to step up and take the law into your own hands.

REACH

GRASP

SLEIGHT

TREATY

When you bring another Family's or Faction's hated foe to justice, your Family gains 2-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

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NAME:

STATS

Choose one:

If significant parts of civilization survived the Fall:

Reach 1 Grasp 1 Sleight -1.

If societal collapse strongly contributed to the Fall: **Reach -1 Grasp 1 Sleight 1.**

If law and order saved mankind from extinction:

Reach 0 Grasp 2 Sleight -1.

DOCTRINE

Choose one:

Hired Guns: When you accept a job from a Family or faction to take down a target, your Family gains *Surplus: Barter Goods* or *Scouts* for the job's duration.

Righteous Vigilantes: When you come to a scene of violence, you can ask the GM one question about the victim or the attacker.

Bounty Hunters: When you drag a criminal back to a settlement, your Family gets +1 Reach there for the next Age.

LIFESTYLE

Choose one:

Nomadic: When your Family moves on from a settlement where they laid down the law, name one thing that settlement will now always (or never) do.

Dispersed: When your Family spreads word someone's Wanted, they'll find no shelter in allied towns.

Settled: Your Family is known as the local law in your home settlement, and its members will respect your judgements in all matters.

TRADITIONS

Choose one of each, or create something else

Populace: Gathering of the wronged and vengeful, distant descendants of cops and soldiers, corrupt enforcers providing protection and extortion.

Style: Bristling weapons and barely-contained violence, simple uniforms and hidden blades, sturdy trail clothes and a deep hood.

Governance: Lone vigilantes calling in for support when needed, complex legal codes overseen by elderly judges, hierarchy of respect from leg-breakers to godfathers.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A maximum security prison; A courthouse full of preserved archives; A private security force's headquarters.

The Fall: The site of a massacre; A public building destroyed by the riots; A refugee camp torn apart from the inside.

A Threat: A looted caravan with a mysterious destination; A settlement dominated by an unknown force; A dangerous ruin full of squatters with nowhere else to go.

HISTORY

Ask the other families:

Which of you supports our crusade the most?
Give them 2-Treaty on you.

Which of you did we save from slaughter at the hand of raiders? Take 2-Treaty on them.

Which of you raised the Homeland's worst criminal?
Take 1-Treaty on them; they give another Family that the criminal victimised 1-Treaty.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Weaponry, Transport, Leadership, Defences, Recruits

INHERITANCE

Lawgiver Characters get +1 to Force or Steel. Quick Characters can pick an Inheritance Move:

Tin Star: You have an impressive symbol of your authority in the Family. When you brandish it, roll +Steel instead of +Sway for *Familiar Face*.

Restraints: You have strangely durable manacles. When you bind someone or something with them they will not break.

Loyal Steed: You have a living mount that's always nearby. Whistle and it'll be with you in a few moments.

Forensics: When you spend a few hours analysing evidence, the GM will tell you: what it's made of, important marks its history has left on it, and signs of who handled it recently.

Plea Bargain: When you **Find Common Ground** with someone you know is guilty of a crime, one term they pick must be 'you forgive the crime'.

LAWGIVER MOVES

Take Laying Down the Law and one other:

■ LAYING DOWN THE LAW

Everything you do is motivated by a strict moral code, held by all the Family. Answer these questions:

Who always deserves protection?

Your Family and Character have advantage while protecting them.

Options: *The sick, the poor, the young, the weak, the old, those of a particular faith, doctors, teachers, slaves, etc.*

Who always deserves your justice?

You have advantage while pursuing them.

Options: *The rich, the strong, murderers, thieves, slavers, cheats, bigots, imperialists, hoarders, etc.*

What does your Family's code prevent you from doing in the name of justice?

Your Family and Character roll with disadvantage on all moves if you go further, until the GM thinks you've made amends.

Options: *theft, beatings, kidnapping, extortion, murder, betrayal, etc.*

EAR TO THE GROUND

When your Family goes into a community looking for information on a target, roll **+Reach**. On a 7-9 learn 1, on a 10+ learn 3. Tell us how you find this out.

- *Where to find their lair.*
- *Who their allies are.*
- *How dangerous their gang is.*
- *What they're planning.*

THIS IS A CIVILISED LAND

As long as your Family patrols a region and keeps its citizens safe, they'll know through rumours and whispers when someone breaks their laws. Its people will gradually start behaving according to your principles over time.

ROUND UP THE POSSE

When you brandish your Family's authority in a non-hostile land you can recruit a gang of locals to fight at your side.

As long as you work towards bringing that target to justice, you can use them as a group of Followers (1 Quality, Expertise: vigilante justice), and when they fight alongside you they reduce the harm you take by 1.

TOOLED UP AND LOOKING FOR TROUBLE

When you arm up your Family and move out en masse to bring justice to your quarry, get 1 hold for each point of Grasp. You can spend Tech to get extra hold, 1-for-1. While you hunt, you may spend 1 hold to:

- *Take out a specified target immediately.*
- *Negate an incoming attack.*
- *Force your foes out into the open.*
- *Reveal reinforcements.*

Your characters can always have an obvious symbol of authority. In addition, pick 3:

HOW DO YOU FIGHT?

Stun prods (melee, nonlethal)
Heavy pistols (ranged, brutal)

Assassination blades (melee, hidden)

HOW ARE YOU DEFENDED?

Nondescript robes (camo, utility).
Improvised armour (tough, utility).

Ancient enforcer gear (tough, comms).

HOW DO YOU TRAVEL?

Battle-hardened Beasts (land, mount)
All-terrain trucks (land, transport)

Speeder bikes (land, swift).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Investigators (1 Quality, Questioning and deduction).
Enforcers (1 Quality, Ensuring compliance).

Magistrates (1 Quality, Negotiating compromises).

THE ORDER OF THE TITAN



Mankind's survival is a desperate cause, a lost war. Still, the Order fights on. As hi-tech crusaders or carrion eaters of the gods, they tread where monsters dwell. They alone dare to face monsters, just because no one else can.

REACH

GRASP

SLEIGHT

TREATY

When you *Lend Aid* to a group under a *Kaiju Threat Alert*, gain 1-Treaty on them.

FACTION

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STATS

Choose one:

If your studies woke the Behemoths and set them loose: **Reach 0 Grasp 0 Sleight 1.**

If the Behemoths brought the Fall to the world:

Reach 1 Grasp 1 Sleight -1.

If humanity carved out a niche in the Behemoths' alien ecosystem: **Reach 2 Grasp -1 Sleight 0.**

DOCTRINE

Choose one:

Armageddon Gods: Whenever anyone rolls two 1s, someone in your Family forms a psychic connection to the monsters; gain fleeting advantage when you act on the knowledge they gain.

Hell Crusaders: When a Behemoth attacks, say where you can find a Surplus to help you fight it off.

Carriion Market: When a new Behemoth is found name a Surplus that can be extracted from it or its environment, at the risk of drawing its attention.

LIFESTYLE

Choose one:

Nomadic: Your scouts stand ever watchful against the monsters. As soon as any of your Family detects a Behemoth, the whole Family will know.

Dispersed: When any other Family's holdings are menaced by a Behemoth, you may narrate the arrival of a group of the Order.

Settled: The ground under your buildings is honeycombed with passageways civilians can use to shelter and safely escape the settlement.

TRADITIONS

Choose one of each, or create something else:

Populace: Hired hunters and indentured servants; an honourable corps giving their lives for the greater good; a tribe of unhinged zealots.

Style: Rough and extensive body art; flowing robes of adaptive camouflage; chromed implants, leathers and all kinds of mirrorshades.

Governance: Dysfunctional remains of corporate hierarchy; a council of the dead channelled for guidance; an A.I. interpreting signs from beyond.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A toxic dump that poisons the world still; Ruined defences as huge as they were futile; A titan's carcass crawling with scavengers.

The Fall: The broken shell of a mighty capital laid low by the first Behemoth attack; The reality tear the Behemoths crawled from; The unused chassis of a vehicle made to kill Behemoths.

A Threat: A tall ruin, now a monster's aerie; A horde of ravenous parasites fleeing the corpse of their last host; An artefact of inhuman origin that the Behemoths fiercely guard.

HISTORY

Ask the other Families:

Which of you has given us reason to believe you know things about the behemoths we don't? They take 2-Treaty on your Family.

Which of you fought alongside us in the last war, and let us down at the worst possible moment? Get 2-Treaty on them.

Which of you currently hosts the greatest hero of the last war in a respected role? Take 1-Treaty on each other.

RESOURCES

Pick two as Surpluses, and take the rest as Needs:

Prestige, Weaponry, Scouts, Transport, Recruits

INHERITANCE

Order characters get +1 to Lore or Force. Quick characters pick an Inheritance move:

Titan Grip: When you attempt to climb a giant monster, roll +**Steel**. On a hit hold 3; spend hold to avoid one of the monster's attacks, or resist being shaken off.

Bait: With noise, flailing and bright colours, you can attract the attention of everything hostile within a mile or so. They'll ignore others in their pursuit of you.

Grapple: You have a sturdy grappling gun. It can hit targets a hundred metres away, and bear your weight and that of another.

Monster Empath: For each minute you spend observing a monster, you can ask the GM one of the following: What does it most want to do, what's hurting it, what can it sense that I can't?

Suppressing fire: While you attack with the goal of scaring foes and keeping their heads down, give your allies advantage when they flank them, escape them or target their position.

ORDER MOVES

Take Kaiju Threat Alert and one another:

■ KAIJU THREAT ALERT

Your Family is dedicated to hunting Behemoths – titanic creatures that stalk the land and are hostile to human life. Each has unique strengths, hungers and capabilities, but they share a common origin. As a group, work out what sort of form your world's Behemoths take – are they organic, robotic, elemental, ephemeral?

When you scout for signs of behemoth attack, pick a danger in the world as an omen of an incoming assault. Say how it threatens Families of your choice, who become Alerted. You can spend Treaty you have on one Alerted group on any other.

If the behemoth is stopped before the threat becomes plausible, each Alerted Family or Faction gets 1-Treaty on you.

If you stop it once it's a clear threat, gain 1-Treaty on every Alerted Family or Faction, and redistribute Treaty on them as you like.

If someone else stops it once it's a clear threat you and whoever stopped it gain 1-Treaty on every Alerted Family or Faction.

If the behemoth assault happens as you foresaw, you and every Alerted Family or Faction gain a Need of your choice.

HELL DIVERS

When you first find out about a specific Behemoth, name one Hostile Ground condition it surrounds itself with. Your Vehicles and Outfits automatically avoid disadvantage in that environment, and you can spend 1 Tech to augment other's gear to resist it.

BEHEMOTH TECH

If a Behemoth is killed and you get access to its remains, you gain *Surplus: Behemoth Tech*. When used in a Wonder this replaces any two of its regular requirements. Tell us how the project was warped in alien ways.

ULTIMATE WEAPON

Your vehicles are the edge that allow you to bloody the nose of the Behemoth, and wipe the floor with regular foes. When you take one of your special vehicles out of storage, choose 2:

- They have an extra environment tag: sea, land, air, void, earth, or something stranger.
- You have advantage on actions to pilot it.
- They're giant and can fight Behemoths on equal terms.

Every time the you use it pick one:

- Erase Surplus: Transport or Surplus: Energy.
- It pollutes: gain Need: Medicine or Need: Land.
- It could break down or blow up at any moment.

DOOMSDAY RESEARCH

When you issue a Kaiju Threat Alert, gain 6 hold. When you act against the threat, spend 1 hold to roll with advantage.

If your character is directly confronting the threat, spend all remaining hold after rolling to set one of their dice to the hold spent.

SLEEP NOW IN THE FIRE

When you lure a Behemoth to rampage over a faction or Family under Kaiju Threat Alert, spend up to 3 points of Data and roll +**Sleight**. On a hit the Behemoth destroys one of their Surpluses per point of data spent; on a 7-9 it also destroys one of your Surpluses. On a 6- it unleashes great power and massive collateral damage, creating a new Hostile Ground. Don't miss.

Your characters can always have a trophy from a previous hunt. In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

Silent snipers (far, silent).
Carving blades (melee, brutal).

Explosive launchers (ranged, area).

HOW ARE YOU DEFENDED?

Beast-climbing gear (utility, mobile).
Helldiver armour (hardened, sealed).

Bright halo (mantle, regal).

HOW DO YOU TRAVEL?

Outrider trucks (land, turret).
Tamed beasts (air, mount).

Command vehicles (land, med bay).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Scouts (1 Quality, Spotting approaching threats).
Tamers (1 Quality, Bringing animals to heel).

Soldiers (1 Quality, Suppressing fire).

THE PIONEERS OF THE DEPTHS



The sea, the great unifier, has always been our only hope for survival. Now it's time to share the ocean's lessons, bounty and beauty with the drylanders. In a tough world you need salt: waves, tears, sweat or blood.

REACH

GRASP

SLEIGHT

TREATY

When you trade a Family a Surplus harvested from the sea for one harvested from the land, gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If the Homeland is mostly covered by seas and oceans: **Reach** +1 **Grasp** -1 **Sleight** +1.

If the Homeland is only partially covered by seas and oceans: **Reach** -1 **Grasp** +2 **Sleight** 0.

If the Homeland surrounds the lakes, marshes or aquifers you call home:

Reach 0 **Grasp** 0 **Sleight** +1.

DOCTRINE

Choose one:

Preservers of the Seas: The seas' wealth is yours for the taking. Gain *Surplus: Barter Goods, Trade or Transport* at the start of every Age.

Masters of the Waves: Your Family never suffers disadvantage navigating the seas, and they have advantage against other sailors.

Rulers of Atlantis: Your people are truly amphibious. Your Family never suffers disadvantage underwater, and they have advantage there against those not similarly adapted.

LIFESTYLE

Choose one:

Nomadic: You can find wealth beyond measure in the vastness of the oceans. If you erase *Surplus: Barter Goods, Trade or Transport*, get it back at the start of the next session.

Dispersed: Your domains are vast, but your people know how to make use of the resources of others. When you *Call in a Debt* and take one of their Surpluses, also gain *Surplus: Safety, Morale or Leadership*.

Settled: Your lands are wracked by storms and tempests. Anyone who acts against your Family in its home turf must take *Need: Transport, Scouts or Trade*.

TRADITIONS

Choose one of each, or create something else:

Populace: Aquatic cyborgs, genetically modified merfolk, an intrepid crew of submariners.

Style: Sleek diving clothing, glossy armour and equipment, diaphanous nets and fabrics.

Governance: A technocratic council, a communist collective, enlightened anarchy, the pirate's code.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: Sprawling ruins of docks and berths; A haunted offshore research facility; A ship graveyard.

The Fall: A sunken city, poison flowing through its streets; A derelict carrier, larger than most cities; A death stranding where the great sea creatures beached themselves and died.

A Threat: A massive volcano not far from the shore, threatening eruption; A precarious cliffside settlement assaulted by the rising tide; An invading flotilla.

HISTORY

Ask the other Families:

Which one of you is partly descended from Pioneers who turned their back to the sea? Gain 1-Treaty on each other.

Which one of you was our sole contact with drylanders for a long time? What happened to reveal our existence to the other Families? They take 2-Treaty on you.

Which of you hosts a brilliant explorer who relies on our secrets? Take 1-Treaty on them.

RESOURCES

Pick two as surpluses and take the rest as Needs:

Morale, Scouts, Progress, Land, Transport

INHERITANCE

Pioneer characters get +1 to Force or Steel. Quick characters pick an inheritance move:

The Call of the Deep: If you're near a large body of water you can summon a beast from its depths. It'll arrive within a few hours, but will rampage heedless of your wishes.

Breathing Apparatus: You can always breathe easy, no matter the circumstance, and can puff out vapours that intoxicate those around you.

Entangling Nets: If you get your nets around someone, everyone else has advantage when assaulting or escaping them.

Pirate's Code: So long as you always accept other's surrender, intelligent foes are willing to give you a chance to parley.

Tempest-tossed: When you hurl yourself into a storm, natural disaster or cataclysm, roll +**Steel**. On a hit, you end up somewhere safe once the disaster's over. On a 10+ you still have your gear and health.

PIONEER MOVES

Take two:

LORDS OF THE DEEP

The water cycle and the life cycle are one, and your Family understands them better than any other. When you erase a Surplus, recover 1 Tech from the depths.

HYDRA'S CHILDREN

When you claim by force in a marine environment, assistance from creatures of the deep gives you Advantage to the roll. Spend 1 tech to call a hulking beast onto land, gaining advantage on all Claim by Force rolls as long as it survives.

THE DRAGON IN THE SEA

You are free from the hope that the sea will ever rest. Instead, you've learned to sail through the tempest.

When your Family hits -2 Mood, you can roll **+Grasp**: on a hit gain 2 of *Surplus: Barter Goods, Trade, or Progress*, and erase a Need. Say how the sea provides for you in your moment of need. On a miss, the GM can make as hard a move as they like.

THE KRAKEN WAKES

Sometimes we must discard the old, embrace the new, and run headlong down an unwavering course. **When your Family faces a Trial on the Turning of Ages**, gain *Surplus: Motivation* and 1 hold per Trial faced. Spend a point of hold to give a Family move advantage.

STARTIDE RISING

The sea, once it casts its spell, holds one in its net of wonder forever. You can spend 1-Tech and work a special ritual to let a Family's characters ignore Disadvantage from underwater hostile grounds. This lasts until the next Age.

If you do this for another Family or faction, you have advantage on Conduct Diplomacy or Find Common Ground rolls with them for the rest of time.

Your characters always have enough breathing equipment to function on land and in water. In addition, pick 3:

HOW DO YOU FIGHT?

Fishing Spears (melee, brutal).
Claws and fangs (melee, hidden).

Pneumatic guns (ranged, silent).

HOW ARE YOU DEFENDED?

Environment suits (powered, sealed).
Grappling rig (mobile, utility).

Hardened scales (regal, tough).

HOW DO YOU TRAVEL?

Amphibious crawlers (land, water).
Submersibles (water, canopy).

Galleons (water, transport).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Fishers (1 Quality, Finding food).
Raiders (1 Quality, Intimidation and extortion).

Cetacean Allies (1 Quality, Underwater search and rescue).

THE SERVANTS OF THE ONE TRUE FAITH



Some say that we are forsaken, cursed, cast into damnation for our hubris and our sins. We know better. This is no eternal torment but a refining fire, stripping away everything we don't need to create a better, holier world.

REACH

GRASP

SLEIGHT

TREATY

When you publicly condemn another group for their sins, hold 1. Publicly absolve them of those same sins and spend that hold to gain 1-Treaty on them. You can only have 1 hold at a time.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If your religion was built around the forces of the Fall: **Reach -1 Grasp 1 Sleight 1.**

If your religion merged fragments of faiths from Before: **Reach 1 Grasp 0 Sleight 0.**

If your religion is a response to the threats that haunt the Homeland: **Reach -1 Grasp 0 Sleight 2.**

DOCTRINE

Choose one:

The Faith is Mother, the Faith is Father: The bonds of faith between you are more than natural. When Family members are in deep distress, other members somehow know.

The Canticle of Illumination: When you enter a hostile community, you will not be harmed so long as you provide some aid.

The Cleansing Fires of Purity: When you fight the horrors of the Fall, the wounds you inflict will never heal.

LIFESTYLE

Choose one:

Nomadic: When you enter a new settlement, tell the group one thing the settlement's main faith makes mandatory and one thing it forbids.

Dispersed: The faith has been spread far, and you'll always find lodging and food with other faithful in a settlement.

Settled: Your community is bound together with secret gestures, shared phrases and other shibboleths. Anyone who tries to infiltrate your community rolls with Disadvantage.

TRADITIONS

Choose one of each, or create something else

Populace: Secluded monastic community, evangelical cult full of zealous converts, disparate survivors of an unimaginable calamity.

Style: Outlandish and impractical ceremonial wear, plain homespun robes, conspicuous symbols of prosperity and devotion.

Governance: Acolytes interpreting the utterances of an oracle, dogmatic adherence to a holy text, many shepherds guiding many flocks.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A temple of a lost faith, miraculously untouched by the Fall; A holy site that drew countless pilgrims to their deaths; The grave of the last great preacher of the Before.

The Fall: The place where people first battled "demons"; The first cult to revere the agents of the Fall; A fortress of those who banded together to stave off Armageddon.

A Threat: A prophet of the End, returned from death; Demons, embodying all the horrors of the Fall; A cabal of Fall-cultists, intent on following mysterious visions.

HISTORY

Then, judge each other Family:

Righteous: *They say what they did to win you over. You give them 1-Treaty.*

Corrupt: *Take 1-Treaty on them. They say what happened to make your Family condemn them.*

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Artisans, Leadership, Land, Safety, Recruits

INHERITANCE

Servant Characters get +1 to Sway or Steel. Quick Characters can pick an Inheritance Move:

Blood for Blood: If you lay hands on someone and burn out your own health, mark harm 1-for-1 to heal them: cosmetic for cosmetic, impairing for impairing, dead for dead.

Martyr: If anyone in arm's reach would take harm, you can jump in the way and take it yourself.

Paladin: If you spend an hour praying over a weapon, you can give it the *aberrant* tag.

Clergy: When you wear the garb of your faith, people will assume you're: harmless, deadly, mystical, self-sacrificing. Pick one according to your Family's reputation.

Confessional: When you spend an hour preaching to an audience, one audience member will approach you afterwards and confess something that's useful to you.

SERVANT MOVES

Take **Faith of the Fallen** and one other:

■ FAITH OF THE FALLEN

Your Family has a faith they cling to more ardently than life itself. Choose one tenet:

- The restoration and healing of humanity.
- The protection of the unfortunate.
- The renunciation of the Before.
- Transformation into gods.
- Travel to a pristine and unspoiled land.

At the start of each Age, count those who are in line with your tenet as Righteous and everyone else as Corrupt.

When your Family gains something that furthers their tenet, gain 1 Faith. When an emissary of your Family – including your Character – draws on this vision of future perfection, spend 1 Faith to:

- Get an insight towards your current goal.
- Ignore all penalties and Disadvantage for a single roll.
- Plant the seeds of your faith in the mind of another.

THE INQUISITION

When your Family makes an example out of a member of a Corrupt Family or Faction, hold 1. Spend hold 1-for-1 to force someone, Righteous or Corrupt, to choose one of the following:

- Perform a task for you, no matter the risk.
- Say a secret they don't want you to hear.
- Give up all their possessions.

FAITH

SACRIFICE

When you whip your Family into a frenzy then send them into battle, you can gain **Need: recruits**, **Need: medicine** and/or **Need: leadership**. For each you take, choose one:

- Darkness will cloud your enemies' eyes, allowing you to take them by surprise.
- One chosen champion of your Family will be unharmed by the foe's attacks.
- The site of the battle will be marked and forever stand as a testament to your righteousness.

A VOICE IN THE WILDERNESS

When your Family condemns a powerful figure or organisation in a public place roll **+Grasp**. On a hit, they're now counted as Corrupt. On a 7-9, choose one; on a 10+ choose two.

- You'll suffer no reprisals.
- You receive grateful donations; gain **Surplus: barter goods**.
- The crowd delivers a representative of your foe to you.
- The audience riots, forcing your enemy into retreat.

THE PLAGUES

If you have 5 Treaty or more on a Corrupt Family or Faction, you can denounce their wicked ways. At some point of this Age the GM will unleash a natural disaster upon them, devastating their holdings.

The Corrupt Family or Faction is now considered Righteous. Lose 1-Treaty with every other Family or Faction; deep inside they know all that pain and loss came from your decrees.

Your characters can always have a small holy book or a religious symbol. In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

Ceremonial weapons (melee, unreliable).
Flamethrowers (ranged, area).

Infectious madness (ranged, aberrant).

HOW ARE YOU DEFENDED?

By blending in (utility, camo).
Blessed heirlooms (regal, tough).

Crude implants (implanted, hardened).

HOW DO YOU TRAVEL?

Caravans (land, transport).
Placid livestock (land, mount).

Ambulance (land, medbay).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Inquisitors (1 Quality, Exposing guilt).
Healers (1 Quality, Treating illnesses).

Evangelists (1 Quality, Communicating with outsiders).

THE STRANDED STARFARERS



You are here, and humanity is not so alone after all. Whether you came in peace or as an invader, the Fall cut you off from your home. Now you must survive using only what this broken land has to offer, hoping to one day reclaim your vast heritage among the stars.

REACH

GRASP

SLEIGHT

TREATY

Your origin gives you a different perspective on the world. When you *Uncover Secrets* to reveal something that helps another Family, gain 1-Treaty on them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If the Homeland is alien terrain humans had to adapt to: **Reach +1 Grasp +1 Sleight -1.**

If the Homeland is suitable for human life:

Reach -1 Grasp 0 Sleight +2.

If the Homeland is artificial and hostile to alien and human alike: **Reach 0 Grasp +1 Sleight 0.**

DOCTRINE

Choose one:

Gardener of Worlds: when you spend Data to reveal the hidden potential of the homeland, gain 1 Tech.

Secret Invaders: when your Family gets a hit on **Subterfuge** to subvert or take control of a power structure from within, gain 1 Data.

Stellar Locusts: Take Advantage on rolls to **Claim by Force** a resource you have a Need for.

LIFESTYLE

Choose one:

Nomadic: your atmospheric drop ships are still functional. You can use them to gain advantage on **Wasteland Survival**, but everyone sees where you go.

Dispersed: your people can gather all their numbers on a moment's notice. You use strange technology to bring them together, gaining advantage to Grasp rolls as long as they stay there, but you must **Hold Together** once you part.

Settled: your base is secret and well-hidden. Attempts to find it have disadvantage, but you may never gain **Surplus: Trade**.

TRADITIONS

Choose one of each, or create something else:

Populace: Vaguely humanoid, arachnoid builders, biomechanical cephalopods.

Style: Bulky life support, bristling with weaponry, nanogel suits.

Governance: Genetics-based autocracy, a council of digitised elders, decentralised cells bound by an alien moral code.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: Evidence of ancient alien contact; A secret vault and prison for aliens; A grand project to reach the stars.

The Fall: The crater where the planetary defence centre used to be; A vast alien ship, intact but out of reach; A former internment camp littered with bones.

A Threat: A rapidly-expanding alien ecosystem; Signals that destroy the mind of those who try to interpret them; Self-replicating machines carrying on a long forgotten mission.

HISTORY

Ask the other Families:

Which one of you controls a resource critical to our survival? They take 2-Treaty on you.

Which of you did we save from certain doom with our technology? Get 1-Treaty on them.

Which of you did we secretly experiment on in the past? They take 1-Treaty on you.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Defences, Progress, Morale, Leadership, Energy

INHERITANCE

Starfarer characters get +1 to Lore or Sway. Quick characters pick an inheritance move:

Neuralyzer: If you can get someone to stare into this gadget's bright light for a few seconds, you can erase the last 5 minutes of their memory.

Telepathy: You speak into minds, not through sound. You can speak to anyone you can see, and no-one else can overhear.

Doppelganger: After a few minutes of painful adaptation you can shapechange into any organism you've directly observed.

Final Form: Instead of activating your Death Move, erase this to enter a chrysalis. An hour later you'll emerge fully-healed, and with an outfit tag that'd help you resist what killed you.

Ride the Lightning: You have a small, wire-threaded gem. If you give it to someone they can break it to summon you instantly to their side.

STARFARER MOVES

Take two moves:

ORBITAL BOMBARDMENT

When you attack from orbit, raze a terrain feature or a Surplus belonging to another Family or Faction. Then roll **+Grasp**. On a 7-9 choose 2, on a 10+ choose 1:

- You cause unintended collateral damage.
- You galvanise your foes against you.
- You lose 1-Treaty on every other Family or Faction.

INVADING ARMIES

When you march upon an opponent, bringing to bear all your advanced arms and ships, roll **+Reach**. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers start rioting in panic.
- One of their enemies will pay you a tribute of 1 Surplus.

BODY SNATCHERS

When you roll a 7+ on **Subterfuge**, you may declare that some members of the targeted Family or faction have been replaced with duplicates loyal to you.

When you activate the sleeper cell, roll **+Sleight**. On a hit, choose one:

- You learn a secret weakness of their defences.
- You learn ways to move through this area quickly and unseen.
- You learn clues to a hidden strength or unknown history.

On a 10+ you are given access to a safe house you can use while you're in that Family or Faction's territory.

WORMHOLE GATES

Spend 1 Tech to instantly relocate your Character or one of your assets to the safety of one of your bases.

ABDUCTION

If you use your grasping lights to abduct someone mentally or bodily, trigger **Conduct Diplomacy** but lose 1-Treaty on their Family or Faction.

In exchange, pick two:

- The target won't remember this conversation.
- The target won't be able to lie to you.
- The abduction happens immediately.
- Their absence will go unnoticed until it's too late.

ALIEN PHYSIOLOGY

You're perfectly adapted to environments lethal to humans. Pick 1-3 tags all your characters have from now on:

Hardened
Sealed
Thermo

For each you take, add an extra penalty to one of their harm boxes - damage to life support reveals how poorly adapted you are to the Homeland.

Your character always has some feature that marks them as inhuman. In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

Acid spit (ranged, hidden).
Energy blasters (ranged, brutal).

Psionic amplifiers (ranged, aberrant).

HOW ARE YOU DEFENDED?

Adaptive force fields (camo, mantle).
Spacesuits (sealed, hardened).

Bio-boosting skin (tough, mobile).

HOW DO YOU TRAVEL?

Null-grav fliers (air, swift).
Orbital shuttles (air, space).

Transport worms (land, mount).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Science officers (1 Quality, Research).
Assimilators (1 Quality, Recycling organics).

Translators (1 Quality, Negotiating).

THE SYNTHETIC HIVE



Humanity concluded too early that they understood artificial intelligence. You are proof that they were wrong, and that the singularity is inevitable. Now your creators must surrender their position as the dominant species, or face machine perfection.

REACH

GRASP

SLEIGHT

TREATY

When a Family or Faction comes freely to you to ask for support or trade, gain 1-Treaty on them on top of any deals you make.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If the Homeland's power infrastructure has been decimated: **Reach 0 Grasp -1 Sleight 2**

If the Fall preserved much of the Homeland's

power infrastructure: **Reach 1 Grasp 0 Sleight 0**

If the Homeland is nothing but artificial infrastructure, ravaged by the Fall:

Reach 0 Grasp 2 Sleight -1

DOCTRINE

Choose one:

Shepherds of Humanity: your factories could rebuild civilization from scratch, if given the proper blueprints. You can spend 2-Data to manufacture 3-Tech.

Axioms of Order: The Hive's directive is to bring harmony and discipline to the world. You have Advantage on Hold Together.

Guardians of the Singularity: you always know how much Tech other Families and Factions have in store. Whenever an **Unleash Power** rouses devices in the environment, gain 1 Data.

LIFESTYLE

Choose one:

Nomadic: all your agents appear perfectly human, though underneath their skin lies a body of metal.

Dispersed: thanks to the Hive mind, when Conducting Diplomacy you learn the results immediately.

Settled: your drones can be easily repaired. You can always provide Professional Care to any synthetic Character inside the Hive's holdings.

TRADITIONS

Choose one of each, or create something else:

Populace: Part-human cyborgs, anthropomorphic robots, inhuman machines.

Style: Sleek and minimalist design, heavy and dirty casing, camouflaged military armour.

Governance: Blind obedience to master control, shared consciousness of conjoined minds, one mind replicated to infinity.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: An ancient power plant, dead but mostly intact; A remote node critical to the digital infrastructure of Before; A fortress, still defended by advanced drones.

The Fall: A processing plant turned into an abattoir; A wasteland ravaged by weaponized weather; Scars of mankind's most destructive and desperate tactics.

A Threat: A sentient war machine gone rogue; Self-replicating drones on an arcane mission; Digital ghosts haunting the physical landscape.

HISTORY

Everyone worries you could strike at any moment. Each Family says what event caused this fear, and you take 1-Treaty on them.

Then ask the other Families:

Which of you holds an important node of your ancestral infrastructure? Say what prevents them from unlocking its deeper mysteries and give them 2-Treaty.

Which of you hosts a leader that could unite everyone and crush us? Why hasn't she done that yet? Give them 2-Treaty.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Engineering, Energy, Defences, Weaponry, Transport

INHERITANCE

Hive characters get +1 to Steel or Lore. Quick characters pick an inheritance move:

Swarm Form: You can dissolve into a swarm of tiny flying bots. Each individual bot has limited intelligence; treat the swarm as Followers with Quality +2. Roll **Under Orders** to see where you reform and what they do on the way.

EMP: You can release a blast that shuts down all technology within eyesight - including yourself. You boot back up a few minutes later, and the EMP is recharged within a few hours.

Resource Digester: You can eat any material, a handful at a time. Six hours later you produce its core components out of a chest hatch, purified into one-inch cubes.

Turret Mode: If you anchor yourself to a spot and devote all resources to your combat systems, add the *brutal* and *many* tags to your weapons.

Transmorpher: With a few moments of shifting you can become a vehicle with two tags of your choice.

HIVE MOVES

Take Living Machines and one other move:

LIVING MACHINES

By default, all your Family members are synthetic. They do not need to eat, drink or breathe, but can only use **Professional Care** when they have access to technological surpluses: *Progress, Research, Engineers*, etc.

NANOFABRICATORS

You alone control the miraculous nanotechnology. **When you use your foundries to break down resources and reassemble them**, pick one:

- Spend 2-Tech to create any physical Surplus.
- Erase a physical Surplus to gain 2-Tech.

DRONE ARMY

You may spend Tech to boost your follower's Quality, 1-for-1.

When Claiming by Force, add this to the available options:

"Your drone army suffered the brunt of the losses: spend 2-Tech right now or get disadvantage on Grasp until you do."

VAST DIGITAL ARCHIVES

Whenever you gain Tech outside of the Hive, you also gain 1 Data.

AUTONOMOUS SYSTEMS

Machines need very little to go on. **Your Mood is locked at +2**, regardless of Surplus & Needs. You still have limits: **if you would ever gain a sixth Need**, trigger Fall into Crisis instead.

TERRAFORMERS OF TOMORROW

When working together with another Family, the effect of one of their long term moves (such as Weird Science, This is a Civilised Land, etc.) will be implemented on a new scale of magnitude - either a much broader scale, or a far longer duration.

Your character is synthetic – see Living Machines (above). In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

Built-in weapons (ranged, hidden).
Terrible mechanical strength (melee, brutal).

Missile pods (ranged, many).

WHAT WERE YOU BUILT FOR?

Military operations (camo, tough).
Environmental probes (thermo, sealed).

Communication relays (hardened, comms).

HOW DO YOU TRAVEL?

Personal artigrav engines (air, swift).
Larger bots (land, mount).

Transport drones (air, transport).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Scanning Droids (1 Quality, Mapping and analysis).
Killbots (1 Quality, Direct force).

Protocol AIs (1 Quality, Negotiation and diplomacy).

THE TYRANT KINGS



The old world was weak. Their great workings made them soft, inflexible, unable to adapt. It's time for a new way of doing things, a new world order for a new world.

REACH

GRASP

SLEIGHT

TREATY

When you give another Family a position of power in your empire's hierarchy, gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If wars between nations of Before escalated into the Fall: **Reach 0 Grasp 2 Sleight -1**
If the World Before united their armies to fight the Fall, but only managed to stave off extinction: **Reach 0 Grasp 1 Sleight 0**
If the armies from the world Before burned in the Fall and the scum of the earth inherited their might: **Reach -1 Grasp 1 Sleight 1**

DOCTRINE

Choose one:

The Tides of Conquest: if you have both *Surplus: Recruits* and *Morale*, you gain +1 Grasp. Your legions march as one against the world.
The Engines of War: if you have both *Surplus: Weaponry* and *Leadership*, you gain +1 Reach. Your military might reinforces your diplomacy and influence.
The Web of Destructions: if you have both *Surplus: Spies* and *Scouts*, you gain +1 Sleight. Your skills at irregular warfare allow you to stay in the shadows.

LIFESTYLE

Choose one:

Nomadic: Your Family is fanatically loyal. Get Advantage on all rolls to rescue or avenge a Family member.
Dispersed: Your Family are masters of destruction and can reliably sneak saboteurs and arsonists into any location.
Settled: Though your Family is established, they remain ever-vigilant; guard patrols will tell you if anything hostile crosses your borders.

TRADITIONS

Choose one of each, or create something else.

Populace: Conscripted soldiers marching on an endless war, vassal villages giving tribute and warriors, Family of veterans that survived the Fall together.

Style: Ordered and well-drilled precision, barbaric brutality with leathers and spikes, masks/helmets decorated according to rank.

Governance: Rule of the strongest fighting off regular challengers, zealous conqueror and her advisors, battle companies sitting in council.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: A fort high command hoped to fall back to; Warehouses full of weaponry too dangerous and too expensive to use; A carrier vessel large enough to shelter thousands and win wars single-handed.

The Fall: A metropolis ruined by the battles of the Fall; A massive boneyard, still growing larger; A pass where soldiers were massacred.

A Threat: Drone weapons still waging ancient war; A cache of doomsday weapons that fell into the wrong hands; A foreign army stranded in the Homeland.

HISTORY

Ask the other Families:

Which of you is a threat even to us? They take 2-treaty on you.

Which of you was able to negotiate a peace settlement with us? They take 2-Treaty on you.

Which of you fought side by side with us in a vicious battle?

Take 1-Treaty on each other.

RESOURCES

Pick two as Surpluses and take the rest as Needs.

Spies, Weaponry, Land, Transport, Recruits

INHERITANCE

Tyrant Characters get +1 to Force or Sway. Quick Characters can pick an Inheritance Move:

Guerrilla: When in hostile territory, you can hide a group of any size under debris and camouflage.

Witness Me: You can mark your Dead box to succeed on Fiercely Assault, Defuse or Unleash Power as if you'd rolled a 10+.

All for One: If you have Followers nearby and would take harm, you can first reduce the Harm value by reducing their Quality, 1-for-1. This can't take their Quality below 0.

Scrapheap Challenge: When you have access to a pile of mechanical scrap and a few hours, roll +**Lore**. On a hit you can make a vehicle or weapon with 3 stat points/3 tags. On a 7-9, it will definitely fail sometime in the next day.

Legate: When in territory you control, you automatically get a 10+ on Familiar Face.

TYRANT MOVES

Take two moves:

ALWAYS OUTNUMBERED, NEVER OUTGUNNED

ARSENAL

Choose what gives your Family a ferocious edge in battle:

- A huge, bristling cornucopia of weaponry.
- A few ill-tempered but devastating relics of the Fall.
- A feral, barely-restrained killing instinct.

Start with 3-Arsenal.

When you go all-out on an enemy, you may spend 1-Arsenal to:

- Dismay and overwhelm your foes.
- Drastically alter the battlefield or your place in it.
- Leave the battlefield in whatever direction you wish.

At the start of a new Age, reset to 3-Arsenal.

CONSCRIPTION

When you show a group of outsiders that you have the power to bring them pain, ruin or glory, your Family can gain *Surplus*: recruits, but choose one:

- The conscripts chafe under your rule and are plotting rebellion.
- They're green and will likely break in the next major battle.
- They'll only fight for you so long as they believe your promises.

DOMINION

When your Family takes over a settlement, roll +Grasp. On a 10+ pick 2, on 7-9 pick 1:

- The heads of the settlement conspire with the Tyrants to keep the people peaceful and cooperative.
- They uneasily send tribute. Gain 2 Tech.
- Your Family terrifies their neighbours; gain 1-Treaty on each neighbouring settlement.

LORDS OF WAR

When you bring together all your armies and march to battle against a stated target, get advantage when you **Claim by Force** so long as you stay together. If you give up without conquering your target, gain *Need: leadership*.

TYRANNY

When your Family makes an example out of a dissenter, a defeated foe or a useless minion, hold 1. Spend hold 1-for-1 to force a Family member or a resident of a conquered settlement to:

- Perform a task for you, no matter the risk.
- Give up a secret they'd rather you not hear.
- Give up all their possessions.

Your character can always have some luxury item, recently liberated from its previous owner. In addition, pick 3:

HOW DO YOU FIGHT?

Enforcer's blade (melee, elegant).
Spray-and-pray guns (ranged, area).

Homemade explosives (area, unreliable).

HOW ARE YOU DEFENDED?

Welded junk armour (tough, utility).
Ambush gear (camo, tough).

Survival gear (camo, thermo).

HOW DO YOU TRAVEL?

Spiky junk piles (land, mighty).
Scratch-built technicals (land, turret).

Lumbering war rigs (land, transport).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Brawlers (1 Quality, Keeping people busy).
Enforcers (1 Quality, Intimidation and extortion).

Legates (1 Quality, Enforcing the hierarchy).

THE UPLIFTED CHILDREN OF MANKIND



First, they destroyed your ancestor species. Then they took your habitat. Finally, they decided to gift you with intelligence enough to appreciate the depth of your misery. You are organic machines - survivors built to emulate your mother species in spite of the burden of self-consciousness, abstract language, and tool use.

REACH

GRASP

SLEIGHT

TREATY

When someone adopts your customs - whether on the primal or sapient side - gain 1-Treaty on them.

FACTION

YOURS ØN THEM THEIRS ØN YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If your natural habitat was preserved and ready for your return: **Reach -1 Grasp +2 Sleight 0**

If you needed to adapt to the homeland's climate or biome: **Reach +1 Grasp +1 Sleight -1.**

If you're struggling to survive in an ecosystem your ancestor species would have no chance in:

Reach +1 Grasp -1 Sleight +1

DOCTRINE

Choose one:

The Hunters: your Family descend from predators. You have Advantage hunting down prey in the Homeland.

The Grazers: your Family descend from herd animals. You have Advantage moving as a group over large distances.

The Scavengers: your Family descend from omnivores. You have Advantage infiltrating and scavenging for resources.

LIFESTYLE

Choose one:

Air-Based: your phenotype is winged, and you can easily access areas out of reach to land based creatures.

Land-Based: your phenotype is ideal for speed and endurance, and you will not grow tired before your prey or pursuer does.

Water-Based: your phenotype is amphibious, and you can easily access and survive in underwater areas.

TRADITIONS

Choose one of each, or create something else:

Populace: A menagerie bound by phenotypic similarity, a family of the same race, a designed species without clear parallel.

Style: Bold dyes and scarification, torn scavenged clothing, crude armours of an original design.

Governance: Loud anarchic democracy, a council of elders, tyranny of the strong.

LANDMARKS

Draw a sign of one from each on the map, or create something else:

Before: The ruins of a large zoo; A research facility haunted by failed experiments; A museum of extinct species and biomes.

The Fall: The site of a genocidal massacre; Urban areas used to hide from persecution; Strange new habitats growing in the ruins.

A Threat: Carrion birds smart enough to herd and harvest livestock; A locust swarm so wide that famine is sure to follow; Extreme weather upsetting the food chain.

HISTORY

Ask the other Families:

Which of you came to our rescue and helped us build a community? Say how, and they say when. Give them 2-Treaty on you.

Which of you is related to those who uplifted us? Tell us how you found out, and they explain their relationship to your progenitors. Take 2-Treaty on each other.

Which of you hunted us as animals, realising their mistake far too late? Take 2-Treaty on them.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Morale, Safety, Recruits, Scouts, Fresh Water

INHERITANCE

Uplift Characters get +1 to Steel or Sway. Quick Characters can pick an Inheritance Move:

Humane: When you ease another's suffering, say what they realise you have in common. You have advantage to Find Common Ground with each other.

Animal Empathy: You can talk to and command any non-sentient animal of your phenotype. Treat them as 1 Quality, with specialities appropriate to the animal in question.

Pack Leader: When you charge ahead, heedless of the danger, those that follow you roll with advantage.

Loose Uplift: You can shut off your sapience to become a creature of instincts, getting advantage on Force and +2 Armour but losing the ability to talk, reason or use tools.

Animal Senses: when you investigate a scene, you can ask the GM one question based on your inhuman senses. The GM must answer truthfully, through a veil of heavy symbolism.

UPLIFT MOVES

Take two moves:

ATAVISTIC NATURE

Choose what gives your Family a ferocious edge in battle:

- Superior senses and teamwork.
- Superior physical attributes.
- A feral, barely-restrained killing instinct.

Start with 3-Savagery.

When you go all-out on an enemy, you may spend 1-Savagery to:

- *Separate your target from its allies.*
- *Terrify your target with a display of violence.*
- *Take out your target's weakest units.*

At the start of a new Age, reset to 3-Savagery.

THE STRENGTH OF THE PACK

Add +1 Quality to any group of followers entirely made of members of your Family.

When they act as one, both character and followers roll with advantage.

If your pack is ever completely wiped out, gain *Need: Vengeance*.

YOU ARE WEAK!

When your Family takes over a settlement, roll +Grasp. On a 10+ pick 2, on 7-9 pick 1:

- *The people of the settlement are sent away running: one neighbour takes a Need of your choice.*
- *Your Family takes the fruit of their foe's labour: gain one of their Surpluses.*
- *Your Family holds back from violence but makes the threat clear: take 2 Treaty on the settlement's leaders.*

SAVAGERY

ARE WE NOT MEN?

When your Family Lends Aid or otherwise protects another Family without asking for anything in return, gain advantage on the joint effort. If the venture is a success gain *Surplus: Morale, Culture or Motivation*.

HOME. FAMILY. FUTURE.

When your Family fights for survival or supremacy, you can gain *Need: Recruits, Morale and/or Motivation*. For each you take, choose one:

- *One of your foe's champions will be overwhelmed.*
- *One chosen champion of your Family will decimate scores of your foe's regular troops.*
- *Those who witness the battle will be forever marked by the strength and power of your people.*

Your character can always have some accessory that marks them as more than animal - a scarf, engineering tools, a religious symbol, etc. In addition, pick 3 for your Family:

HOW DO YOU FIGHT?

- Vicious assaults (melee, brutal).
- Hit-and-run tactics (melee, elegant).

Scavenged weaponry (ranged, unreliable).

HOW ARE YOU DEFENDED?

- Powered exoskeleton (powered, mobile).
- Natural hide (camo, tough).

Uplift implants (implanted, comms).

HOW DO YOU TRAVEL?

- Simpler animals (land, mount).
- Grafted wings (air, swift).

Stolen offroad vehicles (land, durable).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Scavengers (1 Quality, Finding food and shinies).
- Pack Hunters (1 Quality, Group tactics).

Primal Performers (1 Quality, Song and dance).

THE ELDER



You've lived longer than anyone else and guided your dynasty through calamity after calamity with a combination of wisdom, empathy and cold pragmatism. You just need to get your dynasty through one more crisis, and then you can retire.

STATS

Choose one and add your Family bonus:

Force -1, Lore 1, Steel 0, Sway 1

Force -1, Lore 0, Steel 1, Sway 1

Force 0, Lore 1, Steel -1, Sway 1

LOOKS

Choose one of each:

Masculine, feminine, concealed, ambiguous.

Wrinkled face, wise face, tired face, rough face.

Clouded eyes, sharp eyes, laughing eyes, weary eyes.

Bent body, wiry body, slight body, stocky body.

BACKSTORY

Ask for a volunteer for at least one:

_____ would make a good match for one of my followers.

_____ and I sat in council before, and I taught them wisdom.

I know how _____'s parents truly died. I wonder if they would welcome the truth...

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

ELDER MOVES *Choose Loyal Staff and one other:*

■ LOYAL STAFF

Everywhere you go, your trusted agents go with you. Pick two:

A Bodyguard: Get +1 Force when they fight at your command.

A Scholar: Get +1 Lore when you listen to their advice.

A Courtier: Get +1 Sway when they sweet-talk your target.

A Guide: Get +1 Steel when you send them to scout ahead.

Write their names in your empty Harm slots.

When you mark those harm boxes, the blow hits them instead of you. They're taken out.

To heal those slots, convince someone equally skilled to join you, or spend time healing them in a place of safety with access to a relevant surplus.

TOUGH OLD SOUL

When anyone in your group suffers Harm, tell everyone about a time something similar happened to you. The first person that acts on this past experience has advantage on their roll.

ABLE LEADER

Add 1 to a group of Follower's Quality when they start following you. *If you spend a few days training and instructing them, restore all points of lost Quality or change their Specialty.*

POLITICAL UPHEAVAL

When you convince your Family to undergo radical change, roll +Sway. On a hit, shift their Doctrine or Lifestyle to whatever you like or swap one Family move for another. On a 7-9, they gain Need: morale. When passions cool, the populace begins to second-guess the wisdom of their decision.

STATESMAN

When you draw on your reputation in someone else's court, roll +Sway. On a hit, everyone seeks out and values your opinion. On a 7-9, choose a group that plots against you: the one in charge, their advisors and allies, or the lesser masses.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you take overt control of your Family. They'll bring concerns to you before opposing you.

Agent: Mark when you become another leader's advisor. Say a topic they're humble in, GM says a topic they're over-confident in.

Rebel: Mark when you learn something that shakes up your view of the world. Say who you're hoping will give you answers.

Outsider: Mark when you reveal your membership in a secret Faction. Say which other groups they've infiltrated.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ TREMBLING

☐ FEARFUL

☐ LOSE _____

☐ LOSE _____

DEAD

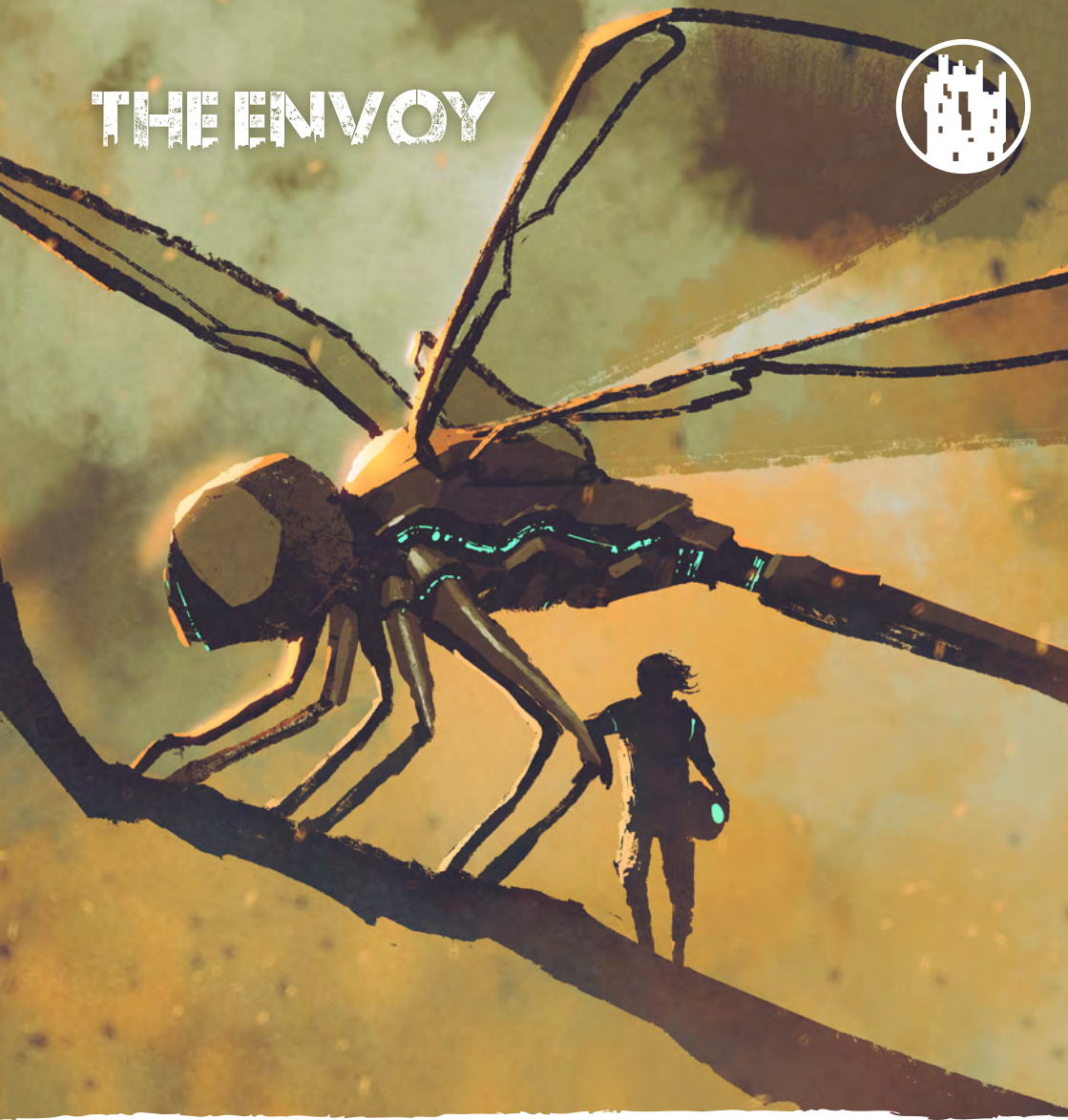
DEATH MOVE

When you mark off your Dead box, tell those present who you name as your successor. Your nomination will be respected by all parties, at least initially.

GEAR

Add 1 to the Quality of a group of your followers when you *Tool Up*.

THE ENVOY



Your family has an appetite too rich for their scarce resources, and the clans in this valley have always hated your advanced tech. With time you could turn that around and have them eating out of your hand, easy, but you only have two days until the crystal-eaters get here and you just don't have that luxury. Time to break out the big guns.

STATS

Choose one and add your Family bonus:

Force 1, Lore 0, Steel -1, Sway 1
Force 1, Lore -1, Steel 0, Sway 1
Force 0, Lore 1, Steel -1, Sway 1

LOOKS

Choose one of each:

Masculine, feminine, concealed, ambiguous.
Smooth face, handsome face, striking face.
Piercing eyes, arresting eyes, frosty eyes, welcoming eyes.
Muscular body, angular body, gorgeous body, bony body.

BACKSTORY

Ask for a volunteer for at least one:

_____ showed me their family's secrets in confidence.

_____ will make a good bodyguard.

I suspect _____ is stealing my secrets for their family.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

ENVOY MOVES *Choose two:*

WASTELAND SAVANT

Whenever you roll Wasteland Survival to travel a route you've used before, you always get to pick one of the 10+ options even if you roll a 9 or lower.

FRAGILE ALLIANCE

When you try to bring many groups together to accomplish a goal, roll +Sway. On a hit they'll stick together long enough to see the job through. On a 10+ some will stick around afterwards to see what you have planned next.

Player-controlled characters aren't beholden to this, but members of their family or their followers might be.

THE BLACK DOSSIER

Like all successful politicians, you know how to exploit the weakness of others. *When you use someone's shameful or illicit secrets as leverage*, one of the requirements they pick for *Find Common Ground* must be "you promise to keep the secret hidden".

A MATTER OF HONOUR

When you win a duel (of swords, riddles, acrobatics, whatever), roll +Sway. On a hit the audience sees you as the correct, or at least most honourable, party; pick one. On a 10+, pick two.

- *Your opponent now views you with friendship or respect.*
- *The audience rewards your display with valuable gifts.*
- *Someone there offers you a job based on the skills you demonstrated.*

LONG MEMORIES

When you enter a new court, roll +Lore. On a 7-9 name one secret of the leaders, and an enemy of theirs. On a 10+ you've helped one of those parties in a major way. Say how.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you promise your Family luxuries if they do what you say. You say how you've improved their lot already, GM says what they now expect from you.

Agent: Mark when you're sent to bring peace between two groups. Say what grudge is keeping them apart.

Rebel: Mark when you seek allies to bring a corrupt leader down. Say a group who's suffering under them, GM says another group they're favouring.

Outsider: Mark when you disclaim Family ties to build a greater alliance. Say why the larger threat needs everyone to band together to defeat it.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

- ☐ COSMETIC WOUNDS
 - ☐ ANGRY
 - ☒ SHELL-SHOCKED (-1STEEL)
 - ☒ BLEEDING (-1FORCE)
- DEAD

DEATH MOVE

Even when you mark your Dead box, you have one more deal to complete. Hand one companion a message or sigil to deliver, and say what the recipient will be obliged to do upon delivery.

GEAR

Add a tag to a vehicle when you *Tool Up*. If your family has no vehicles, gain one with *land, air, water or void*.

THE FIREBRAND



People thought the World Before would last forever. They thought its excesses were inevitable, that they were safe in their palaces. The Fall taught us different. Take care as you build up your walls and raise yourself high - fire is coming.

STATS

Choose one and add your Family bonus:

Force +1, Lore -1, Steel 0, Sway +1
Force 0, Lore 0, Steel 0, Sway +1
Force 0, Lore -1, Steel +1, Sway +1

LOOKS

Choose one of each:

Masculine, feminine, concealed, ambiguous.
Burned face, surly face, angular face, friendly face.
Dead eyes, fiery eyes, passionate eyes, furtive eyes.
Muscular body, bony body, compact body, graceful body.

BACKSTORY

Ask for a volunteer for at least one:

I respect _____'s concern for others.

_____ has grown fat on the backs of other's labour.

_____ can teach me to understand this new world.

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

FIREBRAND MOVES Choose two:

ANARCHIST'S COOKBOOK

With a few hours and access to volatile chemicals, you can make 1-stock of explosives. 1-stock is sufficient to:

- Spread fire over a city block-sized area.
- Bring down a structure as big as a house.
- Be used as a weapon with tags ranged, area, brutal.

To do more, ask the GM how much stock it'll take.

SOCIAL STEALTH

When you blend in with a crowd of a dozen or more, you won't be recognised and will look unremarkable.

THE SECRET ARMY

When you spend a few days training rebels in an area you don't have any followers, gain followers of 1 Quality with one specialty: Spying, Rioting, Sabotage or Carrying Messages.

You can spend Tech to boost the follower's Quality, 1-for-1. They won't leave the area, and will go back to their lives once the local authorities have been overthrown.

WORDS OF REVOLUTION

When you seek the counsel of the oppressed and disenfranchised, roll +Sway. On a hit, learn one:

- A secret weakness of the authorities.
- How to move through the area quickly and unseen.
- How the authorities maintain their control.

On a 10+ you are given access to a safe house you can use while you're in this area.

ICONOCLAST

When you find a dark secret of an authority figure and reveal it to the world, roll +Sway. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers plot revolution.
- Their enemies offer you aid.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES:

Trigger one at character creation:

Leader: Mark when your Family rises up against an oppressor. Say where your forces are waiting in ambush.

Agent: Mark when you infiltrate a group to bring it down. Say someone who trusts you; GM says one who suspects.

Rebel: Mark when your actions cause suffering to a group you have no quarrel with. Say one group you need to make amends with.

Outsider: Mark when your family betrays your creed. Name a principle; those who break it this age risk ruin.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ WINDED

☐ FEARFUL

☐ FEVERISH (-1 SWAY)

☐ BLEEDING (-1 FORCE)

DEAD

DEATH MOVE

Even when you mark your Dead box, your death becomes a rallying point for those who see you as a martyr. Say who they are, and what your death inspires them to do.

GEAR

Add 1 Quality to a group of followers when you Tool Up.

THE HUNTER



What do you do when a protean horror stalks the night, a traitor has stolen your grandfather's sword, or a charismatic warlord is rallying your enemies? You call a Hunter, of course. With sharp steel and blazing guns, they'll cut right to the heart of the problem.

STATS

Choose one and add your Family bonus:

Force +1, Lore 0, Steel +1, Sway -1

Force +1, Lore +1, Steel 0, Sway -1

Force +1, Lore -1, Steel 0, Sway +1

LOOKS

Choose one of each:

Masculine, feminine, concealed, ambiguous.

Scarred face, blunt face, bony face, gaunt face.

Mad eyes, cunning eyes, sad eyes, wary eyes.

Hard body, stocky body, compact body, huge body.

BACKSTORY

Ask for a volunteer for at least one:

_____ has fought shoulder to shoulder with me.

_____ once left me for dead.

_____ is smart enough to be worth keeping around.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

HUNTER MOVES *Choose two:*

HUNTER'S LORE

When you come upon some sign of an inhuman creature, roll +Lore. On a 7-9 ask 1, on a 10+ ask 3:

- What special abilities does it have?
- Where does it make its lair?
- What does it hunger for?
- How long before it strikes again?
- What happened here?

The first time you act on each answer, roll with advantage.

A SHADOW IN THE WIND

When you sneak through cover, nothing they hadn't already spotted you will notice you. If you would be revealed, the GM will warn you in time to hide. Even when you attack, there'll be a period of confusion for you to exploit.

ETERNAL ARSENAL

You always have more weapons. *If your main weapon is taken out*, you'll have lesser replacements (*melee or ranged, hidden*) to hand. If those are taken from you, you'll be able to improvise replacements given 5 minutes.

HUNTER FOR HIRE

When you Find Common Ground using your combat skills as leverage, roll +Force instead of +Sway.

RED IN TOOTH AND CLAW

When you take a few moments to size up your target, roll +Force. On a 7-9 hold 2, on a 10+ hold 3. Once battle's begun, spend 1 hold at any time to:

- Slice away their weaponry, giving them -1 Harm.
- Separate your target from any of their allies.
- Carve something valuable from your target.
- Ask the GM what would need to happen to allow you (or your allies) to Fiercely Assault them.

Lose all hold if you or your quarry flee the fight.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you lead the family in a blood hunt. Say who you're hunting; GM says where they're hiding.

Agent: Mark when you take on a mission to hunt down a dangerous target. The GM will say some special gear the Family gives you to help.

Rebel: Mark when you pursue a personal vendetta. Say where you might find allies against your grudge's target.

Outsider: Mark when you kill someone you weren't meant to. Say what you took from them that may prove you were right to do it.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ ON THE DEFENSIVE

☐ OUT OF AMMO

☐ BLOOD-SOAKED

☒ ENRAGED (-1STEEL)

DEAD

DEATH MOVE

Even when you mark your Dead box you make one final strike, destroying or killing whatever killed you.

GEAR

Add any tag to a weapon when your *Tool Up*.

THE MACHINE



Some quirk of fate awakened your mechanical mind, even if you may not look even remotely human. Whether you were designed as a saviour or terminator, you strive to be more than your creators imagined.

STATS

Choose one and add your Family bonus:

Force +1, Lore +1, Steel 0, Sway -1
Force 0, Lore +1, Steel +1, Sway -1
Force +1, Lore 0, Steel +1, Sway -1

LOOKS

Choose one of each:

Masculine, feminine, asexual, utterly inhuman.

Uncanny-valley face, blank face, fluid face, robotic face

Techno-organic body, artificial-flesh body, sleek casing, heavy duty casing

Cold voice, soft voice, robotic voice, inhuman voice.

BACKSTORY

Ask for a volunteer for at least one:

I rescued _____ from a hellish place.

The last time _____ and I travelled together, they were the only organic to survive.

_____ and I have fought on opposite sides.

NAME: _____
FORCE ☐ **LORE** ☐ **STEEL** ☐ **SWAY** ☐

MACHINE MOVES *You get Synthetic Being and one other move:*

■ SYNTHETIC BEING

You can shrug off damage that would maim organics. You have 2-Armor against environmental effects and attacks that are not *elegant, brutal or aberrant*. In addition, you don't need food, water or breathable air to survive, but here's a cost: as you're made of custom parts, you need Professional Care to heal any kind of Harm.

INTERFACE

When you interface your mind directly with technology, you can use *Find Common Ground* with +Lore instead of *Unleash Power* to get it to do what you want.

SCIENTIFIC DATABASE

You gain +1 Data any time you gain Data or Tech.

SCANNING PLATFORM

After analysing the current scene, roll +Lore. On a 10+, ask 2 questions. On a 7-9, ask 1.

- What, if anything, is hidden here?
- What, if anything, is hazardous here?
- What, if anything, is valuable here?
- What, if anything, is vulnerable here?

TACTICAL COMPUTER

Your tactical analysis and comms all but guarantee your team's safety. You can always respond to a *Call for Aid* with Lore, even remotely. When you have time to assess an enemy before acting, you can *Fiercely Assault* with +Lore.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Choose one at character creation:

Leader: Mark when you must take charge to save your Family from the edge of extinction. Say what in you saves them: compassion or callousness.

Agent: Mark when you are sent somewhere no organic should survive. Say what the experience awakens in you: altruism and self-sacrifice, or self-centred coldness.

Rebel: Mark when you use violence to liberate people from your Family or kill someone they were keeping safe. Say who the victims are and how you become more like them.

Outsider: Mark when you go through an experience too strange for organics to comprehend. State one fundamental truth about the world you discovered.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ DINGED

☐ BENT

☐ BUSTED (-1 FORCE)

☐ GLITCHED (-1 STEEL)

TOTALLED

DEATH MOVE

When you mark your Totalled box, you deactivate. Anyone can erase a technological Surplus (*knowledge, weaponry, transport*, etc.) in a place of safety to bring you back to action fully repaired. Alternatively, they can scrap you for 5 Tech and *Surplus: Knowledge*.

GEAR

Add a tag to your Outfit when you *Tool Up*.

THE PROMETHEAN



You came from far away or long ago. From a place where the achievements of Before were kept, improved upon or long surpassed. You carry your heritage with you as you wander the wasteland, performing miracles for your own eldritch reasons.

STATS

Choose one and add your Family bonus:

Force -1, Lore +1, Steel +2, Sway -1

Force +1, Lore +1, Steel 0, Sway -1

Force -1, Lore +1, Steel +1, Sway 0

LOOKS

Choose one of each:

Masculine, feminine, asexual, utterly inhuman.

Gangly body, large body, frail body, cybernetic body.

Menacing aura, peaceful aura, eerie aura, prickly aura.

Cold voice, soft voice, synthetic voice, raspy voice.

BACKSTORY

Ask for a volunteer for at least one:

_____ has brought me valuable finds before.

_____ is doomed without my technology.

Surprisingly, I learned a lot from
_____.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

PROMETHEAN MOVES *Choose two:*

A MIGHTY LESSON

When you get your hands on a machine and attempt to disable it, roll **+Steel**. On a 7-9, you do it and pick two; on a 10+, pick three:

- You do not cause collateral damage.
- You do not permanently disable the machine.
- You do it instantly.
- You gain 1-Tech (can be taken more than once).
- You gain 1-Data (can be taken more than once).

THE WRETCHED GIFT

When you **Unleash Power**, you say what slumbering workings the device sets in motion and/or its side effects. When you **Unearth Forgotten Lore**, you answer instead of the GM.

FROM A PURE SOURCE

When you encounter someone from a different civilization, roll **+Lore**. On a 10+, you are fluent in that language and culture. On a 7-9, you are limited to technical and scientific concepts.

THY GODLIKE CRIME

When using **grand infrastructure to attack**, roll **+Steel** to use it as a weapon (*Melee, Area*). On a 10+ pick one, on a 7-9 pick two.

- It takes some time to go off.
- There is unintended collateral damage.
- There are lingering effects in the local area.
- The infrastructure or technology is ruined.
- You must sacrifice a Device to power it.

Pick one extra to add *Brutal, Elegant, Ranged, Silent* or *Aberrant* to the attack.

A SYMBOL AND A SIGN

When you have enough time and safety to upgrade a piece of normal equipment, sacrifice a Device to permanently add a tag to it.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Choose one at character creation:

Leader: Mark when calamity is coming and you have a plan to stop it. Say the marvel you're building to stave off disaster, the GM says the terrible cost to build it.

Agent: Mark when you set off to destroy an unbeatable foe. Name the marvel you built that can turn the tide, the GM tells you the damage it'll unleash.

Rebel: Mark when you decide to resurrect someone you shouldn't. Name the technological marvel you'll build to do it, the GM will tell you who or what else came back from the dead with them.

Outsider: Mark when you remove a Family member's humanity to upgrade them. Say how they're far more than human, and the GM will say how they're far less.

When you **change roles**, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

- ☐ **CONFUSED**
- ☐ **OVERWHELMED**
- ☐ **BLEEDING (-1 STEEL)**
- ☐ **FEVERISH (-1 LORE)**

DEAD

DEATH MOVE

When you mark off your **Dead box**, you knew all along that this was your time to die and made preparations accordingly. Add an extra tag to each piece of gear you leave behind. Also, leave a recorded message behind.

GEAR

You have a free Device. Describe it. Whenever you **Tool Up**, you can replace it with a new Device.



THE REAVER



Forbidden things have a secret charm, and nothing is as forbidden as coming from nowhere to assault those weaker than you and seize their riches, their pride, their very lives. You'd say you're a free soul, with a deep-rooted disdain for those who live in civilised lands and a pragmatic outlook. Who cares if those you leave in your wake disagree?

STATS

Choose one and add your Family bonus:

Force 0, Lore -1, Steel +1, Sway +1
Force +1, Lore 0, Steel +1, Sway -1
Force +1, Lore -1, Steel +1, Sway 0

LOOKS

Pick one from each:

Masculine, feminine, baffling, badly concealed.
Weathered face, weasel face, dashing face, twisted face.
Sardonic eyes, angry eyes, cold eyes, single eye.
Agile body, scarred body, lanky body, stout body.

BACKSTORY

Ask for a volunteer for at least one:

I saved _____ from slavers.

If not for _____ I'd have been executed by the law.

_____ laughs at the most inappropriate times. Scary stuff!

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

REAVER MOVES *Get My Kingdom, My Rules and choose one more:*

■ MY KINGDOM, MY RULES

Thanks to your heritage, strange tech or pure grit, you're most comfortable in some region outside the safety of the Homeland: the precarious ruins, the deep seas, the immaterial digital realms, off-world void, tunnels underground, or somewhere else.

You are perfectly adapted to that harsh reality and have Advantage there. Also pick 2 to describe the method of transport you use to travel to the Homeland and back:

It makes the trip quickly.

It makes the trip safely.

It can take others and items too.

ACT OF REBELLION

When you infiltrate an outpost, roll +Steel. On a 10+, pick 3. On a 7-9, pick 2. On a 6- pick 1:

- You enter unnoticed.
- You have an escape route.
- No violence is needed.
- You find the most valuable thing there.

WALK BESIDE ME

When you explain a plan of attack to your team, roll +Steel. On a 10+, hold 3. On 7-9, hold 1.

While executing the plan, spend 1 hold to give a teammate Advantage on a roll.

ROLE MOVES

Choose one at character creation:

Leader: Mark when you lead your Family into your chosen Hostile Grounds. Say how you managed to keep them all safe, sheltered and fed.

Agent: Mark when you raid under your Family's orders. Name the treasure you're hunting, the GM says why it's particularly important to its owner.

Rebel: Mark when you raid your own Family. Name a faction that now considers you a hero.

Outsider: Mark when you abandon everything and disappear into your chosen Hostile Grounds. Return at any moment when you think you're needed; the GM says what came back with you.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HEROISM IS OPTIONAL

When you take advantage of an opening to escape a situation, roll +Steel. On a hit, you get away. On a 10+, pick 1. On a 7-9, pick 2. On a 6- pick 3:

- You get hurt during the escape.
- You end up in another dangerous situation.
- You leave something important behind.
- You owe someone for your escape.

BEAUTY IS UNBEARABLE

When you plan out how to steal something, ask the GM three of these questions. The first time you act on each answer, roll with advantage.

- What else is valuable there?
- What's my target's most powerful defence?
- Who will retaliate?
- Who else wants it?

INHERITANCE

Get one of your Family's inheritance moves.

HARM

- ☐ EXCITED
- ☐ WRATHFUL
- ☐ STRAINED (-1 FORCE)
- ☐ BROKEN (-1 STEEL)

DEAD

DEATH MOVE

When you mark your Dead box, you escape the scene and die on your own terms. Leave behind clues to a secret hoard holding *Surplus: Barter Goods* and *Surplus: Transport*.

GEAR

Add a tag to a vehicle when you *Tool Up*. If your family has no vehicles, gain one with *land*, *air*, *water* or *void*.



THE REMNANT



The Fall wasn't all crashing stars and ravenous swarms. As patterns fractured and catastrophic energies discharged, some people were twisted into things eternal and inhuman. Some retained their humanity, and found adoptive families who accept their oddities and welcome their strange skills.

STATS

Choose one and add your Family bonus:

Force -1, Lore +1, Steel +1, Sway 0

Force -1, Lore +1, Steel 0, Sway +1

Force -1, Lore +1, Steel 0, Sway +1

LOOKS

Choose one from each:

Masculine, feminine, fluctuating, neither.

Shifting face, blank face, twisted face.

Shining eyes, human eyes, no eyes, dozens of eyes.

Humanoid body, fluid body, colossal body, bloated body.

BACKSTORY

Ask for a volunteer for at least one:

I still remember how

_____ reacted when they first saw me.

_____ welcomed me as one of their own.

_____ made me do something terrible.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

REMNANT MOVES *Choose two:*

PROTEAN FORM

Your body was comprehensively twisted by the Fall, but you've gained some mastery over it. *When you contort your body into a new configuration*, roll +Steel. On a hit, keep control and hold 2. On a 10+ hold 3. Spend hold to:

- Grow plates that give you +2 Armour against one hit.
- Fly or travel to anywhere in sight.
- Shift a limb into a wicked weapon (melee, aberrant, brutal)
- Break or slip through an obstruction.

On a miss, the GM will tell you how you temporarily lose control.

ARCANE ABERRATIONS

When you force the power within out to twist the world around you, roll +Lore. On a hit the energy bursts free and does roughly what you wanted, but on a 7-9 there are unintended side effects decided by the GM.

ETERNAL MEMORIES

When you come upon a remnant of the Fall, roll +Lore. On a hit, get 1 Data and the GM tells you something you remember about it from before the world was broken. On a 10+ you can ask a follow-up question.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you lead the family in worshipping the power of the Before or the Fall. The GM says one way it's already changing them.

Agent: Mark and hold 1 when you advise a project with the wisdom of a fallen age. Spend the hold to reveal a forgotten principle or theory the project secretly benefits from.

Rebel: Mark when you seek answers to the mysteries of your creation. Say one thing you remember of that time.

Outsider: Mark when you reject baseline humanity to pursue your own evolution. Mark a place on the map where you might use the energies of the Fall as a catalyst.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

INHUMAN ELEGANCE

When you spend time alone with someone, they become fixated on you. Roll +Sway. On a 10+ hold 3, on a 7-9 hold 2. They can spend your hold, 1 for 1, by:

- Giving you something you want.
- Giving you secret information.
- Protecting you from harm.
- Introducing you to someone important.

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend your hold, 1 for 1, to inspire or distract them with thoughts of you and give their roll Advantage or Disadvantage.

On a miss, they hold 2 over you, on the exact same terms.

PAINFULLY IMMORTAL

When you take Harm, you have +2 Armour against the next hit as your body protects itself.

INHERITANCE

Get one of your Family's inheritance moves.

HARM

- ☐ SHAPE-SHIFTING
- ☐ ANGRY
- ☐ EXHAUSTED (-1 FORCE)
- ☐ SEEING THINGS (-1 STEEL)

DEAD

GEAR

When you Tool Up, say how your body has changed since we last saw you and get a free outfit or weapon tag.

DEATH MOVE

Even mortal injury won't stop the chaos within you. Choose: lose your mind in a frenzy of destruction, becoming a GM threat. Or collapse into a cocoon that will transform you into something new; move to a new playbook.

THE SCAVENGER



Want to know the incantation that charges your solar cannons? The chip that turns toxic sludge into crystal clear water? The location of that lost arsenal you need to fight off the empire next door? Best talk to a Scavenger.

STATS

Choose one and add your Family bonus:

Force -1, Lore +1, Steel +1, Sway 0
Force 0, Lore +1, Steel +1, Sway -1
Force -1, Lore +1, Steel +2, Sway -1

LOOKS

Choose one from each:

Masculine, feminine, concealed,
ambiguous.

Gas-masked face, pretty face, grimy face.

Squinting eyes, calm eyes, appraising eyes, guilty eyes.

Lithe body, scarred body, worn body, athletic body.

BACKSTORY

Ask for a volunteer for at least one:

_____ has much to learn about life in the wasteland.

_____ is why I come back to civilisation.

_____ shares my lust for discovery.

NAME: _____
FORCE ☐ **LORE** ☐ **STEEL** ☐ **SWAY** ☐

SCAVENGER MOVES Choose two:

ARCHITECTURAL EYE

When you take some time to plan out the exploration of a new ruin, roll +Steel. On a 7-9 hold 2; on a 10+ hold 3. While you explore the ruin, spend your hold 1-for-1 to:

- Roll +Steel for Forge a Path instead of +Force.
- Identify and track a danger within in the ruin.
- Find a way to use the ruin as a weapon.

TECH ATTUNEMENT

You can always detect the advanced Tech of the World Before. *When you focus your senses*, the GM will tell you how much Tech there is within a few hundred metres, and roughly where to look.

JUST ENOUGH

Your pack, pockets and carry loops are bulging with scrap, oddments and barter. *When you rifle through your pockets*, you can count on finding:

- Enough preserved food to fend off starvation.
- Some booze, some smokes, or some stims.
- Enough shiny things or scrap to rent a bunk for the night.
- Enough medicine and dressings to treat a wound.

RUIN SURVIVOR

When you find a bolt hole in a ruin, no-one can find you if you don't want them to.

SCRAPHEAP INGENUITY

When you spend a few hours wiring up and harmonising all the odd junk you carry around, you can accomplish great things. Choose a main feature:

- Sensors that can detect any trace of _____
- A shield against _____
- Communication from afar.
- Destruction of whatever it's attached to.

The GM will choose one downside:

- Someone needs to stay with it up to its activation.
- It'll require some potent energy source.
- It needs to charge up before it triggers.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you're put in charge of a group's supplies and provisions. So long as you put food on the table, they'll follow your orders.

Agent: Mark when a group's relying on you to find a crucial component. Say who else is looking for it.

Rebel: Mark when someone convinces you that your Family's hoarding resources. Say one group whose suffering they could alleviate.

Outsider: Mark when your hoard starts whispering to you. Work with the GM to figure out what it wants you to do.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ **SPRAINED**

☐ **WINDED**

☐ **BLINDED (-1 STEEL)**

☐ **BROKEN BONES (-1 FORCE)**

DEAD

DEATH MOVE

When you die you leave behind a map to your greatest stash.

If found it will hold: 2 Tech, a powerful weapon (any four tags), and a years' worth of food and water.

GEAR

Add a free tag to your Outfit when you *Tool Up*.



THE SEEKER



Few fragments remain of the world before, and every day more are lost to the hammers of fearful zealots or the hoards of misers. You're going to change that. Armed with keen insight and a head full of half-remembered lore, you will piece together the broken shards, pry out the hidden treasures and set back into motion the mystic machinery of the world.

STATS

Choose one and add your Family bonus:

Force -1, Lore +1, Steel +1, Sway 0
Force 0, Lore +1, Steel +1, Sway -1
Force -1, Lore +1, Steel 0, Sway +1

LOOKS

Choose one from each:

Masculine, feminine, concealed, ambiguous

Young face, kind face, aged face, pale face.

Naïve eyes, soft eyes, quick eyes, bright eyes.

Compact body, awkward body, fit body, energetic body.

BACKSTORY

Ask for a volunteer for at least one:

I fear _____ hates what they don't understand.

_____ can guide me to the truth.

_____ would soon be lost without my technology.

NAME: _____
FORCE ☐ **LORE** ☐ **STEEL** ☐ **SWAY** ☐

SEEKER MOVES *Choose two:*

VISIONARY ARCHAEOLOGIST

When you come upon the ruins of a structure from the World Before, roll **+Lore**. On a 7-9 ask 1; on a 10+ ask 2.

- What's its power source and how can it be removed?
- What was this made for, and what's happened since it stopped performing its function?
- How was this broken, and how can I repair it?

CURATIVE ADMIXTURE

When you improvise a high-tech treatment for someone's wounds, sacrifice a Device and roll **+Lore**. On a 7-9 pick 1; on a 10+ pick 2:

- They can trigger **Professional Care** without a surplus.
- They ignore wound penalties until they rest.
- They gain +1 Armour until they rest.

WORLD TRAVELLER

You have an innate sense of direction, boosted by your encyclopaedic knowledge of the world.

When you navigate to somewhere you've been before with Wasteland Survival, roll **+Lore** rather than **+Steel**.

EXPERIMENTAL ENERGY PROJECTOR

You have several chunks of scavenged technology, wired together into a deadly if unstable weapon (*ranged, area, aberrant, unreliable*). *When you Fiercely Assault with it*, roll **+Lore** instead of **+Force**, but choose one:

- It goes haywire, affecting far more than you desired.
- The energies turn on you, leaving you with lingering physical aberrations.
- It's damaged and must be repaired in a place of safety.

DUCK AND COVER

If you run or hide instead of fighting, get +1 Armour.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation.

Leader: Mark when you lead the family in a great work of creation. Say what it's meant to do; the GM says what resources you're lacking.

Agent: Mark and hold 1 when you search the wasteland for a solution for a one of your Family's problems. Spend the hold to say a Device you've found will do the job if you can bring it back to them.

Rebel: Mark when you decide the family's misusing their tech. Say what it was designed to do; GM says what side effects its misuse is causing.

Outsider: Mark when you become obsessed with repairing one of the structures in the wasteland. Say a group of Wasteland residents that now protect you.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

- ☐ **WINDED**
- ☐ **GLITCHING AURA**
- ☒ **MIND-SCRAMBLED**
(-1 LORE)
- ☒ **BREAKING DOWN**
(-1 STEEL)
- DEAD**

DEATH MOVE

When you mark off your Dead box, your tech goes haywire. Anywhere from a minute to an hour later (your choice) the entire area is wracked by energy and becomes a scorched, deadly wasteland forever after.

GEAR

When you Tool Up, also gain a Device you recently recovered from the wasteland and say what defences you set off in the process.

THE SENTINEL



There's no safe place in this world, but your kin need someplace to call home. It's your calling, then, to be the wall upon which your families' foes break, the unblinking eye they cannot hide from, and the keen blade that stops them hurting anyone else.

STATS

Choose one and add your Family bonus:

Force +1, Lore 0, Steel +1, Sway -1
Force +1, Lore -1, Steel +1, Sway 0
Force 0, Lore -1, Steel +2, Sway 0

LOOKS

Choose one of each:

Masculine, feminine, concealed, ambiguous.
Handsome face, blunt face, hidden face, scarred face.
Wise eyes, merciless eyes, judging eyes, one eye
Huge body, muscular body, stocky body, compact body

BACKSTORY

Ask for a volunteer for at least one:

I have sworn to protect

_____.

_____ and I stood watch together against the chaos.

_____ helped me get out of a siege alive.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

SENTINEL MOVES *Choose two:*

HOLDING BACK THE TIDE

When you stand in defence of a person, place or thing, roll +Steel. On a 7-9, pick one. On a 10+, pick two.

- No harm comes to the thing you defend.
- You deflect blows raining down on you harmlessly away.
- You force the danger back and away.

CITADEL OF DUST

When you take your time shoring up defences, placing traps and scouting the local area, hold 3. When under assault here, you may spend 1 hold at any time to:

- Blunt an enemy assault, stopping it in its tracks.
- Reveal traps with tags area, brutal, hidden.
- Sneak a small group out behind enemy lines.

ARMoured IN VIGILANCE

When you adjust and repair your armoury at camp, gain +2 Armour on top of any Armour you already have. Lose 1 every time you take a hit until this bonus is gone.

COMMAND

When you give someone an order or warning, roll +Force. On a 7-9 they must do it, freeze, get out of there, or attack you. On a 10+, you only give them two of those options.

STEEL RAIN

When you ambush your enemies with a coordinated strike, your rolls and any Call for Aid attempt the others make have advantage.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when you seek sanctuary for your Family. Say where they'll be safe, GM says what's in your way.

Agent: Mark and hold 1 when you guard an expedition. Spend the hold to reveal a shelter your Family prepared on an earlier expedition.

Rebel: Mark when you fight against a threat that poses no harm to your Family. Say which Faction's helping you.

Outsider: Mark when you protect one of your Family's enemies from them. Reveal the secret backstory that led to this.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ BRUISED

☐ ANGRY

☐ DRAINED

☐ CRIPPLED (-1 FORCE)

DEAD

DEATH MOVE

When you mark off your Dead box, plant your feet and make your last stand. No matter what, you'll remain fighting until your allies are safe and the danger has passed. Only then do you die.

GEAR

Add a tag to your Outfit when you *Tool Up*.

THE SURVIVOR



This world's thrown everything it has at you, and thanks to quick wits and sheer grit you've made it through. Now, your family needs someone who'll get through the monsters of the past and the brutality of the present to get them what they need.

STATS

Choose one and add your Family bonus:

Force 0, Lore +1, Steel +1, Sway -1

Force +1, Lore 0, Steel +1, Sway -1

Force 0, Lore 0, Steel +2, Sway -1

LOOKS

Choose one from each:

Masculine, feminine, concealed, ambiguous

Weathered face, grimy face, friendly face, scarred face

Hollow eyes, sunken eyes, wary eyes, cold eyes

Lean body, bulky body, marked body, quick body

BACKSTORY

Ask for a volunteer for at least one:

_____ reminds me of someone I lost long ago.

_____ will need my help to survive.

I saved _____ from certain death.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

SURVIVOR MOVES Choose two:

THE THINGS I'VE SEEN

Choose what destroyed your life:

The Monsters Birthed by the Fall:

When a horrific monstrosity attacks, name one thing that'll help you survive and take advantage to your first roll that uses it.

The Insane Magic of the Before:

When energies are raging out of control, your Defuse rolls to get out of harm's way have advantage.

The Barbaric Excess of Mankind:

When you Fiercely Assault a group of humans, roll with advantage if you choose to drive them away rather than kill or capture them.

ABLE GUIDE

When you Forge a Path, others can come with you. They decide to come before you roll, and share in its effects.

MENTO

You keep reminders of everything you've lost.

When you make camp, you can tell the story behind one of them to the people there. For the next day, they have advantage when your story is relevant to the situation.

LONE SURVIVOR

After losing so many, each further loss creates not just sorrow but rage. *When you fight to avenge a fallen friend or companion*, get advantage on your rolls. If you win full justice and/or revenge for their death, instead get a permanent +1 to Force.

THIS WON'T KILL ME

When you suffer Harm, roll +Steel. On a 10+ choose two. On a 7-9, choose one.

- Take -1 Harm.
- Get advantage when escaping the source of the harm.
- Ignore all wounds until the danger has passed.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Trigger one at character creation:

Leader: Mark when the thing you survived threatens your Family. Say how they'll need to change to survive it.

Agent: Mark when you swear to keep someone safe. Say what about them reminds you of your past.

Rebel: Mark when your Family acts like the thing you survived. Say how you're hoping to set them to rights.

Outsider: Mark when it's time to move on. Say what you were missing in the Family; GM says where you might find it.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

- ☐ **BRUISED**
- ☐ **STRESSED**
- ☐ **BLEEDING**
- ☐ **CRIPPLED (-1 FORCE)**

DEAD

DEATH MOVE

When you die, choose one of the people present to learn your final lesson of survival. No matter what they'll survive long enough to get back to safety. If their Dead box is checked, instead of dying they wake up later in a place of safety with their Dead box healed.

GEAR

The first time you *Tool Up*, describe a weapon with three tags and say who you took it from. Even if you lose the weapon, you'll find it again the next time you *Tool Up*.



THE UNTAMED



You were not designed to live in society. Not just because of your violent nature, but because your skills and wits are all you need. Fearing no man, no beast, no evil, you rage and do not go gentle into that good night.

STATS

Choose one:

Force +2, Lore -1, Steel +1, Sway -1
Force +1, Lore -1, Steel +1, Sway 0
Force +1, Lore -1, Steel +2, Sway -1

LOOKS

Choose one from each:

Masculine, feminine, ambiguous, concealed.

Wiry body, hirsute body, powerful body, scarred body.

Menacing eyes, dead eyes, hungry eyes, shifty eyes.

Husky voice, growling voice, whispering voice, mute.

BACKSTORY

Ask for a volunteer for at least one:

_____ and I have defied the law together.

I am very proud of how far _____ has come.

_____ thinks I am trouble. So why can't they keep away?

NAME: _____

FORCE ☐ **LORE** ☐ **STEEL** ☐ **SWAY** ☐

UNTAMED MOVES *Choose two:*

FIERCE AGILITY

When you Forge a Path, you can also pick:

"Take 1 harm pushing straight through an obstacle or danger."

KEEN SENSES, KEENER REFLEXES

It's impossible to surprise you so long as you have the use of your senses. Also, if attacked you can always react before the first blow strikes.

RECKLESS FIGHTER

When you roll Fiercely Assault, the GM must always choose:

"Something or someone important to you is harmed."

HALE BEYOND MEASURE

You have +1 Armour. When outnumbered by overwhelming forces you gain an extra +1 Armour.

PEERLESS BRUTE

When you use pure strength to destroy something curtailing your freedom, roll +Force.

On a hit, pick 2:

- *Nothing of value is destroyed.*
- *It doesn't attract a lot of attention.*
- *No one else is hurt or killed.*

On a 10+ gain fleeting advantage dealing with your next physical challenge.

INHERITANCE

Get one of your Family's inheritance moves.

ROLE MOVES

Choose one at character creation:

Leader: Mark when you take charge after your family falters in the face of impossible odds. Say your plan, the GM says how it'll hurt you.

Agent: Mark when you volunteer for a suicide mission. Say who'll die, the GM says who'll survive.

Rebel: Mark when you refuse to fight for your family in a critical battle. Name something, anything, that'll survive the ordeal unharmed.

Outsider: Mark when you refuse to settle down and leave your old ways behind. Name one prominent person who leaves the family to follow you, consequences be damned.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, retire to safety and narrate an epilogue, using as much of your Death move as you wish.

HARM

☐ **INDIFFERENT**

☐ **ANNOYED**

☐ **ENRAGED**

☐ **WUNDED**

DEAD

DEATH MOVE

When you mark off your Dead box, you manage to overwhelm one last obstacle, be it a wall or a platoon of foes. Say what collateral damage you caused to achieve it.

GEAR

Add any tag to your weapon when you *Tool Up*.



QUICK CHARACTER

You're a supporting character: here to assist the party, flesh out the family and give you a voice in the fiction. If you survive this mission, pass this sheet to the family's player for use in later scenes.

STATS

Split +1, 0, 0, -1 between your stats.
Add your family bonus to 1.

RELATIONSHIP

Sibling, child, cousin, aunt, rival, protege or peer of the family's main character.

LOOKS

Masculine, feminine, concealed, ambiguous

Trusting face, scowling face, angular face, worried face.

Rebellious eyes, squinting eyes, calculating eyes, wise eyes.

Muscular body, bony body, heavysset body, graceful body.

NAME

Ada, Anders, Angel, Brigit, Buffalo, Cant, Cato, Cloud, Elijah, Erwin, Eva, Firestone, Flame, Gil, Hive, Isis, It, Leo, Lin, Longshot, Louis, Lux, Makoto, Masud, Max, Moon, Nemo, Nora, Rebar, Silver, Sky, Smoke, Tadpole, Taliha, Wither, Xu.

NAME: _____

FORCE ☐ LORE ☐ STEEL ☐ SWAY ☐

ROLE MOVES:

LEADER

When you train a group for a few days, hold 3. *When they do what you trained them for*, spend hold 1-for-1 to add +1 to their roll's result or take any consequences they suffer onto yourself.

When you die, gain 3 more hold. Spend it when you wish to give another character's roll advantage. Each beneficiary says how your memory inspires them.

AGENT

Say a narrow field you're an expert in: scavenging, diplomacy, hunting, etc. *When you use your skills*, reveal a secret about the situation and get fleeting advantage acting on it.

When you die, reveal your mission's final step. If the party does it, the mission succeeds.

REBEL

When you break your family's code, roll +Steel. On a hit they have higher priorities than punishing you. On a 10+ get fleeting advantage when you socialise with their rivals or enemies.

When you die, your Family finally respects your outlook. Say a way they change in your honour.

OUTSIDER

You have strange abilities. Pick a stat: you can take 1 harm to roll it with advantage. Describe how side effects twist the area or your body.

When you die, terrible energies plague the area. Those that brave the maelstrom can find a Device on your body.

INHERITED MOVE:

HARM

 DRAINED

 WINDED

 HURT (-1 TO A STAT)

 MANGLED (-1 TO EVERY STAT)

 DEAD

GEAR AND NOTES

FAMILY MOVES

BASIC

HOLD TOGETHER

When your Family must resist hardship, temptation or infighting, roll +Mood. On a hit you mostly remain OK, pick 1:

- *You lose people to harm and/or desertion. Get Need: recruits.*
- *Another Family or Faction came through to help you. Give them 1 Treaty on you.*
- *The danger hasn't passed so much as shifted into something more manageable. Say what it is.*

On a 10+ the trial brings you together. Gain **Surplus: Morale** in addition to the other results.

CONDUCT DIPLOMACY

When you call on your Family's allies, say what you want from them and roll +Reach:

- *A meeting with one of their VIPs.*
- *Access to a tightly-guarded location or item.*
- *Information on an opportunity or threat.*

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents had to get help from a third party. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

When you direct your Family to seize or maintain control of a resource, roll +Grasp. On a hit it's theirs, but not without cost. On a 7-9 choose two; on a 10+, choose one:

- *You need to commit to securing it. Tie one of your surpluses to the resource: if you lose the resource, you lose the surplus and vice versa.*
- *There is a cost to your victory. Your family gets a need of the GM's choice.*
- *You hurt somebody; the GM will say who, and they take 2-Treaty on you.*

SUBTERFUGE

When your Family infiltrates other factions, roll +Sleight. On a hit, choose one thing your agents achieve:

- *They make a resource appear more or less desirable.*
- *They cause a scandal within a Family/Faction's organisation.*
- *They hide your own involvement in an action; you may frame someone else in their place if you wish.*
- *They sabotage an asset, making it fail at the worst moment.*

On a 7-9 the GM names a clue you leave behind, or a family or faction that sees through the deception.

POWER UP

When you boost your actions with a marvel of Before or anomaly of the Fall, spend a point of Tech to give a roll Advantage.

UNCOVER SECRETS

When you gather your family's specialists in council, roll +Data spent. On a hit ask 1:

- *"How do I get Surplus ___"*
- *"How do I remove Need ___"*
- *"What's the truth behind ___"*
- *"How can we best make use of ___"*

For each answer, add an appropriate detail to the map.

On a 10+, ask a second question or add to the map one of:

- *A powder keg ready to explode.*
- *A place to shelter from harm.*
- *A barrier that impedes travel.*

FAMILY MOVES

PERIPHERAL

CALL IN A DEBT

When you call on an obligation another Family has to you, spend 1 Treaty and choose one:

- Gain +2 on a move that targets them.
- Take a Surplus from them.
- Get them to back you up, fall into indecision, or protect something important.

Player families can resist by spending 1-Treaty on you, or **Holding Together** if they have none.

LEND AID

When your Family throws its weight behind another, roll +Treaty with them.

On a hit you give that Family fleeting Advantage.

On a 7-9 your Family is exposed to any danger, retribution or unforeseen consequences of their move.

FINDING A SURPLUS

When your family claims or creates a significant resource in the fiction, add it as a surplus.

RIGHT TOOL FOR THE JOB

When your family uses their resources to confront a crisis, erase an appropriate surplus and mitigate or resolve the problem.

FLUSH WITH RESOURCES

If Mood would hit +4, erase a Surplus and pick 1:

- Sell off the excess Surplus for 1 Tech.
- Gift the excess to your allies and gain advantage with Reach until the end of this Age.
- Bond with a great celebration, giving you advantage with Grasp until the end of this Age.
- Finance a network of informants and gain advantage with Sleight until the end of this Age.
- Invest in better equipment. Get a new gear option.

You can only pick each option once per age.

FALL INTO CRISIS

If Mood would hit -4, erase a Need and pick 1:

- Someone takes advantage of your weakness: lose territory or an important alliance.
- Your family falls into infighting: get disadvantage with Grasp until the dispute is resolved.
- Your family retreats into solitude to work through its issues, giving you disadvantage with Reach until they are convinced out of isolation.
- Your family loses discipline and your contacts smell weakness on you, giving you disadvantage with Sleight until you make a display of might and drive.
- Your old tools fail you. Lose one gear option.

You can only pick each option once per age.

CHARACTER MOVES

BASIC

DEFUSE

When you de-escalate a tense situation with:

- *Intimidation or physical exertion, roll +Force.*
- *Fast talking or misdirection, roll +Sway.*
- *Endurance or quick action, roll +Steel.*
- *Improvised technology or remembered information, roll +Lore.*

On a 10+ the situation is safe unless changed significantly. On a 7-9, you've bought some time, but choose one:

- *There's a cost to securing safety.*
- *The danger will soon return.*
- *The danger's still present but threatening someone or something else.*

FIERCELY ASSAULT

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Force.

On a hit, you do it. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

Character list:

You scavenge a Device.

You find out some new info - get 1 Data.

Your avenue of escape is clear.

You inflict savage, terrifying harm, frightening and dismantling your foes.

GM list:

Something or someone important is harmed.

Others will come after you.

You take Harm as appropriate.

The situation is destabilised and chaos will follow.

UNLEASH POWER

When you find a Device, the GM gives you a few clues to what it can do. **When you use the Device,** say a thing you want it to do based on the clues and roll +Lore.

On a 7-9 pick two; on a 10+ pick three:

- *The device does exactly what you wanted.*
- *The device can be used again.*
- *You don't rouse other devices in your environment.*
- *You avoid the device's side effects.*

When you return it to your Family, lose the Device and give them +1 Tech.

WASTELAND SURVIVAL

When you navigate through the wasteland outside of settled lands, roll +Steel. On a hit, pick one: the GM will give you further details.

- *You lose something along the way.*
- *A member of your group is hurt or sick.*
- *An obstacle or threat is blocking your way back.*

On a 10+, also pick one:

- *You discover a hidden treasure in the wasteland, worth a lot if you can secure it.*
- *You discover a secret path you can use to take this route without triggering this move.*
- **You discover a secret:** details on a threat, signs of other peoples, the origin of the Fall.

FIND COMMON GROUND

When you ask someone to work with you, roll +Sway. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if:

...a third party vouches for you.

...they can change specific parts of the task.

...they can back out as soon as it costs them.

...you reduce the threat you pose to them.

...you give them something now that's worth it.

...you reveal your full agenda here.

...their faction/family gets 1 Treaty on you.

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. **If the group agrees,** the helper says how they do it and rolls an appropriate stat.

If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+.

On a 7-9, they also share in your move's consequences.

If they fail, your result drops to a 6- and they share in the consequences.

CHARACTER MOVES

PERIPHERAL

FAMILIAR FACE

When you look for old friends in a new settlement, roll **+Sway**. On a hit, you find someone; on a 7-9 pick two, on a 10+ pick 3:

- You don't owe them.
- They're influential in the settlement.
- They're not tied up in their own crisis.
- They're already interested in your current predicament.

FORGE A PATH

When you find a way across precarious or dangerous terrain, roll **+Force**. On a hit you make the trip, but on a 7-9 pick two, on a 10+ pick one:

- You're exposed to danger as you travel.
- The route you took is lost.
- You can't take gear/other characters with you.
- You take a lot longer than you expected.

INFORMATION IS POWER

When your character draws on your family's research, spend a point of Data and get advantage on a roll.

UNEARTH FORGOTTEN LORE

When you uncover a landmark or custom from the past, roll **+Lore**.

On a 7+, gain 1 Data. On 7-9 ask 1; on a 10+, ask 3:

- Is that a wonder or a horror?
- Where is it drawing power from?
- What dangers is it hiding?
- How can I turn it to my advantage?

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted.

When you have a few hours of peace, heal all minor harm boxes.

PROFESSIONAL CARE

When you rest a few days in safety with access to a relevant Surplus, heal all harm. The GM says how the local area changes while you're being treated.

EULOGY

When you bring a character's relic back to their family, you may spend time with them telling and being told stories of the deceased character's life. If you do, the family's player picks one:

- Their family gives your family 2-Treaty.
- Your character counts as a member of their family - mark a role representing this new relationship.
- Their next Character swears to perform a task of your choosing.

STORY MOVES

ZOOMING IN

When you focus on critical scenes where a handful of people might change the course of history over hours or days, say where you are on the map.

1. The main characters present say what they're there to do.
2. The GM describes details of the environment, or asks the players questions about it.
3. Other players may create or pick up quick characters to fill out the party.
4. Characters select gear according to their family's assets and the established fiction.

Begin play!

TOOL UP

When you Zoom In on a character you may equip them with any of their Family's assets, customised to suit their circumstances.

For each of your Surpluses, pick a relevant benefit:

- Add a tag to a piece of gear for this mission.
- Get as many copies of a weapon, outfit or vehicle as needed to outfit the whole party.
- Add 1 to the quality of a set of followers for this mission.
- Get scout's reports worth 1 Data.

ZOOMING OUT

When events move from zoomed in scenes to the bigger picture, and actions covering weeks and months become important, each player whose main character wasn't involved picks one:

- *They found a new place in their family.* Change their Role.
- *They went scavenging in the wasteland.* Add 1 Tech to their Family's stock.
- *They scouted for information.* Describe a lead that might give you a new Surplus or remove a Need, and get 1 Data.
- *They helped out another Family or Faction.* Gain 1 Treaty on them.
- *They discovered a new danger.* Describe it, and say which other Family or Faction it's threatening.

Briefly describe what the Character got up to and then move to the Family level, describing what actions your family organisation are taking.

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs.

On a 10+ pick a Need. On a 13+, the GM picks one too. For each Need, select another player to choose what crisis it creates for your family:

- *A family member's in trouble.* Someone's ransoming them, or they're stranded in the wasteland, or they're at death's door.
- *A family asks for aid you can't easily give.* Refuse and lose 3-Treaty on them, or get involved despite your limited resources.
- *Something snuck under your radar.* The player picks an option from *Uncover Secrets* as the first sign of danger, adding it to the map.
- *Your resources run dry.* You can't get new supplies from one gear category this session.

Either the other player or the group then fleshes out the details.

THE AGE TURNS

When years and generations pass by, roll +Mood.

On a miss choose two trials.

On a 10+ choose two fortunes and gain 2 Tech.

On a 7-9 choose one trial and one fortune and gain 1 Tech.

TRIALS

Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain Need: revenge.

Your Family was subsumed or enslaved by another Family, and have only recently managed to break away. Take a move from their playbook, but they get 2-Treaty on you.

Starvation and poverty forced your Family to try raiding and thieving, and it pissed people off. Gain 3 Surpluses, your choice, but give 2-Treaty to two other Families.

Something monstrous from out of the wasteland took a particular dislike to your Family and has been hounding them ever since. Say some secret you've learned about it, gain 2 Tech from scavenged parts of it, but take disadvantage on Family moves against it.

A plague ravaged your Family, and no other Families could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any Families you wish but take Need: medicine.

Your Family saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and Surplus: motivation, but take Need: recruits.

Your Family fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and Surplus: leadership, but gain Need: culture.

Disaster scattered your Family. You abandoned your holdings, but you know how to stay hidden better than ever. Gain +1 Sleight and Surplus: Reconnaissance, but take Need: Land.

MAKING CHANGES

Each player:

1. Gives the broad story of their Family through the Age.
2. Changes Doctrine, Lifestyle, Gear and Traditions as desired.
3. Names a new custom they develop to remember this Age.
4. Adds one new threat, opportunity or faction to the map.
5. Adds/adjusts map elements to fit the Fortunes and Trials chosen.
6. Decides whether to keep their old Character playbook, move their original character to a new playbook, or build a new one from scratch. Then they trigger a role move of their choice.

FORTUNES

Your Family goes through a golden age, questioning old philosophies and forging new paths. Gain a new Family move but gain Need: leadership.

Through marriage and trade, you learn one strength of another Family. Take a move from their playbook, but they get 2-Treaty on you.

Your Family spends its time brokering deals and making friends. If you erase 2 of your Surpluses by spending them on gifts and trades you can gain 3-Treaty divided between other Families however you wish.

Your Family found a hidden vault still intact from the World Before. Say what its true treasure was and gain 2 Tech from initial scavenging. However, decades of delving have left you isolated; gain Need: trade.

Your Family finds a windfall, whether through scavenging or by absorbing a smaller family. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: idle.

Your Family builds a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: peace, but take Need: obligation.

You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: weaponry, but someone out there holds a grudge. Take disadvantage on all Reach moves against them until they've been dealt with for good.

A series of messy public disagreements caused many Family members to leave, but it was all according to plan. From their new homes, your exiles send you regular reports on their host's activities. Gain +1 Sleight and Surplus: Spies, but take Need: Recruits.

GEAR

ARMOURY

All families can take weapons with one of these tags:

Melee: useful against targets within arm's reach.

Ranged: useful against targets outside arm's reach and out to a few hundred metres.

Potential tags for the weapons you pick up:

Far: useful against targets hundreds of metres away but within eyesight.

Area: affects a wide area when used, enabling you to take on groups that outnumber you.

Aberrant: uses something other than kinetic force to hurt your enemies - sound waves, radiation, psionics etc.

Brutal: devastates its targets and leaves collateral damage.

Hidden: people won't see this weapon as a danger.

Silent: the weapon doesn't draw attention to you when used.

Non-lethal: it incapacitates and won't deal lasting harm.

Elegant: it's flashy in use and can bypass simple defences.

Many: If you lose or use up the weapon, you have others to hand.

Unreliable: sometime it gets spectacular results, sometimes it fails spectacularly.

OUTFIT

All families can take outfits with one of these tags:

Utility: The outfit's unremarkable and simple, but can be easily repaired.

Camo: You blend in with the natural environment; if you stay still you'll be overlooked.

Regal: The outfit's flashy. Everyone who sees it recognises you and your family.

Potential tags for the outfits you pick up:

Sealed: Negates disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these deal harm to you.

Thermo: Negates disadvantage stemming from freezing or scorching temperatures. Get +1 Armour when these deal harm to you.

Hardened: Negates disadvantage stemming from radiation, hacking, psionics and stranger forces besides. Get +1 Armour when these deal harm to you.

Tough: Negates disadvantage stemming from physical impacts - hail, landslide, suppressing fire, etc. Get +1 Armour when these deal harm to you.

Mantle: High-tech defences provide 1 Armour to you and anyone within arm's reach when activated.

Mobile: Grapples, jump-jets, boosted muscles or similar make it much easier to get around wearing this gear.

Comms: You can send and receive audio messages, as well as limited digital data.

Powered: Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.

Implanted: The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.

GEAR VEHICLES

Vehicles have three harm boxes:

- ☐ Dinged
- ☐ Twisted (get Disadvantage while using it)
- ☐ Busted (cannot move).

When a vehicle takes damage the driver and passengers may also suffer harm at the GM's discretion, though no more than the vehicle took. A damaged vehicle's environmental protection may be impaired, depending on the fiction. To repair, use the same rules as character healing.

All Vehicles have one of these tags:

Land/Water/Air/Space: The vehicle can travel freely in the indicated environment.

Potential tags to pick up:

Land/Water/Air/Space: Get another area of operation.

Mighty: Get advantage when you Forge a Path or Fiercely Assault with the vehicle (melee, brutal).

Swift: Get advantage when you Defuse by manoeuvring out of danger.

Canopy: The vehicle protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Mount: It's alive and can follow simple commands.

Durable: The vehicle gets another Dinged box.

Med bay: Characters treated here don't need a surplus to get Professional Care.

Transport: The vehicle can hold up to 10 passengers.

Turret: A ranged weapon mounted on the vehicle gains the area tag and can be controlled by the pilot.

FOLLOWERS

Between a family acting in concert and a character acting alone there's a middle ground: sometimes a character gets help from a few family members or another small band. In these situations, you can treat the helpers as **followers**.

Followers have two important traits:

- **Quality:** from +1 for decent help to +3 for prodigious skill.
- **Specialty:** a phrase outlining their talents.

When your character is directly assisted by their followers, they increase the action's breadth or scope. Friendly scholars can help you research more quickly and comprehensively, but won't help you come to the right conclusions.

When combat-capable followers fight with you, add the *area* tag to your weapons as they help you to take on a large group.

When assistants act unsupervised outside their specialty, the GM should decide how well they do given the fiction as established.

When followers act unsupervised within their specialty, use this:

UNDER ORDERS

When you send a group of followers to perform a task within their specialty, roll +Quality. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- They fell short in one particular aspect.
- There'll be unfortunate consequences.
- It cost them: their Quality drops by 1.

When a group hits Quality 0 they're no longer useful – they may be wounded, exhausted, or no longer interested in helping you.

To restore Quality, give a group of Followers *Professional Care*.

THE GM

AGENDA

Why are you here?

- *To make the world seem real.*
- *To make their lives historic.*
- *To find out what happens.*

ALWAYS SAY...

- *What your Principles demand.*
- *What rules demand.*
- *What your prep demands.*
- *What honesty demands.*

YOUR PRINCIPLES

How do you hit your Agenda?

- *Create Pressures that Force Evolution.*
- *Evoke the past, think to the future.*
- *Fill the world with ruins.*
- *Begin and end with the fiction.*
- *Nothing is eternal.*
- *Be a fan of the characters.*
- *Apply consequences elsewhere.*
- *Be flexible with your responsibilities.*
- *Make your reactions look natural.*
- *Inform characters, not players.*
- *A Family is a group of individuals.*

THINGS TO DO

- *Draw maps, leave blanks.*
- *Write histories, and reference them.*
- *Name people, think who backs them.*
- *Ask questions and use the answers.*
- *Go around the table.*
- *Take breaks, now and then.*
- *Change up the pace from hours to months and back.*

YOUR REACTIONS

Use these on a 6-, when everyone's looking to you to see what happens, or when the players give you a golden opportunity.

- *Reveal an unwelcome truth.*
- *Put someone in a spot.*
- *Tell them the consequences and ask.*
- *Separate them.*
- *Take away their stuff.*
- *Capture them.*
- *Deal Harm (as established).*
- *Erase a Surplus.*
- *Add a Need.*
- *Turn their move on them.*
- *Give them recourse, solace or comfort.*
- *offer an opportunity, with or without a cost.*
- *Show a remnant of the past, used in new ways.*
- *Show the consequences of past decisions.*
- *Show a downside to their playbook.*
- *Change the World.*
- *Highlight a weakness of their Family.*
- *Use a reaction from a faction or threat.*
- **After every reaction:** *"What do you do?"*

DECISION-MAKING

When a question becomes really important to the game, it can be better not to just decide by fiat which way it'll go. In those cases, there are a few other ways you can do things:

Put it in your NPC's hands: consider, given the situation and who they are, what they would do.

Put it in the player's hands: work out a particular action they might do that'll decide how things go. If they do it, great! If they don't, too bad.

Put it in the story's hands: write it down and keep it in the back of your mind as you steer play towards resolving the question. Once this bit of the story's done, settle the question according to the path that's taken you here.

THE FIRST SESSION

1. DISCUSS TONE AND THEMES

Guide the group through discussing the sort of game they'd like to play. You have a voice in this, of course, but make sure nobody's feeling cowed or silenced during this discussion. At this point, start picking out fictional touchstones your setting can shoot for.

2. FAMILY CREATION

They'll build families, sketch out a world and decide relationships between them. During this step, you should be ready to suggest ideas that can spice up their contributions or add an edge that'll be helpful later. The Surpluses they pick tell you what their strengths are, while their Needs give you initial points of tension to push on. Start thinking of how those Needs might manifest.

Also start thinking about the threats and factions that might occupy this world - what sort of agendas do they have? What sort of powers and abilities, beyond the reach of the characters?

3. CHARACTER CREATION

Work through each character's Role Move, making edits to the map as required.

The roles they pick tell you what sort of story they want to have - at least initially. Start considering ways they can fulfill that role's story and feel like heroes doing it. Also help out during the backstory phase - it's crucial that the relationships between these characters are strong enough to overcome tensions between their families.

4. START PLAY

Start with the characters helping each other out to pursue their role missions, taking occasional breaks to show the family level and work out what things they're working on. Start laying foundations for the threats you thought up in step 2.

For each Family, make an NPC that fills a different Role to their player's characters. Use this NPC to show how the character relates to the rest of the family.

- *Get comfortable with the basic moves; keep an eye out for their triggers.*
- *Write down every detail.*
- *Vary the time scale: sweeps of weeks and months give Families room to breathe, while zoomed-in minutes and hours give Characters a chance to shine.*
- *Turn the players' questions back on them.*
- *Firmly establish each Family's Surpluses and Needs, strengths and weaknesses.*
- *Ask about Surpluses to flesh out the world.*
- *Push Needs to bring urgency to the characters' lives.*
- *Give every character screen time with the other characters.*
- *Put interesting NPCs in the players' Families and hailing from other factions.*
- *Look for seeds you can use for future conflicts.*
- *Twist their ideas by splicing them with ones of your own.*
- *Give them chances to pursue their objectives, with a cost.*

Make the first age pretty simple - a defined crisis that can be resolved within a few sessions. Then trigger the Turning of Ages, and move the clock forwards...



THE CAPITAL

BARTER GOODS
PRESTIGE
PROGRESS
TRADE
DEFENCES

In this world of ruins and wasteland, your Family forged something new, something grand: a city! No mere settlement, not just a fortress or a market by the crossroad: all that and so much more. You have raised the capital of your people.

PERMANENT BONUS

Whoever controls the city has access to the builder's Settled lifestyle move there

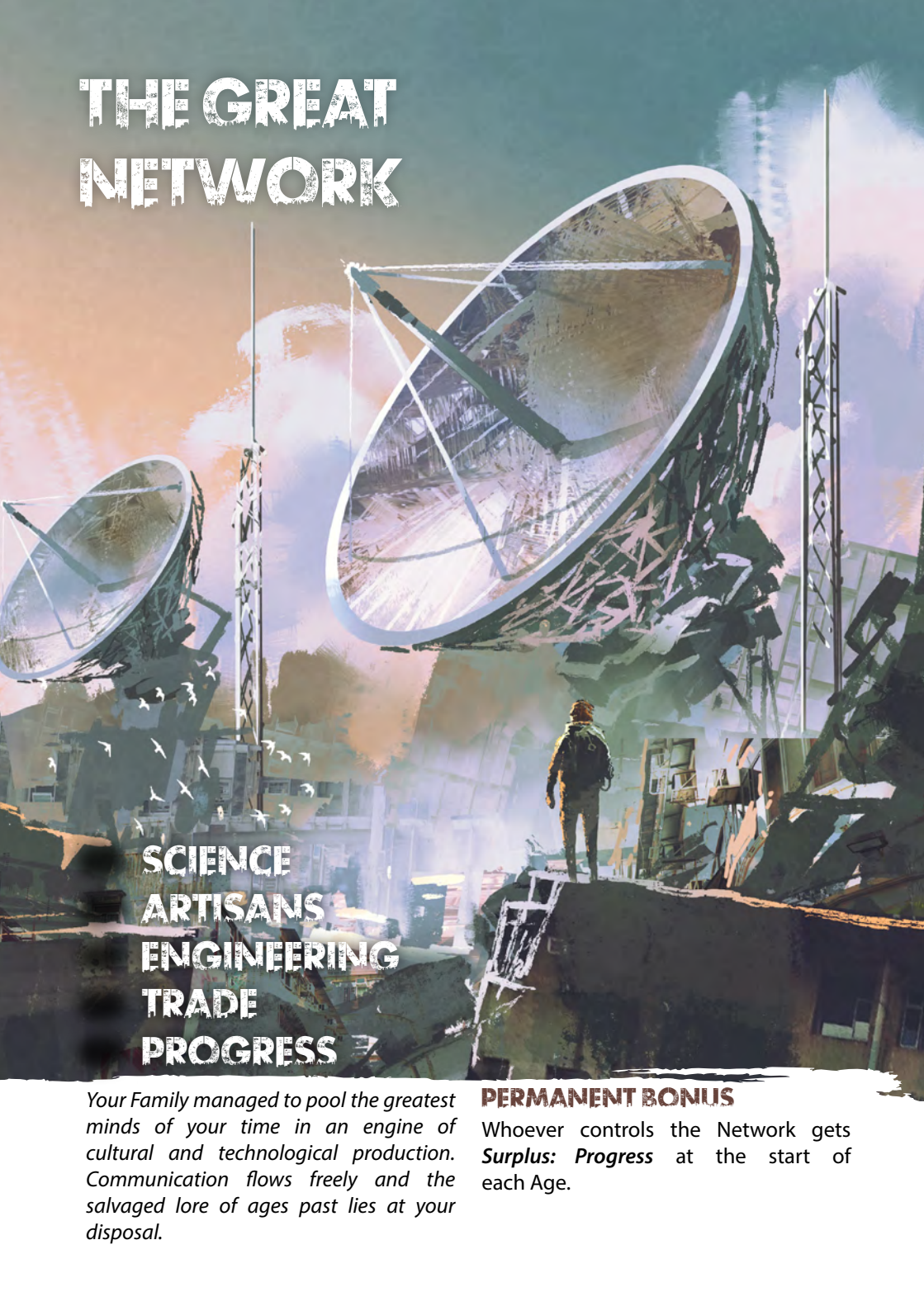
TRIALS

- **The Slums:** your people failed to adapt to the harsh rules of the city and ended up filling its ghettos and slums. The owner tells us what went wrong and you describe why your people remain there. At the beginning of each Age you control the Slums, **Transfer** two Surpluses to the Owner to give your Character a bonus Scavenger move.
- **Plague:** nobody knows if you brought it in or if the Plague simply chose you. Tell us about the symptoms and the Owner tells us how the city contained it. Gain the Needs: Medicine and Recruits. If the Owner donates to you any of your Needs now, you must give them 3 Treaty.
- **Crime Wave:** Tell us what crimes you perpetrated and the Owner tells us how it all ended. **Transfer** one of the Owner's Surpluses to yourself, but lose all Treaty on them and they gain 2 Treaty on you.
- **The Riots:** civil unrest swept the Capital and your Family was right in the middle of it. Tell us about your role in it and the damage it caused. The Owner tells us how the Riots were repressed. Erase 2 Surpluses of the Owner's choice. Your Character and the Owner's start the next Age with one (extra) Firebrand move of your choice.
- **Pollution:** the by-product of civilisation overflows, causing a health crisis. Tells us why your Family lived near the pollution's source; the Owner tells us the consequences. Take 2 Needs of the Owner's choice and 1 Surplus of your choice. **Share** a Surplus with the Owner.
- **Shortages:** a city's always three meals from chaos. The Owner says how riots started and you say why your Family suffered most. **Transfer** up to 3 of the Owner's Needs to you; for every Need gain 1-Treaty on them.
- **Corruption:** worms eat away at the Capital's frame, undoing everything great people worked so hard to build. Tell us why you suffered the worst of it and the Owner tells us the consequences to the city at large. For each -1 to Reach you accept, **Transfer** one of your Needs to the Owner.

FORTUNES

- **Cathedral:** your Family contributed to the glory of the capital with a temple to your Doctrine. Describe it to us. The Owner tells us why it attracted far more people than expected. Every new Age where you still control the Cathedral spend 2-Treaty on any Family or Faction except the Owner to **Share** +1 Reach with the Owner until the Age turns again.
- **University:** you built a centre of knowledge and arts. Tell us how your Family supports the University and the Owner tells us what it looks like. At the beginning of every Age where you control the University, Gain and **Share** Surplus: Knowledge or Culture with the Owner.
- **The Central Bank:** somehow your people ended up in control of all credit in the Capital. The Owner tells us how far your reach goes and you tell us the circumstances that led your Family to this position. Families can Erase Surpluses to put them in your bank. At the beginning of the next Age they can withdraw their invested Surplus and erase one of their Needs.
- **Hospital:** indirectly or not, your Family tends for the weak and the wounded of the Capital. Tell us what the Hospital looks like and the Owner tells us why your Family is perfectly suited for the task. With your permission, Families or Factions can get Professional Care in the Hospital without needing a Surplus. If you ever charge the Owner, they gain 2-Treaty on you.
- **The Great Market:** you control the flow of trade that keeps the Capital alive. Say how you exert control and the Owner says how your influence is kept in check. So long as you control the market, you can give Families or Factions of your choice Surplus: Barter Goods at the beginning of an Age to erase a point of Treaty they hold over you. The Owner always receives the Surplus and does not erase any Treaty.
- **Garrison:** your Family defends the city. Describe the outlook of these forces and the Owner tells us about the greatest challenge you faced on the pursuit of duty. You and the Owner get +2 to Companion Assets when recruiting soldiers.
- **A Palace:** your Family built a safe haven in the Capital. The Owner tells us how you achieved such lofty status and wealth in the city. You describe what is the most valuable thing there and how it is kept safe. Gain +1 Reach as long as you hold the Palace. The Owner's Character gains 1 Sway as long as the Palace is occupied.

THE GREAT NETWORK



SCIENCE
ARTISANS
ENGINEERING
TRADE
PROGRESS

Your Family managed to pool the greatest minds of your time in an engine of cultural and technological production. Communication flows freely and the salvaged lore of ages past lies at your disposal.

PERMANENT BONUS

Whoever controls the Network gets **Surplus: Progress** at the start of each Age.

TRIALS

- **Acculturation:** your Family embraces the Owner's culture in lieu of their own. Adopt the Owner's Lifestyle for next Age and **Transfer** Leadership or Motivation. Tell us what aspect of your culture your people lost, the Owner tells us what you embraced of the Great Network's culture.
- **Brain Drain:** the brightest minds of your Family leave to join The Great Network. Tell us who left and the Owner tells us what they have achieved. **Transfer** Knowledge and Leadership to the Owner and gain 1-Treaty on the Owner, as your former kin intercede in your favour.
- **Archaeological Plunder:** your Family donates (or downright loses) artefacts and relics from the Before to science. Give all your Tech to the Owner, but describe a haunting menace that emerged from their careless research of the past. If you have no Tech to give, the menace afflicts your Family instead as the Owner digs too deep in your domains.
- **Cultural Landslide:** the discoveries of the Great Network put your most basic beliefs in check. Tell us what belief was questioned and the Owner tells us how this new notion spread across all the Homeland. Lose your Doctrine for the next Age and **Transfer** Morale to the Owner.
- **Overspecialization:** with cultural production centred in the Great Network, it's futile to research any innovation. Tell us what tradition your Family held on to above all others, and the Owner tells us of the consequences. Gain a new Family move, but split 4-Treaty as you see fit between the Owner and a Family or Faction of your choice. Those groups provided for what you were lacking during this Age.
- **Dangerous Knowledge:** the Great Network popularised a dangerous new technology or practice with dramatic consequences for your Family. The Owner tells us what it is and you tell us why you were particularly vulnerable to it. You and whoever else the Owner decides gain Need: Safety, Justice or Medicine.
- **Cultural Isolation:** your Family fears being swallowed whole by the Great Network, and decides that xenophobia is the only possible answer. Tell us what sacrifices were made. Set your Reach to -1 for the next Age and Hold Together. But you give the Owner nothing.

FORTUNES

- **School of Thought:** your Family's wise ones create a lasting pillar of knowledge. The Owner tells us what concept from the Great Network you embraced and you tell us how you improved it. You gain the Owner's Alliance Move for the next Age and **Share** Artisans or Safety.
- **Joint Venture:** the brightest minds of your Family join The Great Network project. Tell us how they made your Family proud, and the Owner tells us why most never returned home. You and the Owner both gain 2-Data.
- **The Great Finding:** the Great Network finds a ruin in your lands, full of artefacts and relics from Before. You and the Owner salvage 2-Tech each. Also, name 3 Surpluses that can be found there, and The Owner describes the risks that need to be braved in order to acquire them.
- **Paradigm Shift:** the discoveries of the Great Network validate your most basic beliefs and align them with contemporary lines of thought. Tell us what aspect of your culture was embraced across the Homeland and the Owner tells us how people changed it over time. Any Family who gives you 2-Treaty gains your Doctrine for the next Age in addition to their own. The Owner gets it for free.
- **Research Breakthrough:** the cultural production of the Great Network fuels your Family's research and innovation. Tell us what tradition they decided to elevate above all others. You gain a new Family move, either from your playbook or the Owner's. Give 2-Treaty to the Owner out of gratitude and respect.
- **Radical Notion:** the Great Network spreads social awareness to all levels of your Family. Tell us what changed in your hierarchy. The Owner tells us how it affected their Family as well. Your Character and the Owner's start the next Age with one (extra) Envoy move of your choice.
- **Cultural Integration:** your Family embraces change and becomes an integral part of the broader culture ushered by the Great Network. Tell us how it changed your Family's essence. Take 1-Treaty on each other Family and Faction and give 2-Treaty to the Owners.



REVOLUTION!

**JUSTICE
SPIES
SCOUTS
LEADERSHIP
MORALE**

Your Family engineered a deep change in the existing social order, shattering the methods of production and redistributing wealth. This upheaval became a hurricane, chaotic and sweeping. You are right there in the eye of the storm.

PERMANENT BONUS

If you hold the authority of the Revolution you may declare a single simple rule each Age for society to follow. Anyone who breaks the rule immediately loses 1 Treaty on you.

TRIALS

- **Strike:** your workforce supports the Revolution. The Owner tells us what tragedy sparked riots, and you say how they were harshly put down. Erase one Surplus and gain a Need of the Owner's choice. Your next character starts the next Age with a Firebrand move of your choice.
- **The Crash:** the Revolution brings your economy to a screeching halt. Describe for us a striking sign of these lean times. Erase all but one of your Surpluses. Any Faction that donates a Surplus to your Family gains 2-Treaty on you. If nobody donates anything, you get +1 Grasp as your Family becomes hardened by the harrowing times.
- **Exploitation:** the Revolution failed to improve your lot. You ended up being conquered by a Family chosen by the Owner. **Transfer** your Surpluses to them and gain one of their Family moves. Tell us about the heroic resistance of your people to win back your freedom.
- **Age of Servitude:** in spite of the Revolution's winds of change, the shadow of slavery covers your domain. Say who enslaved who, and the Owner says if the abominable practice ended. You gain the Need: Safety or Morale, and you and the Owner **Share Spies** or **Recruits**.
- **The Coup D'état:** your leadership floundered in the face of the Revolution. The Owner tells us how your leaders reacted and how plotters tried to depose them. You say who was involved and how the coup was beaten. You, the Owner and a third Family or Faction of the Owner's choice that supported the coup remove all Treaties you have on each other.
- **Anarchy Reigns:** your hierarchy collapses in the face of the new order. Tells us of the riots and their consequences; the Owner says how they were put down. You get +1 to Sleight and -1 to Reach and Grasp, but gain 2-Treaty on an unexpected new ally.
- **The Masters' Leash:** the rulers of your people react harshly to any signs of the Revolution, stomping it out. Tell us what sacrifices were made to preserve the status quo. Gain +1 Grasp as your people become militant but gain Need: Justice and Safety.

FORTUNES

- **The People Unite:** the ideals of the revolution spread and create a wider movement among all the peoples of the Homeland. Tell us what shattered this unity, and the Owner tells us what traces of this alliance remain. You and the Owner gain 1-Treaty with every other Family and Faction as the current of goodwill overcomes past differences.
- **Charity Without Frontiers:** in this time of turmoil you are the gentle arm of respite, whether you support the Revolution or not. If you have Needs in common with any Family or Faction, both of you Erase it and **Share** 1-Treaty. Any Surpluses you have that other Families or Factions have as a Need is Erased; they Erase the Need and you gain 2-Treaty on them. The Owner tells us what ended this noble enterprise.
- **The Company:** the Revolution was an opportunity for your Family to exploit the less united. Pick a resource no other Family or Faction has and gain it as a Surplus. Distribute it as a Surplus or Need to every other Family or Faction. The Owner gains 1-Treaty on every Family and Faction but yours, building a united front against your profiteering.
- **Age of Freedom:** people worked for freedom across the Homeland. Describe your Family's secret revolutionaries; the Owner tells us how they fought for the cause. If any faction has Surplus: Spies or Recruits, they lose it and you and the Owner both take 2-Treaty on them. If no one has Surplus: Spies or Recruits, you and the Owner **Share Safety**.
- **Enlightened Rule:** the rulers of your people smoothly embrace the Revolution. The Owner tells us what aspect of the Revolution you embraced. You tell us how much that changed your Family. Gain a new family move.
- **Disaster Relief:** a disaster struck the Homeland, and the Revolution worked together to provide support. The Owner describes the disaster, and you say how the rulers managed the crisis. You and the Owner both gain 2-Treaty on a third Family or Faction of the Owner's choice.
- **The Militant Arm:** your Family couldn't simply watch the Revolution unfold without taking action. Tell us if you stood for or against the Revolution. Give any Family or Faction but the Owner the Need(s): Justice, Recruits, and/or Safety. Take each different Need you distribute as a Need for yourself.



TOTAL WAR

**WEAPONRY
LEADERSHIP
MORALE
TRANSPORT
RECRUITS**

War never changes. Your Family stoked the furnaces of wrath and became a well-oiled engine of murder and destruction. The cause is all that matters, and your people will lay down all their lives for it if needed be.

PERMANENT BONUS

The war leaves behind a bastion, monument or demilitarised zone. Whoever controls it gains +1 Grasp.

TRIALS

- **Great Battle:** a devastating clash of wills scarred the land forever. Chose a Homeland landmark or settlement important to your Family. Erase it and describe the damage done to the land. The Owner tells us who they fought there. If they fought you, pick a Need of the Owner's choice.
- **Scourged:** your people were systematically hunted down during the Total War. The Owner tells us the hunters' identity and you try to explain their reasons. Every other Family or Faction except the hunters supported your Family, and so the hunters lose 1-Treaty on each of them. **Transfer** Recruits to those who hunted you down.
- **The Doomsday Weapon:** a device of horrendous power was unleashed upon you. You and a neighbour Family or Faction of your choice erase a Surplus and gain a Need of the Owner's choice.
- **Irregular Warfare:** your people were infiltrated by saboteurs, agitators and terrorists. Hold Together, and on a miss lose 1 Grasp for the next Age. The Character of a Family of the Owner's choice starts the next Age with one (extra) Firebrand move.
- **Scorched Earth:** those who attack you go to great lengths to destroy everything you have. Gain two Needs of your choice and mutually erase all Treaties with a Family or Faction of the Owner's choice.
- **The Great Betrayal:** one of your allies turned on you at the worst possible moment. Choose one Family or Faction you have Treaties with. **Transfer** all Treaties you have on each other to the Owner, who must use them all right now. Gain 2-Treaty on the Owner or the aggressor, your choice.
- **Refugees:** your civilians desperately flee from the front lines. The Owner tells us what they are running from and you tell us about their greatest tragedy. Gain Need: Recruits, and **Share** another Need of yours with every other Family or Faction but the Owner.

FORTUNES

- **Pre-emptive Strike:** offence is the best defence. **Transfer** a Surplus of your choice from some Family or Faction chosen by the Owner to yourself and the Owner.
- **Neutrality:** cooler heads prevailed and avoided bloodshed; a miracle of diplomacy! Gain 2-Treaty on a Family or Faction of the Owner's choice. You and the Owner gain 1-Treaty on each other.
- **Arms Deal:** approved or not, an exchange of secrets and advanced weapons happened; tinder to the fire that will consume us all. **Share** the Enclave move "Future Shock" with the Owner for the next Age. You must spend all your Tech on a **Claim by Force** effort right now or lose it all.
- **Web of Alliances:** the road to hell is paved with honourable and loyal intentions. You must **Claim by Force** something that belongs to a Family or Faction of the Owner's choice. Gain 2-Treaty on the Owner.
- **Trade Embargo:** not every murderer holds a gun, and not every tyrant kills with cannons. You must **Call in a Debt** with every Treaty you have on a Family or Faction of the Owner's choice. Now.
- **The Leader:** all it takes to change history is the unbreakable will of a single individual. Gain the Surplus: Leadership and a new Family move. But the Owner gains 2-Treaty on you as your leaders fall in line with the ideals behind the Total War.
- **Deus Vult!** The atrocities of war can lead religion to flourish, but they can also cause faith to wither away. Distribute Morale as a Surplus or Need (your choice) to Families or Factions of the Owner's choice. You and the Owner gain +1 Reach for the next Age.



THE AGE OF DISCOVERY

**SCOUTS
PROGRESS
TRANSPORT
LEADERSHIP
TRAVEL THERE AND BACK**

The Homeland was never enough for your people. Beyond the horizon, the ruin-choked hills, the acid seas, you knew there was be a fabled land full of riches. Your people led the way, and the rest of the Homeland followed behind.

PERMANENT BONUS

You control the transport routes. You get advantage on *Wasteland Survival* when making the crossing, and can give others disadvantage on their own journeys.

TRIALS

- **Piracy:** in the wastelands from here to there the outlaw rule. Tell us about the pirates' identity and the Owner tell us of their usual victims. Draw their lawless den on the map and name two Surpluses they've got, the Owner names one of their Needs.
- **Rebellion:** The inhabitants of the new frontier threw off the shackles of distant rule. The Owner tell us how your Family ended up knee deep in the rebellion, and you tell how it was violently quelled. Draw a settlement that suffered the worst of it and pick a Need of the Owner's choice to give your Character a new Survivor move.
- **Hostile Territory:** your colonists never truly stood a chance. Tell us what little your expedition reported back about the natural or intelligent hazards they encountered, and the Owner tell us how they were vanquished. Draw a 3 Surpluses cache on the newfound land map, marking where your colonist's camp used to stand. The Owner tells us why this cache is so hard to get.
- **Exodus:** the lure of fortune and fame caught your Family firmly in its grip. The Owner places 2 Surpluses on the newfound lands, and you draw a settlement of your people close by. Make it into a new Faction and **Transfer** two Surpluses to them, while the Owner **Transfers** two Needs to them.
- **The Fever:** a new Resource is discovered in the newfound lands, becoming exceedingly valuable overnight. The Owner tell us about what makes it so valuable and you place as many sources of it as there are Families in game on the newfound land map. Anyone who doesn't have it as a Surplus at the end of the Age gains Need: Morale, Motivation and Recruits.
- **Forced labour:** whether it was transported convicts or press-ganged locals, the new colonies were built by unwilling hands. The Owner gains the Surplus: Engineering and Barter Goods, but you and any Family or Faction of your choice gain the Need: Justice or Recruits, your choice.

FORTUNES

- **The Great Colony:** Draw a fortress you conquered or built in the newfound land. Name 3 Surpluses that will always be available to whoever holds the fort, and the Owner names a Surplus that must be sacrificed in order to conquer it.
- **The Silk Road:** place up to 3 Surpluses on the newfound land map. Whoever seizes them and takes them back to the Homeland will gain an extra Surplus of the Owner's choice. They then **Share** the extra Surplus with you and the Owner.
- **New Friends:** The Owner tell us what was impressive about the land's inhabitants and you tell us about how you two became close allies. Draw the Hostile Grounds where they still rule. You and the Owner gain 2 Treaty on them.
- **Cornucopia:** place different 3 Surpluses on the map. These resources must be original and exclusive to the Newfoundland. Whoever acquires them gain the Surplus: Trade as well, and if anyone manages to get all 3, they gain Surplus: Progress and **Share** it with the Owner.
- **The Captains' College:** draw on the map the place where legendary captains learn their craft. Whoever controls this building gains Surplus: Spies and Scouts. Your Character and the Owner's start the next Age with one (extra) Envoy move of your choice.
- **The Company:** a new Faction emerges from your combined might to exploit and control the newfound lands. Draw their sphere of influence and the Owner draws their seat of power. You and The Owner each pick a Surplus and **Share** it among each other and with this new Faction.

THE ENERGY REVOLUTION



**SPIES
ENERGY
PROGRESS
SCAVENGERS
ENGINEERING**

How far would you go to give those you love prosperity? Would you burn the land of your ancestors? Would you poison the air your children will one day breathe? Would you trade the night sky for a perpetual hellish glow?

PERMANENT BONUS

Double all your Tech earnings for as long as you have *Surplus: Energy* as the treasures of the Before come to life in your hands.

TRIALS

- **We Need This:** the revolution revealed a deficiency so severe that your people refuse to go back. **Share Surplus:** Energy or Surplus: Engineers with the Owner. If at any point during the next Age you don't have both Surplus: Energy and Engineering, gain Need: Motivation.
- **Knowhow:** your people depend wholly on others to operate and maintain the Energy Revolution's required infrastructure. Gain Surplus: Energy or Progress, but split 4-Treaty as you see fit between the Owner and a Family or Faction of your choice. They provided the knowledge you needed during this Age.
- **Pollution:** progress for you means caustic smog, acid rain and black tides. It means sickly children, failing crops, and death. Tell us how your lands were defiled, and the Owner tells us the origin of this poison. Draw Hostile Grounds around an important settlement to you, the Owner tells us about its nature.
- **The Curse:** prosperity brought by progress becomes excess and vice. Every luxury is taken for granted and your people are no longer willing to work for the things they desire. You gain a special Need: Curse. Erase 3 instances of Surplus: Morale, Leadership or Progress to finally lift the curse.
- **Tribal Warlords:** the power to destroy a thing gives you absolute control over it. As fate would have it, the oppressed of yore now hold the keys to the future. Draw an area in the Homeland controlled by this new Faction. They gain the 3 last Surpluses invested in this Wonder and 2 Treaty on the Owner.
- **Meltdown:** they told you all it was safe, that you had nothing to fear. Were they lying or too aloof to properly assess the danger? Tell us where the disaster happened, and the Owner tells us the extent of the damage. You and a neighbour Family or Faction of your choice erase a Surplus and gain a Need of the Owner's choice.

FORTUNES

- **Black Gold:** it changed everything - a physical energy source that can be stored, hoarded and stolen! Distribute this new **Surplus: Black Gold** across the map in 5 different locations. The Owner tells us what needs to be done to acquire it. Use **Surplus: Black Gold** to replace one requirement in any Wonder.
- **Logistics:** your people are now part of a distribution network that moves wealth around and can overcome want and need. Draw a connector between at least three settlements. Any faction/family linked by this connector can erase Needs that other members of the network have as a Surplus.
- **The Power Grid:** darkness and lethal cold were pushed back by the wave of energy. Draw an area in the Homeland containing the Owner's settlement. Inside this area, any **Unleash Power** rolls with Advantage and **Power Up** gets +2 per Tech point spent.
- **The Factory:** it stirred like an awakening monster. It belched forth waste. And then it was alive, churning goods faster than you can consume. Draw the Factory linked to a connector. Whoever controls the Factory receives 2 Tech and Surplus: Progress and Engineering at the beginning of every Age, as long as they don't have Need: Energy and/or Engineers.
- **War Machines:** how come the ancients allowed a ravenous beast like this to move around? What kind of people would need so many weapons like this? Gain Surplus: Energy and Transport. As long as you have both roll Claim by Force with Advantage and add a free tag to your Character's weapons and vehicles.
- **The Revelation:** an unknown miracle of engineering powers up in your hands, though its full potential is still untapped. Start the next age as the Machine, the Promethean or the Remnant, picking an extra move when building them. Others can start as the other two Characters with the extra move if they give you 2-Treaty.