



LEGACY

LIFE AMONG THE RUINS
2ND EDITION



BUILDING A NEW WORLD IN THE RUINS OF THE FUTURE



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2ND EDITION

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MARCH 2018

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Published in partnership with Modiphius Entertainment.

Printed by Livonia Print Ltd, Ventspils iela 50, Riga, LV-1002, Latvia

Modiphius Entertainment Product Number: MUH051227
ISBN: 978-1-912200-56-6

Game system is based on Apocalypse World by D. Vincent Baker and Meguey Baker.

This book was produced using Adobe Creative Cloud.

Typefaces: Body in Garamond, Headings in Raleway, Chapter titles in Urban Jungle.

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FOREWORD

It's been more than two and a half years after I first sent *Legacy: Life Among the Ruins* out into the world.

In that time, the game has picked up a loyal community, we've released more books packed with great ideas from unexpected sources, and the Powered by the Apocalypse and broader story game community has made huge strides figuring out how to write games that entertain, challenge, and prompt unexpected feelings in their players.

There's also been a bunch of interesting new fiction sources released that have inspired me to write more *Legacy* material, from *Mad Max: Fury Road* to *The Fifth Season*. With the lessons we'd learned over the years and new ideas burning in our brains, we made a new version of *Legacy*: bigger, bolder and better designed.

Legacy is a game about adapting to the upheavals that have upset your world, holding close to those dear to you, and building a new life together. Especially in these current times, I'd rather tell stories of recovery than stories of destruction – I hope you agree!

JAMES ILES

Do you believe? In yourself, in a dream, in your friends and loved ones?

Believe!

The world needs your energy – to change, to evolve, to go from dreams to plans, from plans to action.

Thanks to my wife, my sisters and friends, to all of you who believed from the beginning. And once again thanks to James for the opportunity.

DOUGLAS SANTANA MOTA

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The world your forebears knew is gone, ravaged by a catastrophe so wide-ranging that few living even know its origins. The new world is twisted and strange, filled with the distorted remains of the world before and the strange new things created by the Fall.





ENDINGS AND BEGINNINGS

Into this world step the survivors, bound together by blood or ideology or desperation into something new. You play through their stories; as they explore new realms, suffer dark times and celebrate great victories, you craft a new world together.

At the heart of these stories will be your characters. Learned or savage, diplomatic or dictatorial, your family's history is defined by the characters you make. As the ages turn, their actions shape the world.

Legacy is a game about what comes after the apocalypse. It's about different ideologies competing or co-operating to rebuild, evolve and adapt. It's about building a new world, permanently marked with monuments to the efforts of your ancestors.

Fiction inspiration comes from video games (*Fallout*, *STALKER*, *Horizon: Zero Dawn* and *Civilization*), books (N. K. Jemisin's *The Fifth Season*, Walter Miller Jr's *A Canticle for Leibowitz*, Jeff Vandermeer's *Borne*), and film and TV (*Mad Max*, *9*, *Enter the Badlands*). Don't feel restricted to those, though: any sort of setting that considers how people might adapt decades and generations after an apocalypse can be mined for ideas!

Legacy is a cooperative storytelling game for 3 to 6 players, who build the world and tell its stories together. As a Powered by the Apocalypse system this game is heavily influenced by Vincent Baker's *Apocalypse World*, as well as offshoots like *Dungeon World* and *Monsterhearts*. Other mechanics and concepts have been inspired by *Mummy: the Curse*, *Tenra*, *Bansho Zero*, *Burning Wheel Gold*, *Sorcerer*, *Danger Patrol* and more – give them a read and see what inspires you!

BASIC RULES

Each player controls a family: a group of survivors bound together by blood, ideology or practicality. Your family playbook says how your family was changed by the fall, and what strength they used to survive – faith, science, might, or something stranger.

Your story starts with the first generation of survivors able to look beyond the next day and their immediate survival. Starting with that first age of discovery, you'll tell the story of your families building a new world from the old world's ashes.

Each age will present new challenges, and you'll move between the actions of the family at large to specific heroic characters from their ranks as you tell that age's story. Sometimes characters from multiple players' families will work together; other times the story will focus on one player's family, and other players will pick up Quick Characters to fill out the cast.

As your characters work to protect their family, undermine their enemies and explore the wasteland, they may move between different roles in their family, changing the family's makeup and gaining more experience. As characters die or step back from an active role in the family, they leave behind a relic – a tool of theirs that future family members can use to remember them and call on their skills.

When the drama of the current age has been resolved or someone completes a grand project, the ages turn. You move the clock forward a significant chunk of time – maybe a few years, a generation, even a century. Each family goes through trials and fortunes based on their resources, and this determines how they begin the new age. The game moves back to the family and character levels, and the story continues.

One of you won't control a Family but instead take the role of Game Master (GM). The GM is there to keep track of the setting, provide resistance and challenge to the characters, and make sure all the players get an equal chance to shine. They're also there to portray non-player characters (NPCs), voicing them in conversations and giving the players a supporting cast. It's a role with a different set of responsibilities, detailed in their own chapter of this book. The GM also normally (though not always) takes the role of facilitator, arranging the game sessions and making sure the rules and procedures of the game are followed. If you'd like to run this game but aren't comfortable keeping all the rules in your head or making the real-world arrangements of session planning, ask for volunteers among the other players.

THE CONVERSATION

Legacy draws on the rule design philosophy of Vincent and Meguey Baker's *Apocalypse World*, which means that it concerns itself first and foremost with the conversation that's happening at the table. Legacy is a roleplaying game: a conversation between the players and the GM, working together to build a story and see what happens to the world. Most of the time you'll be talking without using any rules. The players describe the actions their characters or families are taking, the GM describes how those actions change the situation, and the conversation continues.

Sometimes events in the ongoing conversation will activate a discrete chunk of rules (called a "move") that guides the story based on the player's dice rolls, choices or established fictional circumstances. Each move has an in-fiction trigger. This is something your

FOR POWERED BY THE APOCALYPSE VETERANS

Here's a breakdown of what Legacy is doing differently from other PbtA games:

Each player has two playbooks: Family and Character. Most of the time you'll be zoomed out (using Family moves) or zoomed in (using Character moves).

Broader scale. The actions families take can change regions of the world, move armies, and bring entire factions to their knees. Even at the character level, moves focus more on the outcome of your actions rather than the moment-to-moment back-and-forth.

Disposable characters. Your character is built to burn bright, make a big impact on the world, and then die or retire. When the story is focused on a particular Family, other players can build Quick Characters from that family to act as support for that player's main character.

Advantage not +1. Where other PbtA games give situational modifiers in the form of ± 1 to the roll modifier, Legacy uses advantage/Disadvantage – roll 3 dice and take the highest 2/lowest 2.

Episodic Play. The game is divided into specific periods of history called ages. Once you've dealt with the current age's drama you skip forward a significant chunk of time, with moves giving you glimpses at what happened in the intervening time.

character or family has to do in the story for the mechanics to start up. The consequences of moves are often just as much fictional as mechanical.

It's vital to note that you can make big changes to the world without triggering any moves by building on elements already established in the story. If someone's already offered to help, you don't need to roll **Find Common Ground**; if you've positioned an invisible force-field between you and an enemy, you don't need to roll **Defuse** to avoid their fire. Other times you may want to use a particular move, but be unable to. If you're in a bad situation – say, tied to a chair with your hands behind your back – your ability to hit your moves' triggers and use them to move the story in a favourable direction will be severely limited.

Simply put: everything in the game starts and ends with the story you're telling. Moves tell you how particular flashpoints in the story play out.

THE GM'S ROLE

The GM doesn't make moves, but instead has reactions. These are specific ways to guide the story towards Legacy's themes and create a fun experience. The GM never rolls dice, and instead uses reactions in response to the players' actions: when a player rolls a 6 or below, when everyone looks to them to say what happens next, or when the players do something with already established consequences (a 'golden opportunity').

Each GM reaction is a way of raising the stakes, shaking up the situation and providing adversity. Check out Chapter 7 to see more details on these.

MAKING YOUR MOVE

Moves vary in complexity. The simplest don't have any sort of dice roll or choices; they just state that this fiction trigger will lead to this outcome. Others give you choices, or use dice to make the outcome less predictable.

When a move uses dice, you'll be told to roll +Stat. This means you take two six-sided dice, roll them, and add the total to the stat indicated.

- A 6 or lower (6-) is a setback. The GM makes a reaction, adding complications to your life.
- A 7 or above is a hit. You've succeeded, at least partially:
- A 7-9 is a mixed success. You don't succeed fully, or maybe there's a cost.
- A 10 or above is a full success. You succeed with style, and maybe learn something about the world.

ADVANTAGE AND DISADVANTAGE

When you roll with advantage, roll 3 dice and pick the highest two.

When you roll with disadvantage, roll 3 dice and pick the lowest two.

If you have advantage and disadvantage, roll normally.

Sources of advantage will specify which actions they apply to, and if they ever run out. Fleeting advantage is a special case that simply boosts your next roll, whatever move it's for, and then goes away.

Stats range from -1 to +3. Here's how different stats affect your chances:

Stat	Chance of 6-	Chance of 7-9	Chance of 10+
-1	58%	34%	8%
0	42%	42%	16%
1	27%	46%	27%
2	16%	42%	42%
3	8%	34%	58%

MOVE EXAMPLE

FORGE A PATH⁴

When you find a way up, through or over precarious terrain², roll **+Force**³. On a hit you make it to your destination. On a 7-9 pick two, or on a 10+ pick one:

- You're exposed to danger as you travel.
- The route you took is lost.
- You can't take others with you.
- You take a lot longer than you expected.

1. The name of the move. All moves are formatted in this way.
2. The fiction trigger for the move. If your character does this, you carry out the move; if you want to activate the move, you need to perform the trigger.
3. The stat that you add to the dice roll.

EXAMPLE OF PLAY

To give you an idea of what Legacy looks like in play, read on. Don't worry if you don't understand everything that happens – it'll all be explained later!

This group has decided that their wasteland is a parched desert, scoured of life after weather control devices went out of control. A recent attempt by the players to bring rain has had disastrous effects: swarms of giant insects hibernating beneath the earth were awakened by the moisture and are now hunting for more, threatening to devour the homeland's crops, livestock, and maybe even populace.

The GM starts by asking questions to set the ball rolling.

GM: You've seen what those swarms have done to the outlying settlements – you've got a month or so before they hit you. How are you dealing with the refugees?

Erika: (controlling The Players, a travelling Gilded Company of Merchants that trade in performance and music). We don't have any land to house them, but we do need recruits. Any refugee willing to sign on will be well-fed and trained up.

GM: OK, that gets you a dozen or so rookies, though they'll need some training before you can mark off that need. How about you, Morton?

Zach: (Playing The Academy, an Enclave of Fallen Lore who conduct their experiments in an underground bunker). We're pretty resource-stretched down here already. I'll cash in some of my treaties with the farmers around here to get them to take the refugees in.

GM: Alright, so the immediate crisis is kept under control but those bugs are out there. What's the plan?

Zach: I think we can put something together: I'm using Weird Science to build a nerve agent that'll eradicate the bugs but leave us unharmed.

GM: I get to pick what you need to make that, right? I'll choose 'It'll take weeks to build' and 'you'll need to erase a certain surplus' – specifically, Rare Materials. You need hard-to-find chemicals for this.

Zach: Hm. Well, might as well ask around to see if anyone's heard of a good place to find them.

The Academy send agents out to their allies for information, triggering the Conduct Diplomacy basic move. Zach rolls two dice and gets 8; that plus his Reach of 2 makes 10, a full success.

Zach: Alright, I'll choose that I learn an opportunity for profit; I get advantage acting on it, and 1 Data.

GM: You hear from some traders that the Well's recently found some hidden scientific supplies, which they're selling for a high price.

Zach: Great, I'll need a negotiator. Erika, you want to help out?

Erika: Sure. We'll send a truck from our convoy with your people. We have friends at the Well that can help.

GM: Sounds like you're triggering Diplomacy, Erika.

Zach: I might as well put our weight behind that too.

He adds his Treaty rating with The Players to a 2d6 roll and gets an 11, meaning that Erika gets a boost to her Diplomacy roll.

Erika: Thanks! So I add that to my Reach of 1 and a... 6 on the dice. An 8. I get a meeting with a VIP at the Well, but we needed the Dust Devils to vouch for us, so they get 1 Treaty on us.

GM: OK, let's **Zoom In** there.

When you move from the family to the character level, you set the scene, say which characters are there, and decide what gear they're carrying.

GM: After a week of travelling through the parched desert wasteland, you arrived at the Well – a giant hole bored into the earth with a settlement around its rim. It's Rex and Dupree, I assume?

Erika: (Playing Rex, an Envoy) Yep, plus some extra support from the Players. I've brought some hardy, utilitarian travelling clothes and one of our sturdier trucks, piled with the devices Dupree's brought to trade.

Zach: (Playing Dupree, a Seeker) Not before I've had a chance to see the chemicals though! I'm perfectly comfortable in my temperature-controlled biosuit, though it's not subtle. I also put together our intel on the Well before leaving, in case it'll help negotiations.

GM: Right, so you've driven into the town around the borehole and parked outside the foreman's mansion. You head inside, stepping over drugged-up people and around gaudy drapes hanging down, and reach the foreman. He's lying on cushions surrounded by followers who are currently topping up an incense burner that's filling this area with mind-numbing smoke.

Erika: I'll take the lead. "Your eminence, we have travelled far to trade with you. You have recently extracted strange resources from the world before, but I doubt that they are of much use to you. We will happily take them, and in exchange give you potent tools used by the ancients of old and far more useful to your current circumstances."

GM: Sounds like you're trying to **Find Common Ground**. Roll it!

Rex has a Sway of +2, but that's not much help when the dice come up 3.

GM: The Foreman's small eyes glower at you. He says, "I got no patience for outsiders telling me what I need. Leave the toys here. If they're as good as you say, maybe we can make a deal. Maybe."

Erika: I bow graciously. "Thank you, your eminence. If you please, my friend and I will retreat and discuss your most kind offer." Then I drag Dupree out of there before he opens his mouth and gets us in trouble.

Zach: Once we're by the truck I turn to Rex. "Well, I guess we're not going with that, eh?"

Erika: "Only if you want to leave here with nothing." I try and remember what happened last time I was here with Long Memories. 5 on the dice plus my Lore of 2 gives me 7 – I name a secret and an enemy of the foreman's. Let's say... the foreman picked up a taste for a strange drug of the before, and has been sending secret crews to search the borehole for more of it. Some of the crews are getting angry at risking their lives for their boss' addiction, and have started plotting against him.

Zach: Would be good to have a backup plan too. I'm going to look for friends, see if we have some allies we can use in the area.

GM: Sounds like you're trying to find a **Familiar Face**. Give me a Sway roll.

Zach: I'll boost that with a point of Data. I'll say that we found out the Well's miners have been buying some of our tech under the table to better survive down there, and they might appreciate getting the stuff straight from the source. Rolling Sway with advantage gives me... an 11!

GM: OK, nice. Pick your options.

Zach: I'll say that we don't owe this miner, they're influential in the settlement, and they're invested in our mission – maybe they have relatives facing starvation. On the downside, they're caught up in a crisis of their own.

Erika: Great. Let's send the truck out of the city so they don't steal our stuff, then go and meet these miners.

The two head out into the settlement, and the game goes on...

QUESTIONS TO CONSIDER

The GM chose to give the insecticide production a long development time and a surplus cost. Do you think those were appropriate requirements, for an action that would resolve the main crisis of this age?

How would a different **Conduct Diplomacy** result have changed the situation? If the Academy had rolled a 6 or lower, would they still have heard about the Well's bounty? If so, what extra complications might have been revealed?

Zach spent data to add a detail about the Well's miners. How would you include this information in future scenes? How would it have changed things if he'd instead used that data to get blackmail material on the Foreman? What's the most outlandish thing you'd be OK with a player introducing in his position?

BEGINNING YOUR GAME

To play Legacy, you'll need at least 3 players, one of whom takes the GM role: managing the fiction, describing the world's response to the player's actions, and helping adjudicate rules.

You'll also need copies of the Family and Character playbooks, the basic moves handouts, the Homeland sheet and at least two six-sided dice.

Here's how to get started:

STEP 1: DISCUSS TONE

This book has 11 family playbooks and 13 characters. With so much freedom of choice people can pull the tone of the story in a dozen different directions. While many great tales can flourish in these unexpected interactions, sometimes you already have a mood in mind and would rather see what happens when you play within that space.

As a group, decide which of these modes you want to include: lock it down to one, or mix in multiple flavours. Whichever you decide, they're here to narrow down the playbook options and get you all on the same page.

RUINS

Under Ruins, characters and families are far removed from the technological wonders of the Before, ending up at a state pretty similar to the modern world. The technology that exists is scavenged and temperamental, and the playbooks are grounded and mortal. This setting is a good choice for groups new to Legacy. Think *The Road*, *Mad Max*, *Roadside Picnic* and *The Walking Dead*.



ECHOES

In Echoes, advanced and bizarre technology is commonplace – and this is reflected in their playbooks. They might be users, masters or victims of these weirder elements, but they remain, in essence, all too human. Think *Fallout*, *The Matrix*, or *Horizon: Zero Dawn*.



MIRRORS

With Mirrors, all expectations of normality are thrown out of the window. Mutants, aliens, mystics, psychic power... anything goes. They playbooks draw on such varied sources as *The War of the Worlds*, *The Planet of the Apes*, and *Terminator*, with players stepping into the inhuman shoes of those works' antagonists. Technology could have you hopping dimensions or travelling through time, and weirder things besides. Each of these playbooks moves you far away from a baseline post-apocalyptic setting: make sure that you work together to create a setting that still feels cohesive and real.



CONTENT

Discuss the sort of tones and themes you'd all like to deal with in the game. Post-apocalyptic narratives can plumb the depths of depravity and misery (see *The Road*, or *A Boy and His Dog*), but they don't need to. I'd recommend you discuss a general age rating for the game – if it was a movie, would it be family-friendly (*Wall-E*, *Nausicaä of the Valley of the Wind*), more mature (*War of the Worlds*, *I Am Legend*), or restricted (*The Book of Eli*, *Mad Max: Fury Road*)? Beyond that, if there's a specific topic you don't want to address in the game, let the others know. Be willing to accept others' requests too – you're all here to tell a story together, and that works a lot better when you know and accept each other's boundaries.

To help guide these discussions and navigate unexpected issues with sensitive topics in play, I'd recommend finding the Same Page Tool and the Script Change Tool online.

STEP 2: FAMILY CREATION

Each non-GM player takes a different Family playbook. Place the Homeland sheet where everyone can see it. If the GM wants, they can pick a few playbooks that nobody's using to be non-player Factions competing with the players.

Pick Stats. Your choice says something about the world: when you pick a stat array, read its description to the group.

Pick Traditions. These give you an idea of their style, how they're organised, and how new members enter the family.

Pick Landmarks. Each player picks an option from a category and marks the Homeland map accordingly. Repeat until each player has picked one option for each category. Decide as a group if there are any other landmarks you'd like to add.

Decide History. Your family's history tells you their recent fortunes and their relationship with the other Families. Pick other Families for your History questions, and gain and give points of Treaty.

Choose Resources. Your resources say what advantages your Family has, and what they lack. Pick two Surpluses and gain the rest as Needs. Also pick 3 options from the Asset list to represent the resources characters can draw on.

Pick a Doctrine that suits your overall philosophy.

Pick a Lifestyle according to your position on the map: settled, dispersed or nomadic.

Pick Family moves. You'll get two moves – either a free choice, or with one mandatory move already chosen for you.

Now that you know your Family's ideals, strengths and limits, give them a name and introduce them to the group.

STEP 3: BROAD STROKES

Now that you have an idea of what your world is like, fill in the details:

What was the World Before? Are you on Earth or somewhere Earth-like? An alien planet? Somewhere stranger?

What technology defined it? What sort of strange things did they build, and what's your tech level after the Fall? Do you have guns? Telecommunications? Farming? Medicine?

What caused the Fall? Technology gone too far? Internal revolution? Slave race revolt? Natural disaster? Invasion? This will colour the threats you find in the wasteland, but remember to leave room for it to go weird.

STEP 4: CHARACTERS

Each family has one member the game pays special attention to: your Character, chosen to deal with the family's current tribulations.

This nomination may be formal or informal: it's up to you if the family's obliged to obey your character or if they're a maverick who won grudging respect. Either way, they're able to dictate the family's actions and trigger family moves.

Each non-GM player takes a different Character playbook.

Pick Stats. Your character's proficiency with their moves.

Pick Looks. How your character appears to the world.

Pick two Moves to start play with.

Select their Role in the Family. Are they a Leader, an Agent, a Rebel or an Outsider? Trigger the linked Role Move to show their place in the family and what they're currently doing.

Describe them to the other players.

Choose Backstory. You have history with the other Characters. Decide an option that sounds interesting for each one, and fill in details with the help of the other player.

STEP 5: BEGIN

Once all the characters are made, it's time to start the game. The character's role moves should give each of them a driving mission to work on, and each Family's needs tell you what things they're trying to find in the wasteland.

For your first age, 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 sort of things they're working on. I'd recommend being explicit about the level you're playing at – Family or Character – to minimise the amount of moves and rules players have to worry about at any given time. The GM should bear in mind the threats created as you built the homeland when they think of ways to complicate a character's pursuit of their desires.

Your first age should be a short one – the threats shouldn't contain many hidden surprises, and as a group focus on exploring the world over fighting each other for supplies and resources.

Flesh out each family through their interactions with the characters, get used to the game's moves and the setting you've built, and then trigger The Turning of Ages to enter your second era. Now all bets are off – threats will be many and varied, the political situation can be as thorny as you like, and this is a great time to start working on one of the wonders described in Chapter 10.

PLAY ADVICE**PLAYER AGENDA**

When playing roleplaying games it's often easy to fall into safe methods of play. You act conservatively, carefully husband your resources, and are leery of making new allies or breaking old relationships. Legacy will work a lot better with proactive players who are willing to risk everything, so here's some tips to bear in mind:

STARTING WITH A PROLOGUE.

If you want your first age to be more of a tutorial – maybe set during the Fall? – I find it's helpful to skip step 4 and just have each player make Quick Characters (see chapter 5). That way there are fewer decisions to make before they start playing. After a short prologue, enough to get people comfortable with the basic character moves and family playbooks, you can jump forward an age and have everyone build full characters.

Use your Family to get information and set up your plans.

Use your Character to dive deeper into specific bits of your setting and seal the deal.

Even if your Families are at odds, establish good reasons to work with the other Characters.

Think about what's driving the other Characters, and how you can build on that.

Think about what you do to help your family survive. How did that role lead to you meeting the other characters?

Always follow the fiction.

Play pro-actively, act dangerously.

Ask questions about the world, other player's families and characters, and your own playbooks. Be willing to provide your own answers.

Be willing to take temporary roles as side characters and supporting cast – be ready to offer other people roles in your retinue if they're lacking things to do.

GM AGENDA

If you're the GM, your job in the first session will be mostly reactive. Give the players space to fill out what their characters' daily lives are like, how their families deal with each other and outsiders, how the characters relate to each other, and how they begin working on their families' objectives.

Character roles are a great place to start here. Pick one of the roles within a character's family that they didn't choose, and use that to spotlight the family's dynamics:

- If they're a Leader, give them a rebel to confront.
- If they're an Outsider, show the one agent who still keeps in contact with them and holds out hope they'll rejoin the family.
- If they're a Rebel, show them an outsider to drive home the cost of going against the flow too much.
- And if they're an Agent, make sure to show the leader that gives them their orders.

Keep an eye out for triggers for the basic moves. Also look for chances to get players to describe their family and character, and respond with your own ideas.

Look out for conflicts and scarcities in the world for use as future plot seeds. Make a list of everything the families need, and everything the characters want. They can't have those things. Why not? And what will the characters do about that?

The GM chapter goes in-depth about how to run *Legacy* and you should read up on it between sessions, but for now here's some guiding principles to get you going:

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.

You're here to keep the creative juices flowing, and to make sure people don't fall back onto clichés. Remember that you're a player too; give yourself a chance to make your own details and get invested in the game.

HOMELAND GEOGRAPHY

As you start playing, it may help to nail down some details on who lives in your setting.

First, a note on terminology. Your homeland is a region that you've made relatively safe. Attacks from monsters and raiders are rare and the geography is well-known, meaning travellers can move between settlements without much fear of getting attacked or lost.

Outside your homeland is the wasteland. In contrast, this area is dangerous and unpredictable. You never know what you might find as you travel out there: wonders or horrors. The border between the homeland and the wasteland is a dangerous place to live, but there's no better way to expand the homeland and make more territory safe.

It's also worth considering your homeland's population. Your families are the most important factions in the story, sure, but they're not the only people around. Travelling through the homeland you'll find isolated hermits, scattered farms, travelling traders, and settlements populated by dozens of citizens. It's crucial that your families aren't alone in the wasteland – these other inhabitants give you people to recruit, trade with, aid or conquer.

A fully fleshed-out wasteland helps a lot in making family lifestyles feel different. When a nomadic family arrives at a new settlement, when you zoom into the community a particular chapter of a dispersed family makes their home, and when you grapple with the problems a settled family's community is facing, you reinforce the decisions the player made building their family.

BUILDING SETTLEMENTS

To put together an interesting settlement, answer these questions:

How large is it? *A few shacks, a small community, a sprawling town.*

What does it have that no-one else does? *An old world storehouse, fresh water, herds of biotech, a huge and intact piece of tech, transport.*

What problem is it currently facing? *Raiders, sickness, scarcity, division.*

How is it protected? *Not at all, fortifications, natural barriers, strange tech.*

What faction controls it? *A playbook that nobody's playing, one of the generated threats, a player's family.*

If you want inspiration, check out Chapter 12 for some examples.



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Families are the backbone of Legacy: they're the collective of survivors your Characters hail from, and they're a constant presence across the broad sweep of history. Your family changes slowly, getting new moves, stat increases and other benefits over generations. See *The Turning of Ages* (Chapter 5) or *Wonders* (Chapter 10)





FAMILIES

EACH FAMILY HAS THREE STATS:

Reach represents your Family's influence in the wider world. You roll **+Reach** to **Conduct Diplomacy** with your allies.

Grasp represents your Family's ability to project force and maintain control of its assets. You roll **+Grasp** to **Claim by Force** new resources.

Sleight represents your Family's ability to hide their actions and misdirect others. You roll **+Sleight** to perform **Subterfuge**, spreading false information and hiding your actions.

EACH FAMILY HAS THREE RESOURCE TRACKS:

Mood represents your Family's overall well-being. It's equal to your total Surpluses minus your total Needs, with special effects if it goes above +3 or below -3. You roll **+Mood** to **Hold Together** despite adversity and see how your family changes over long periods of time.

Tech represents your Family's hoard of advanced technology and scavenged lore. Families can use this to boost any of their moves with the **Power Up** move, while characters can take specific tech items from the Family reserves to use their strange powers in the field.

Data is your knowledge about the world. Gain it by sending your agents out to learn about the world. Spend it to add something to the map, or give your character a boost.

MAKING A FAMILY

To make a Family, you start by choosing a playbook. Each playbook represents a particular way of adapting to the new world, with options to flesh them out and make them yours:

Stats. Choices for Reach, Grasp and Sleight. Each option says something about the Before, the Fall or how you've adapted to the wasteland.

Your Traditions. Ideas for your family's culture – what they look like, how they're organised, how they tend to get new members and so on.

Landmarks. Locations, settlements or hazards to put on your map of the group's homeland and the surrounding wasteland.

Recent History. Your starting relationships (and Treaties) with other Families.

Your Doctrine. Your family's general stance in life, and associated skills.

Your Lifestyle. How your family lives: established in a settlement, dispersed across many towns, or travelling as nomads between communities.

Resources. The things you have a Surplus of, and the things you really Need. Anything not listed here, you're assumed to have just enough of.

Assets. Pick 3 options for the possessions your family members start with across the 4 lists. If you think up an option that fits your concept better than the standard lists, describe it to the group and write it down – gear with 2 tags, or companions with 1 Quality and a specialisation.

Two Playbook Moves. Your special abilities – one may be mandatory.

EXAMPLE OF FAMILY CREATION

Laura's sitting down to make a family. Looking through the playbooks, she likes the tension in *The Order of the Titan* – protecting the homeland from giant monsters while also using those behemoths as resources and weapons.

She picks up the playbook and starts looking through her options. First up, there's stats. She likes the sound of protecting the homeland from the giant native life of a world that humanity has colonised, so gets *Reach 2*, *Grasp -1* and *Sleight 0*.

For their *traditions*, she wants them to be pretty professional, if a little mystical. Their *populace* is an honourable corps giving their lives for the greater good, their *style* is flowing robes of adaptive camouflage, and they are *governed* by an AI interpreting signs from beyond. Bringing that together, she describes them as people called from across the wasteland by the AI to join the Order, follow its predictions about behemoth movements and leave their previous lives behind.

As the group collaboratively builds the world together, Laura has some options for *landmarks*. As a remnant of the World Before, she describes a giant concrete wall built to protect the colony, sundered and only intact in small sections. As a mark of the Fall, she sketches out the city the wall protected, with gouges scored in it by the behemoths. As a current threat, she draws the colony's space elevator, broken halfway up the elevator's spine and now home to a flying terror.

Laura's Order has history with the other families: Leon's Enclave, Grant's Servants and Shani's Tyrants. On her turn, the Enclave volunteers to know secrets of the behemoths, the Tyrants volunteer as the ones who fought beside them (or rather, the AI) in the last war but let them down at the last moment, and the Servants

are happy to have the greatest hero of the last war as a current member. From the other Families' histories, she volunteers to be humanity's best hope according to the Enclave, a heretic according to the Servants, and a threat according to the Tyrants.

All together these give her 4-Treaty on the Tyrants, 2-Treaty on the Enclave and 1-Treaty on the Servants. Meanwhile the Enclave has 2-Treaty on her, the Servants have 2 and the Tyrants have 0.

Picking Doctrine and Lifestyle, Laura goes with *Carriion Market*, letting her harvest resources from behemoths, and *Dispersed*, letting her hunters appear as soon as another family's holdings are menaced by a behemoth.

Laura picks Surplus: Transport and Surplus: Weaponry, meaning that the Order have a *Need for Leadership*, *Recon* and *Recruits*. For Assets, she picks *Silent Snipers* (far, silent) and *Helldiver Armour* (hardened, sealed). None of the vehicle options quite fit, so after talking it through with the group she writes down *Personal Mech Suits* (land, mighty) in the free slot.

Finally, there's the family moves. She automatically gets *Behemoth Threat Alert*, letting her predict the dangers a particular behemoth might pose to the Homeland and get extra kudos from defeating them. She also picks up *Ultimate Weapon* to have special vehicles that can battle behemoths on equal terms but cause massive collateral damage or drain the family's resources. She decides to go with the classics and says that these vehicles are giant robot suits, shot down from the AI's orbiting satellite.

Now she has a good idea of the family, the last thing is a name. She decides they name themselves after their patron AI – they are *Damocles' Chosen*.

WHO RUNS BARTERTOWN?

The player who owns the Family always has control of the actions they take. The GM can't decide that the Family as a whole does something without the player's consent; they're limited to narrating the behaviour of individual family members or forcing the family to *Hold Steady* before it can do something.

It's assumed that your character has enough influence that the family does what they want. Their authority may not be official, but when they say something has to happen – it gets done. Different character roles let you flavour this authority in different ways, but sometimes you might want to make more dramatic changes to the family setup. Here's some options:

Split the Family. Have the family for this Age consist of the character's fellow outcasts, their still-loyal retainers, their fellow slaves, or their travelling companions. The character can use all Family moves, but should get one to two extra Needs from the split.

Create a secondary character. There's another playbook representing the official head of the family, controlled by the GM when the player is controlling their main character. This proxy can be built with a Quick Character playbook or have their own playbook.

Usurpation. Someone else takes the role of the Family's nominal leader, probably using a Quick Character playbook, although if the Turning of Ages lead to two Families merging it's perfectly possible for two players to have their main Character come from the same Family.

Quick characters are simplified character playbooks. They're intended for use as extras, supporting characters and temporary breaks from your main character. See Chapter 5 for details.

FAMILY MATTERS

We use the word Family as a catch-all for any group bound together by fierce loyalty, devotion, and a shared way of life. A clan with squabbling cousins, domineering grandmothers and upstart nephews fits the bill, but so does a religious group united by a preacher's teachings long after their death, a commune of outcasts brought together by mutual care and support, and a corporation's remnants who fiercely hold to its code of practices.

All that is to say, the ties between members of your family can come from whatever source you like – love, friendship, family, shared ideology, shared misfortune, etc. Communities come in all shapes and sizes, and it'd be a mistake to think ties of blood are always stronger than those found and reinforced in later life.

BASIC FAMILY MOVES

While it's easy to imagine what a character can do to trigger their moves, the actions families take can be more amorphous and vague. These moves are here to set out how, exactly, families use their resources to act in the world.

If you're having difficulty imagining what family moves being used look like in-story or at your table, the key is that they abstract out multiple smaller efforts:

1. Someone decides something needs to happen.
2. They convince other family members to help do it.
3. Various agents of the family work on the problem according to their own skills.
4. Agents return to the family and report on how the effort went.

Your character's often the initiator in step 1, step 2's what triggers a move, step 3 resolves the move, and step 4 ties things back to the fiction.

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 out. Give them 1 Treaty on you.
- The danger hasn't passed so much as shifted into a different, more manageable problem. Say what it is.

On a 10+ you are brought close together by the trial; gain Surplus: Morale in addition to the above results.

This is a general-purpose response to your family encountering adversity. The more resources you have to draw on, the

better you do; the more needs sapping your strength, the worse it goes. This is where you'll most clearly see the effects of your surpluses and needs, and you're encouraged to highlight specific ones when describing how you succeed or fail.

EXAMPLES: HOLD TOGETHER

GM: The Sacred Grove is giving your soldiers a place to rest and resupply, but some of them want more. A runner comes to get you: Khan Tann and her gang are picking fights with the grovekeepers, and taking their food. What do you do?

Grey: I'll head over there and try to enforce discipline. The last thing we need is a diplomatic incident.

GM: OK, roll plus Mood and we'll see how you do.

Grey: That's an 8. I'll pick that the Sacred Grove help us out. Flora?

Flora: Sure, I'll get my people to start distributing the more soporific drugs to your people. We take 1 Treaty on you, right?

Grey: Yep. Hopefully the hangover teaches them to behave better.

Grey: Ok, time to set off. How does the journey go?

GM: It's a few days later, and you're travelling through a high pass, when you come under attack. Guns ring out along the ridge.

Grey: An ambush? Great. I'll rally the forces and get them to direct suppressive fire at the cliffs – goal is to buy us time to get out into open ground, then we can turn on them.

GM: Sounds good. Let's see how you **Hold Together** under pressure.

Grey: 11! We're going to shift the danger to a different, more manageable problem, and gain Surplus: Morale.

GM: Alright – what does that look like?

Grey: I think we charge out of the pass, filled with fresh determination, and wheel round to confront the raiders as they follow us out into open ground.

CONDUCT DIPLOMACY

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

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

Roll **+Reach**. 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 on you.

This is your main tool for getting information about the world. If you're curious about what's happening in the weird marsh on the far side of the homeland, if you really want to know why the Amber Skulls have been hassling your couriers, if you want to see the reactor powering your neighbouring settlement, this is the move for you.

Be wary of the costs; if you get a 7-9 you owe a debt to your allies for getting the deal you needed, and any hit has the extra cost that the people who gave you the information or access know that you were looking for it. If the Amber Skull's leader mysteriously dies or that reactor shuts down at the worst possible time, fingers will point at you.

Also note that the first two options are great chances to jump to the character level. Once your family agents are meeting someone important or investigating an item, you can zoom in and play the scene out in detail.

EXAMPLES: CONDUCT DIPLOMACY

GM: You finally work out why you're falling ill. It's that crashed spaceship in your fields, leaking radiation everywhere.

Karsh: Well, that needs to go. We couldn't even scratch it before, though. OmniCorp has some science-y analysis gear, right?

Pate: Sure, we've got all kinds of things. Not many we can spare though.

Karsh: Hmm... what about the Hammer of Thorium? They love radiation.

GM: Sure, that's doable.

Karsh: OK, rolling plus Reach gets an 8: we get access to the Hammer's tightly-guarded equipment, but only thanks to Omni-Corp vouching for us. Pate, get 1-Treaty on us.

Pate: Thank you kindly!

Leo: We don't have the time to waste on the feud with the Free League. I'll send an agent to meet their leader and offer ceasefire terms.

They roll plus Reach, and get... 5.

GM: They're let into the compound but it's a trap. As soon as the doors are closed, they draw guns and take them captive. How do you want to play it – zoom in to the character level and see if the agent can talk their way out, or skip to Leo getting a ransom demand?

Leo: What did I say about time to waste? I think I'll just pay the ransom...

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 of these; on a 10+, choose one:

- You need to commit more assets 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 someone; the GM will say who, and they get 2-Treaty on you.

This doesn't need to be through physical means; you can trigger it by hacking into someone's network and taking their data for yourself. The important thing is that once you've acted it's clear that you are the ones in control of the resource.

EXAMPLES: CLAIM BY FORCE

GM: Your scouts report back – they've found the facility those droids are coming from.

Grey: I round up the rest of the Khanate's forces; it's time to go to war.

GM: Perfect. Give me a Grasp roll.

Grey: 8 on the dice plus 1 Grasp gives us a 9. We have the facility, but there's a couple of downsides. I'm going to pick that we need to commit to securing it – I'll lock our Surplus: Recruits into it. I'll also say there's a cost to our victory.

GM: Ok, I'll say you have to use the last of your explosives breaking through the armour of one of those droids. Take Need: Weaponry.

Karl: That's the last of the defences in place. How long do we have until the diggers next attack?

GM: Not long. Not long at all – you can already hear the whirring echoing down the tunnel. What do you do?

Karl: I tell my soldiers to get ready to fight – South Circle station will not fall today!

GM: They cheer and aim their guns, just as you see the first gleaming, writhing mechanical worm start pushing out of the tunnel. Give me a **Claim by Force** roll, let's see how the battle goes.

Karl: Oof, that's a 3.

GM: Not good, apparently. OK, I'll give you a choice: you can evacuate the station, or you personally can run off to distract the diggers and save the station, but get hurt or captured.

Karl: Well, of course I'll play the hero. They better write stories about me!

SUBTERFUGE

When your Family infiltrates other factions, say what they try to do:

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

Roll **+Sleight**. On a hit, they do it. On a 7-9 the GM names a clue you leave behind, or a family or faction that sees through the deception.

Subterfuge is a great force multiplier for your other moves. Use the first option to get people to assist your **Claim by Force**, or use it after a **Claim by Force** to stop people taking your new asset back. Use the second to distract your rivals or create an opening for leadership change in your opponents. Use the third option to hide your own actions and let someone else take the fall for them, and use the fourth to sap your enemy's strength – maybe something concrete like weaponry or armour, or something intangible like morale or critical thinking.

EXAMPLES: SUBTERFUGE

Klaus: Before we assault the camp, I'll send Lars and Frida out to steal some disguises. I want them to think someone else did all this.

GM: Who are you picking?

Klaus: I'll go with the Zero Moons. Nobody likes them anyway.

GM: Alright, Lars and Frida go to party with the moons. Roll Sleight.

Klaus: That gives me a 10 – I'll pick 'they hide our involvement in an action', framing the Zero Moons of course.

Rabiah: We need to take down the Crystal Brothers, but we don't have nearly enough weapons or fighters to do it.

GM: OK, so what's the plan?

Rabiah: I think we can lure them into a trap. I'm going to spread word that we've found a hoard of memcrystals in the Steel Spire.

GM: Cool, give me a **Subterfuge** roll.

Rabiah: 11 – goes off without a hitch.

GM: Great – within a week your agents tell you the Brothers are gearing up to attack. What's next?

Rabiah: They travel in those huge wagons, right? I'll send my sneakiest novices to hide along their path and stick explosives on the axles.

GM: More subterfuge, then. Roll it.

Rabiah: Ouch, an 8. How are we hurt?

GM: The bombs are there, but one of your novices was caught. They haven't found the bombs yet, but they know you did something.

SURPLUS AND NEED

Legacy is a system that doesn't worry about keeping track of the precise details of your family's wealth, health and happiness. You're generally assumed to have just enough of any given commodity to get by.

Sometimes this assumption is broken. If you have a surfeit of a resource – easily twice or more what you need to get by – you write it down as a Surplus. Surpluses can be spent to activate particular moves, and as long as you have one it boosts the quality of gear your characters can access (see Chapter 4).

Similarly, sometimes you don't have enough of something and you're suffering from the lack. You write these down as a Need. For as long as you have the Need, your family will be less able to handle adversity and the GM can use the Need to justify more severe consequences from your actions.

If a Need could be met by a Surplus, erase both.

If you gain a Surplus or Need you already have, gain a different one that everyone agrees is appropriate given the current circumstances.

If you roll 6- on a family move and have a relevant Need, the GM can make as severe a reaction as they like.

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.

EXAMPLE RESOURCES

This is the list of resources we used when designing Legacy, though you should feel free to make up your own to fit the situation – not all the ones listed here will be appropriate for every game. Read on to see what having each resource as a surplus or a need might look like.

ARTISANS

Surplus: Skilled crafters, artists and performers fill your family's holdings with well-made, beautiful things. For each part of your gear, you can name who crafted it and their particular stylistic quirks.

Need: The ability to craft useful things or appreciate aesthetics is lost to your family. Everything you own is crude and utilitarian, and you have little ability to customise equipment to fit your needs.

BARTER GOODS

Surplus: You have a wealth of valuable items. Bags of grain, salvaged jewellery, warm cloaks, useful scrap, and so on. Trading some here and there has raised the family's quality of life significantly.

Need: When you need to trade for something, it costs you severely every time. Anything your family doesn't produce themselves must be carefully rationed and budgeted for.

CROPS

Surplus: You have an independent food source that keeps you well-fed and healthy. Whether they're golden fields of corn, towering protein cultivators, or a storehouse of preserves, you have enough to feed your family many times over.

Need: You're starving. Maybe you're just isolated from any food source, or maybe nutritional deficiencies from your regular food source has led to brittle bones, jaundice and ill health.

DEFENCES

Surplus: Your family has measures in place to protect them from harm. This might be high walls around a settlement, guard patrols, scrap metal welded on their wagons, or rugged armour.

Need: Your family's holdings are unprotected. Saboteurs and raiders could take your stuff without much effort, your vehicles are constantly being worn down by the elements, and so on.

ENERGY

Surplus: Your family has easy access to power. Your homes are at a comfortable temperature, you can power lights and electronics, and energy-guzzling projects are a possibility.

Need: You have few sources of fuel, and must jealously hoard those you have. Heating/air conditioning is a luxury far outside your means, and your holdings are almost entirely dark after sunset.

ENGINEERING

Surplus: You have skilled architects and engineers able to put advanced plans together, and the skills and tools needed to construct them.

Need: Everything you build is in constant need of repairs and patch jobs at best, and that's if you're able to work out how to fix it. Making something long-lasting is close to impossible.

FRESH WATER

Surplus: You have a source of pure, clean water – a rarity in the wasteland. It holds an almost magical sway over those used to brackish, gritty, barely-potable sources, and you can get rich trading the water for salvage, gear and luxuries.

Need: You must carefully ration your water supply and recycle as much as you can, lest you be forced to risk illness with every drink and lose all semblance of hygiene.

JUSTICE

Surplus: Everyone who's done you wrong has been brought to task, and your family is at peace. Others now seek you out to advocate for them.

Need: There's a longstanding crime that demands reparations. The group that hurt you hasn't suffered at all, while you have to deal with the harm they dealt every day.

LAND

Surplus: You control a vast swath of the homeland, and you're able to keep it safe and useable. Your living areas are spacious and roomy, and you have room to expand.

Need: You're penned in. None of your family members feel comfortable, and there's nowhere to house new recruits, hide valuables, or build new facilities.

LEADERSHIP

Surplus: However your family is governed, it's working well. They may have a charismatic leader who commands loyalty, a smooth and efficient bureaucracy, or a culture of respect and understanding.

Need: It's unclear how your family is meant to operate. There's no clear voice managing discussions, and few have a clear idea of what they're meant to be doing at any one time.

LUXURY

Surplus: Your family lives at the height of opulence – or as close to that as the wasteland allows. Their holdings are soft, beautiful, comfortable and desirable.



Need: Life is harsh and uncomfortable. Tempers are frayed, stress is high, and it's difficult to imagine that tomorrow will be any better than yesterday.

MEDICINE

Surplus: You have at hand – or can manufacture – a cure for most ailments and maladies. Even dire injuries can be dealt with, given time.

Need: You're very weak to illness. Maybe there's a particular plague spreading through your camp, maybe you have weak immune systems, maybe your lifestyle leads to regular injury.

MORALE

Surplus: Your family has a clear sense of shared purpose, camaraderie and fellowship. They believe in each other, and think that the family can work together to do great things.

Need: Your family has descended into back-biting, factionalism and despair. Any attempt to organise them into a group action is likely to run into complaints, sabotage or apathy.

PRESTIGE

Surplus: Your family are at the forefront of Homeland society. They're respected, feared or beloved, and other groups are likely to welcome their presence and seek their approval.

Need: Your family are pariahs, disdained, or beneath other's notice. Your citizens get more done when they hide their affiliation, and though others will respect bargains and obligations they'll do so grudgingly.

PROGRESS

Surplus: Your family understands more of the workings of the world than most, and have used that to improve their quality of life. They're better able to maintain the marvels of the world before, and they have an idea of how to use grand projects to reshape the world.

Need: Your family has little knowledge of how to exploit the laws of physics, chemistry or biology. Strange machinery of the Before is best used as shelter from the elements, and a sturdy spear serves you better than a mysterious bleeping pistol.

RARE MATERIALS

Surplus: Whatever exotic resource your family needs, you have some of it in stock. A nugget of uranium, memory-storing crystals, unbreakable adamantium, whatever.

Need: Your family is feeling the lack of something hard to find – nutrients for their algae tanks, components of an engine or computer, chemicals to fix dyes and leathers.

RECRUITS

Surplus: Your family is bustling with people. They may not be particularly skilled or handy, but in terms of raw manpower no-one comes close. At game start, a family with this has about 40-50 able-bodied adults.

Need: Maybe you have a lot of sick or wounded, maybe you're just only a few people. Either way, you don't have the manpower to accomplish any sort of large-scale action with finesse. At game start, a family with this has about 5-10 able-bodied adults.

SAFETY

Surplus: You luxuriate in hard-earned peace and stability. The struggles of survival are beginning to fade from memory, and you're beginning to get a sense of what life was like before the Fall.

Need: It feels like every time you blink a new crisis assaults your family. Between health, safety, shelter and innumerable other concerns there's too many fires to put them all out, and there's no way you can keep this up without something going very wrong.

SCAVENGERS

Surplus: Your family are experts at picking through the ruins and alien biomes of the wasteland, and you find new uses for most everything you use up.

Need: If you ever have to live off the land you'll be lost. Maybe you've grown used to the safety of the homeland, or maybe your family is naturally wasteful and careless.

SCOUTS

Surplus: Your guards, patrols, or map-makers ensure you're well-informed about the surrounding area. Reports regularly come in on the geography and inhabitants of the land around you.

Need: There's something in your local area that mystifies you and poses a grave threat to your family: monsters glimpsed in the undergrowth, strange stirrings underground, or maybe a tall tower filled with strange lights radiating awful sounds.

SPIES

Surplus: Your agents across the homeland send you details on the movements of factions and the dangers of the wasteland. You know more about your foes (and friends) than they can imagine.

Need: You have little idea what motivates your rivals, or what they might be up to. You're often surprised, scooped or outmanoeuvred by those you compete with.

TRADE

Surplus: You're the focal point of a web of caravans and merchants that spans the homeland. You have your finger on the pulse of commerce, and collect a healthy skim off the top.

Need: You're isolated or ostracised. Maybe traders are too scared to visit you, don't want to risk associating with you, or they just know that you wouldn't be able to pay.

TRANSPORT

Surplus: You have a well-maintained garage or stable, and when your family travels they can do so swiftly and easily.

Need: Getting your family anywhere in a hurry is a nightmare. If they even have vehicles or mounts, they're ill-tempered and in constant need of maintenance.

WEAPONRY

Surplus: You're bristling with implements of war. Maybe you have a cache of weapons from the Before, an arsenal of dangerous objects looted from your defeated enemies, or a signature weapon presented to each family member as they come of age.

Need: The weapons you do have are jealously hoarded and patched up with countless repairs. Few of you can go armed without the rest of the family being rendered defenceless.

MOOD

Your Mood measures your Family's overall health, calculated as total number of Surpluses minus total number of Needs.

Adjust Mood whenever your number of Surpluses or Needs changes. This will trigger special effects if this takes you above +3 or below -3:

FLUSH WITH RESOURCES

When Mood would go over +3, erase a Surplus and pick one:

- Sell off the excess for 1 Tech.
- Gift the excess to your allies. Gain advantage with Reach until the end of this Age.
- Make a show of power with a great celebration. Gain advantage with Grasp until the end of this Age.
- Finance a network of informants. Gain advantage with Sleight until the end of this Age.
- You invest in better equipment. Gain 1 more gear option.

You can only pick each option once per age.

FALL INTO CRISIS

When Mood would go below -3, erase a Need and pick one:

- Someone takes advantage of your weakness: lose an important alliance or territory.
- Your family falls into infighting. Get disadvantage with Grasp until the dispute is resolved.
- Your family retreats into solitude. Get disadvantage with Reach until they are convinced out of isolation.
- Your family loses discipline and your contacts smell weakness. Get 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.

EXAMPLES: FALL INTO CRISIS

GM: The mech's guns cut your people down as you attack. Even as they pull it down and hack it apart you can tell many of them aren't walking away from this fight. Take Need: Recruits.

Lisk: Ouch. That takes our Mood down to -4.

GM: Oh no! How do you Fall Into Crisis?

Lisk: I'll erase Need: Morale – the losses bring us all together. The collective grief means we're not playing our A game, though: we get disadvantage on Sleight as our contacts smell weakness. We'll need to make a display of might and drive to get rid of it.

Tann: We really need some guns. Squire, we're spending 1-Treaty on your family to take your Surplus: Weaponry.

Squire: Um... that brings us down to Mood -4. We **Fall Into Crisis**.

Tann: Ah, sorry mate. Didn't know you were doing that badly...

TREATIES

Your Family is an organisation with a key role in a homeland-spanning network of social influence based on respect, fear, and debts owed. This is measured in your Treaty score with other Families and organisations.

Treaties represent soft power one family holds over another. The more treaties you have on someone, the more people will expect that faction to go along with your wishes. Treaty gains can be equitable or one-sided, but once a point of Treaty has been spent that obligation you hold over the other faction is gone for good.

Treaties encompass everything that a faction can draw on in negotiations: military sabre-rattling, shared cultural values, previous services one side provided to the other, or diplomatic clout with the other factions of the Homeland. When two Families meet at a negotiating table their treaties with each other give context to the discussion, and abstract their obligations to each other.

To seal a deal you can choose to give Treaty to another Family, but once it's given to them they can call on that obligation any time they wish. Each family also has an Alliance Move – a way to get Treaty on other groups when the move is triggered.

There are two things you can do with Treaty: help others and call in debts.

LEND AID

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

On a hit you give that Family's next action advantage.

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

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.

EXPENDABLE RESOURCES

As your family takes action in the world, you'll pick up two resources that are simpler in use: Tech and Data.

Tech represents lingering fragments of the old world, or strange anomalies created by the apocalypse. Their power is strange and unpredictable, but can create effects far more potent than your own creations.

Data represents your knowledge of the secret truths of the world. It might come from your agent's reports, scientific research, inherited lore or some other source. You spend it to reveal new features on the map, or unexpected strengths your characters can draw on.

As with Surpluses, you can freely give these to other players as part of trade agreements or as gifts. You don't need to play out the transfer, so long as enough time is passing that could feasibly have happened.

POWER UP

When you use the marvels of the World Before or aberrant creations of the Fall to augment your family's actions, spend a point of Tech to give a roll advantage.

Simple advantage on the roll is less dramatic than the strange effects Characters can get from Tech, but that's a function of scale. Make sure that when you use Tech you colour your description of your Family's actions to respect the weird powers you're calling on.

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.

With this move you're either discovering something new, or giving an established part of the fiction a new role as you reveal how it's secretly changed.

EXAMPLES: UNCOVER SECRETS

Angel: We need to find a new place to live. I'll get my scouts together.

GM: How much Data are you wagering on this?

Angel: Let's say... 2. 7 on the dice gives me a 9. I'll ask: How do I get Surplus: Land?

GM: The plains to the east are currently uninhabited thanks to roaming hellboars. If you hunt them down – or find them a new place to live – you'll be able to lay claim to them.

GM: The Crystal Boys are going to be here soon – any ideas how you're going to defend against them?

Rabiah: I think the only thing we can do is make use of the landscape. I'll use **Uncover Secrets** – we spend 1 data and I got 11 on the dice, so I'll ask: How can we best make use of the landscape?

GM: I don't know, what do you think?

Rabiah: Maybe it's full of ravines and narrow passes, good ambush locations. In fact, as I got 10+ I'll add 'a powder keg ready to explode' – a big enough shock at the highest point of a particular pass and the avalanche will bury the whole thing in rubble. We just need someone there to trigger it at the right time...

WONDERS

Sometimes your family will act on a scale even grander than the standard family moves. Making a permanent impact on the world takes a lot of time and effort, but can be well worth it. To do so, you'll be using Wonders.

Each Wonder is a particular project; check Chapter 10 for each project's specific details. To construct it, you'll need to look at its five requirements: surpluses that must be invested in the project for it to succeed.

Whenever your family has a surplus that matches a requirement, you can immediately invest it. Erase the surplus, mark off that requirement, and describe what your Family does with that surplus to work towards the project's completion.

Your Family may build a Wonder slowly over many Ages, or assemble it in a frenzy of activity over a few months, but they always take enough time to put together that others have a chance to respond.

The invested surpluses remain in the world, and are vulnerable to the actions of other players and the GM's moves. If the fiction would suggest the project has been set back a step, the GM may tell you to erase your mark next to one or more requirements, meaning that you'll have to invest that resource again. All the invested resources are erased if the project is stopped or killed.

As soon as the project is completed, every other Family must roll in the project's specific Trials & Fortunes table. For all intents and purposes, this is a Turn of Age, with a new Age starting once it's been resolved.

To determine the roll modifier, answer these:

- Does your family have one or more points of Treaty on the Owner of the Project? If so, take +1; if not, take -1.
- Does your family have one or more surpluses matching the Wonder's Requirements? If so, take +1; if not, take -1.
- You can erase a matching surplus to get an extra +1 on this roll.

On a miss take two Trials, on a 10+ take two Fortunes, and on a 7-9 take a Trial and a Fortune. You choose one of the Fortunes or Trials – the owner picks the second.

The owner of the Wonder doesn't roll anything; they just reap the benefits and shape the narrative outcome of that wonder's completion. For major Factions, the owner picks a Trial or Fortune of their choice.

Each project leaves behind a monument that creates a continual benefit. These can provide an attractive target for other Families: in the event that another Family takes control of the Project's remnant – via force of arms, social manoeuvring, or deception – it won't provide a bonus to anyone for the remainder of the Age. At the start of the next Age, it will resume providing its benefits to its new owner.

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Every age comes with its own challenges, and your Family will have needs that must be addressed if they're to continue to survive and grow. That's where characters come in.





CHARACTERS

Your character is an exceptional member of the Family, tasked with braving the wild and fractured world to find the things the Family needs. If they also find allies and opportunities to improve the Family's standing, that's all good. Characters have four stats:

Force is your might and vigour. You roll **+Force** to *Fiercely Assault* your enemies and monsters.

Sway is your ability to forge lasting connections with others. You roll **+Sway** to *Find Common Ground* with those you meet.

Steel is your wits and survival instinct. You roll **+Steel** to call on your skills of *Wasteland Survival*.

Lore is your knowledge and intuition. You roll **+Lore** to *Unleash Power* from old world tech.

MAKING A CHARACTER

To make a Character, start by choosing a playbook. As with Families, try and make sure each player uses a different one. Each playbook describes a particular kind of post-apocalyptic protagonist that you further customise by picking from a number of options. To read through the playbooks, check out Chapter 9.

Stats: What are your strengths versus the challenges of the wasteland? Pick an array, and get **+1** to one of two stats according to your Family.

Looks: These define how you present yourself, and how others perceive you – your face, your eyes, your body, your gender presentation.

Backstory: You've had past adventures and rivalries with the other characters. These experiences explain why you're working together now.

Gear: Your Family will have stocks of gear you can draw on. Pick gear from this stockpile when you make your character, getting extra benefits from your character playbook and Surpluses.

Role: Pick a starting role (Leader, Agent, Rebel or Outsider) and work through its effects. Unlike when you mark roles in play, do not add 1 to the associated stat (p. 55).

Playbook moves: Each playbook lets you choose two moves to customise your character's particular specialties.

You have a free choice of **names**, but here are some ideas:

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, Taliba, Witber, Xu

CHARACTER CREATION EXAMPLE

Picking up from Family Creation (see p. 24), Laura needs to build a member of *Damocles' Chosen* to play for the game's first Age. Looking at her current situation, she can see a few possibilities. There's a behemoth to fight in the ruins of the space elevator, but her family also needs leadership and recon. She decides to make a veteran of the Order, making a play for power. The obvious choice is an *Elder*.

Laura grabs the Elder playbook and works through its options. For *looks*, she goes with *concealed gender, wise face, sharp eyes*, and *slight body*. Her character – Ghost – is barely visible, hidden in swirling robes of adaptive camouflage that show a distorted version of whatever is behind them. All that's visible above the camo face mask is close-cropped dark hair, a lined face that's seen many years, and eyes that quickly pick out threats.

For stats, she wants Ghost to be a charismatic leader but still have a bit of

ON DISABILITY...

The traumas of the Fall and survival in the wasteland have left their mark on everyone – physically or mentally. This means that your Legacy game should be a welcoming place to play characters with disabilities. Keep the impact of their disability in the fiction rather than in the mechanics, and always under the control of the player in question. In return, the player should take pains to make sure the disability remains consistent in the fiction.

Consider the tools and routines they've used to survive in the wasteland. Have these created opportunities as well as issues? If they have a mechanical prosthetic, maybe they have some skill with machines. If they need regular medication, maybe they know how to identify medical compounds in the things they scavenge? It's also perfectly acceptable to have no associated skills. Maybe the character's brother handles prosthetic repairs, and in return the character still sings lullabies of the old times. Your characters are multifaceted people, with their own interests, passions and skills, sometimes affected by disability, sometimes not.

If you're playing a character with a disability you don't have yourself, I'd recommend you research the lived experiences of people with the condition to make sure your character feels rounded and true to life.

...AND RACE

While Legacy isn't a game about modern racial politics it is a game about community and inheritance, so it's worth considering how much your character's race marks them as a member of their family and the wider homeland, or as an outsider. More broadly, is the homeland cosmopolitan enough they could fit in anywhere, or are there portions they'd be a novelty or unwelcome in? As the family changes over the ages – maybe moving to new regions of the wasteland, or intermarrying with another Family – is that reflected in your character's appearance, and does that affect their relationship with the family's history?

As with disability, if you'd like to play a character with a real-world race different from your own, make sure you don't lean on stereotypes and do enough research to make the portrayal authentic. The far-future science-fantasy setting also means you could have a race of purple-skinned, feather-haired people – just make sure the bizarre elements don't undermine the group's ability to stay grounded in the world you're creating.

grit to them. She picks an array that gives her Force -1, Lore 0, Steel +1, Sway +1, and adds +1 to Force (from her Family's inheritance bonus) for a total of 0.

Next up is *backstory*. She looks at the other players: Leon's got ARTI, a Machine from his Enclave; Grant's got Brother Bright, a Seeker from his Servants; and Shani has Lily, a Sentinel from her Tyrants. Asking for volunteers for her backstory

entries, she works out that ARTI once sat in council with Ghost, Lily would be a good match for one of their servants, and they have concerns about how Brother Bright's parents died. In return, ARTI rescued Ghost from a hellish place, Brother Bright thinks Ghost can lead him to the truth, and Lily views Ghost as a trusted comrade.

The next step is very important: Laura must pick a *role* for Ghost in Damocles' Chosen. Looking over the options, she decides she doesn't want to be Leader just yet. Instead, she marks *Rebel* – Ghost has discovered something that shakes up their understanding of the world, and is seeking answers outside the family. Talking over the details with the GM, they decide Ghost discovered that the AI guiding the family from orbit wasn't programmed into existence but was a brain scan of a long-dead astronaut. Worried about the presence of human foibles in the guide Ghost had previously seen as impartial and logical, they're seeking advice from the Enclave.

For *moves*, the Elder playbook means she has to take *Loyal Staff*. She gets two helpers, and picks a bodyguard and a courtier. She writes their names – Bull and Spark – in Ghost's empty harm slots. When Ghost takes harm they can apply it to their staff instead of getting hurt, though that loses them access to the bonus the helper provides. Their second move is *Able Leader* – they boost the Quality of their followers, and can easily heal and retrain them.

Finally, there's *gear*. As an Elder with *Able Leader* Ghost can add 2 to the quality of Followers. Because the Chosen have no Followers by default, she makes a new gang with 2 Quality. She uses Surplus: Weaponry to add the *elegant* tag to her weapon, and Surplus: Transport to add the *rugged* tag to her vehicle. That gives Ghost:

Weapon: Piercing sniper rifle (far, silent, elegant)

Outfit: Helldiver Armour (hardened, sealed)

Vehicle: Personal Mech Suits (land, mighty, rugged)

Followers: Scouts (2 Quality, spotting dangers)

CORE CHARACTER MOVES

The Wasteland demands a certain set of skills from those that brave it. These actions are available to all characters, though a character's stats will determine how well it's likely to go when they try to do them. When you activate a move's fiction trigger, work through its mechanics and then return to the fiction, showing how it's been altered by the move.

Remember: to benefit from the move, you *must* meet its fiction trigger. Conversely, if you meet a move's fiction trigger, you *must* carry out the rest of it.

DEFUSE

When you de-escalate a dangerous 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 7-9, you've bought some time, but choose one:

- The GM will demand a sacrifice to secure your safety.
- It's only a temporary reprieve, and the danger will soon return.
- The danger's still present but threatening someone or something else.

On a 10+ the situation is safe unless changed significantly.

The world's a dangerous place, but there's often something you can do to make it safer. You trigger this move by taking some dramatic action to de-claw the threats assaulting you, get opponents to back down, escape the danger or reframe a conflict so that everyone can get what they want.

When a character does something that obviously needs a roll, it'll most often trigger this move; check here before checking the other basic moves.

A 10+ result takes the threat out of the picture until someone takes action to re-introduce it. If the player asks for a cost on a 7-9, the GM can demand that they sacrifice of some of their gear, they suffer harm, they make a binding promise to get someone to back down, or whatever else makes sense in the fiction. If a player's rolling this, then the situation's already charged, so you should have plenty of things to pick from to demand of them!

EXAMPLES: DEFUSE

GM: Eris, Rebar's leg is trapped by rubble and you can hear roars. What do you do?

Eris: I'm not abandoning him. I'm going to lift that stone.

GM: Cool, that's a **Defuse** with Force.

Eris: 11! I level the rock up and pull Rebar out. You can walk?

Rebar: Well, I can limp.

Echo: I don't like the look of that crab-hound. I heft my spear and shout a challenge.

GM: Alright, roll **Defuse** with Force.

Echo: Crap, that's a 5.

GM: As you raise your spear the hound lunges, bearing you to the ground. You try to push it away with your spear haft but it crunches the wood between its mandibles. What do you do?

GM: Brigit and her gang have you at gunpoint. What are you doing?

Aten: I'll beg for my life – "Please, please I'll get you the rations!"

GM: You actually hoping to convince them?

Aten: Nah, just buying time for my allies to get into position.

To see how he could try and convince them, check out Find Common Ground.

GM: OK, go ahead and roll **Defuse** plus Sway.

Aten: Hah, 8. You know I'm going to shift the danger onto someone else.

GM: Alright, before they can get tired of your pleading gunshots ring out. Brigit's head snaps round to pick out your allies, and within moments her gang and yours are exchanging fire.

Aten: I'm sure they've got this. I crawl away, avoiding the gunfire.

GM: Carb, with a wrench you pull the gizmo from the machine's heart. As you place it in your bag, an alarm starts whooping and a hissing fills the room, soon followed by green gas. What do you do?

Carb: There's got to be some safeties – I hope to God they're still working. I jack in and try to get the ruin's systems to help.

GM: OK, try to roll **Defuse** with Lore.

Carb: That's a 10. What happens?

GM: Let's say a glass screen slides across the room, cutting off the part of the room filling with gas.

Carb: OK, is that everything I need to deal with?

GM: Not quite – you hear a drone approaching, barrels whirring. And the window you got in through is on the gas side of that glass.

This is an example of how even a 10+ doesn't remove the danger from the story: it can still lurk there, shutting off possibilities. If that bot opens fire in the room, or if Carb tries to go for the window, they'll have to deal with the gas again.

UNLEASH POWER

When you find a marvel of the World Before or a strange remnant of the Fall, the GM gives you a few clues to what this Device 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**.

The scope of this move is set by the kind of Tech scattered through your setting. If the World Before was defined by cybernetics and computers, you might use these moves to hack into networks and control someone's robot arm. If it was defined by arcane glyphs and hovering crystals, you'd use this to coax a fireball from a metal rod or shut down a protective ward. This is why it's important to have some solid background on the World Before in the group imagination.

A Device could be a towering monolith, a small clicking sphere, or even a set of command words that trigger hard-wired responses in listeners. A more portable device that's easy to take back to your family may be less potent, but there's no hard and fast rule – Devices should always be unpredictable.

Adding to that unpredictability, only the options you pick when you use the Device definitely happen. The options you didn't pick may happen, or may not – it's up to the GM.

GM note: even when a device doesn't do what a player wants, rolling a 7+ should still improve their current situation.

The clues a GM gives aren't absolute. A group has the ability to veto a player's suggested function for a device, as they can for any suggestion, but it's fine for a player to propose a function that's different from what the GM had in mind.

EXAMPLES: UNLEASH POWER

GM: Ok, Mort, your tech attunement guides you to a silver rod poking out of the soil. It's studded with buttons, and covered in frost.

Mort: Nice. I pick it up and take a closer look – anything else I spot?

GM: A couple of those buttons are loose – as you pull them out you can see a thin wire attached to them, unspooling from the rod.

Quill: I'm going to try and shut down the security system before those drones get us. Mort, anything you can do to help?

Mort: Sure. I pull that rod out, and wrap its wires around the door into here. I'm betting if I push the right buttons it'll freeze it solid. Rolling plus Lore, that's a 7 – it does exactly what I want, and I avoid effects.

GM: OK, so the device might not be usable again and might wake up other devices. You jump away and a few seconds later the device crumbles as ice covers the door. You hear the alarms ringing through the facility shift in tone – from "Intruder Detected" to "Facility Under Attack". No other obvious change, yet.

Mort: Best get hacking, Quill!

GM: So you've dragged your sled back to Quill's holdings. Picking through it, you've identified three semi-functional devices: a slightly warm and vibrating sphere, studded with scorch-marked vents; a syringe filled with purple goop; and a drone's head, eyesockets still glowing. How are you dividing them up?

Mort: Mort eyes up Quill's injured leg a little guiltily. I'll take the crystal, you want the rest?

Quill: Fine by me. I put those in our Family stockpile, giving us 2 more Tech points.

Quill: My pistol isn't going to do much against these bandits – its only tag is ranged. Time to break out that orb – I'll press a few buttons on it and lob it over, hoping that it'll incinerate the lot of them.

GM: Oh, nice. What'd you get on the dice?

Quill: 8. I'll pick 'it can be used again' and 'I avoid its side effects'.

GM: Hmm... so it sails towards them, and then tiny jets flare out of those vents and bring it to a stop. Hovering in midair, the sphere starts playing loud music while projecting pyrotechnics.

Quill: Incinerating pyrotechnics?

GM: Nope.

Quill: Rusted thing! Well, it can still distract them, I'll try to sneak around to get a better angle on the bandit's leader.

FIERCELY ASSAULT

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Force.

On a hit, you've achieved your goal – they're wounded, bound or fleeing.

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:

- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.
- You scavenge something valuable – gain a Device.
- You get information from your foes – get 1 Data.

GM LIST:

- Something or someone important to you is harmed.
- Others will come after you.
- You take Harm appropriate to the enemy.
- The situation is destabilised and chaos will follow.

Combat in Legacy is about getting yourself into the right position to make full use of your weapon, and then rolling **Fiercely Assault** as you strike. A weapon's tags make all the difference – a dagger (melee, hidden) needs a lot more finesse to threaten an army of mutants than an orbital laser cannon (ranged, area, brutal).

Combat's also risky – notice that even if you roll as well as possible the GM can add their own consequences. The only safe way to hurt someone is if they're already at your mercy.

The Armoury section (p. 61) goes into detail on the tags available, and how you build your weapons.

EXAMPLES: FIERCELY ASSAULT

Leo: I've got a clear shot to the thief. Reckon I can take her down?

GM: What're your bow's tags again?

Leo: Ranged and silent.

GM: Sounds good. What's your goal?

Leo: I'd like to capture her... and with an 11 on the dice I'd say I do it. For my choices, I'll pick 'you get useful information' and 'you scavenge something useful from the aftermath'.

GM: And I'll pick 'others will come after you'. You hit the thief, Crag, in the leg, and take your time looting her pack before you bind her hands and bandage her leg. As you do, she's boasting in that half-terrified way that her gang have already sold most of their loot, and will be coming to rescue her with their new weapons and friends.

Florian: So this giant blob... do I have time to get backup?

GM: Well, it's just rolled over Mabel and Flo's shack – you tell me.

Florian: OK, crap. I unsheathe my vibroblade (melee and elegant), get it thrumming, and charge the blob.

GM: You swing down, and a chunk falls off and quivers on the ground. You're going to need more than that sword to hurt it.

Florian: Ah crap. I jump back – elegantly, of course – and run to our food storage.

GM: OK... what's the plan?

Florian: We have that cryo-cube keeping things cold, right? I pull some gloves on, grab it and chuck it at the blob. I'm looking to freeze it.

GM: Nice! Give me an **Unleash Power** roll.

Florian: 12! I pick everything but 'It can be used again', we'll have to find a new fridge.

GM: Frost spreads across the blob – it's still moving, very sluggishly.

Florian: Let's see if a vibroblade does more to a frozen creature!

GM: Yeah, it's an appropriate weapon now. Roll **Fiercely Assault**!

Florian: I'm looking to drive it off. That's an 8. I'm going to go with inflicting savage, terrifying harm – I don't want this thing coming back.

GM: It's over a lot of the settlement now, so 'something important to you is harmed' makes sense. As does 'you take Harm appropriate to the enemy'. Looking over the harm chart, I'd say that's 2 harm as frozen blob chunks fall on you. The remaining blob bits retreat rapidly, leaving flattened huts and slightly digested residents.

Florian: Ouch. Wonder why it attacked us in the first place?

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.

You can safely make your way between the settlements of the Homeland, but any trip through the wasteland triggers this move.

EXAMPLES: WASTELAND SURVIVAL

Lauren: From my agent role move I've heard stories that there's a bunker deep in the forest that might contain the tech we need to survive. I'm going to head out there and see if I can find it.

GM: On your own? Brave. Give me a **Wasteland Survival** roll.

Lauren: Alright, Steel of 2 plus 6 on the dice gets me 8. I'm the only person here so I don't want to get hurt or sick, and I need to be able to get back – guess I'll pick 'you lose something along the way'.

GM: OK, you have a shotgun from your family, right? One night you hear a rustling

outside your tent – by the time you get out you can see a monkey swinging away through the trees clutching the gun.

Lauren: Well, uh, that's certainly something. I get to the bunker though?

GM: Yeah, the rest of the journey passes without incident.

Lauren: Ok, time to head back. I'll keep an eye out for monkeys this time.

GM: Nice, what's your roll result?

Lauren: 11. I want to be able to easily revisit this bunker, so I'll find a secret path – an overgrown gully that hides travellers from attack. For the complication, let's go with – I get hurt or sick.

GM: Fair enough. You pick up something nasty out there – you'll take 1 harm a day until you get medical treatment.

Fern: I'm going to head to the bunker – maybe there's a cure for Lauren?

GM: OK, cool. With that path, you don't need to roll **Wasteland Survival**.

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 a 10+ they pick one:

They'll only do it if...

- ...a third party vouches for you.
- ...they can add or remove specific things to the task.
- ...they can back out as soon as the task costs them anything.
- ...you reduce the threat you pose to them.
- ...you can give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their faction/family gets 1 Treaty on your Family.

It's possible to pick options that have already been established explicitly or implicitly in the fiction. That's absolutely fine: this move's here to establish what it'll take for you to work together, not to place barriers in the way of cooperation. Once terms have been set out, it's perfectly fine for the instigator to back out. If they do so, though, they can't use **Find Common Ground** again to try and get a better deal until they're asking for help on a significantly different venture.

EXAMPLES: FIND COMMON GROUND

Aten: I put a drink down next to you – bathtub hooch, but there's a little fruit slice in it. I flash you a winning smile, and say "So, I don't need to tell you this job's important. You saw what happened to Mattrick's boys. But I'm not tough enough to do it on my own. You going to help?"

GM: Stepping in, sounds like you're triggering **Find Common Ground**. Want to roll to see how many conditions Jet can give?

Aten: Sure. 1 Sway and 9 on the dice gets me a 10. One condition.

Jet: Hmm.. I don't fully trust Aten. What's his full agenda?

Aten: Huh, interesting. Of course, if I tell you everything you still have to work with me, right?

Jet: Yeah, but I might not like it.

Leo: As we're packing up after the hunt I go over to Brigit. I'm going to ask her if she wants to make this a permanent alliance, and join up with the Lawgivers.

GM: She's not opposed to the idea. Roll **Find Common Ground**.

Leo: Eesh, that's an 8.

GM: She's wary – she'll do it, but only if you give her gang control over your mines and you help her hunt down that traitor.

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 they get a 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.

If the helping character has relevant Backstory with you, they take advantage while helping you.

Fear the group that has each other's back! But make sure that the task you ask of your allies is both possible and plausibly helpful. The table has the right to veto any suggestion that doesn't ring true.

EXAMPLES: CALL FOR AID

Lauren: Now that I've wired myself in to the monolith at the centre of the bunker, I'll use it to open the security doors locking away the tech.

GM: Cool, give me an **Unleash Power** roll.

Lauren: Ah crap, that's a 5.

GM: OK, so there's a red flashing alarm, and shutters start slamming down around you. What do you do?

Lauren: I shout over to Aten – "Quick, pretend we have clearance."

Aten: OK, I run over to that camera and hold up the ID card I found – I'm trying to fool the systems into thinking we're valid.

GM: Sounds like Sway, want to roll?

Aten: An 11! Upgraded her roll, at no risk to me. Phew.

Lauren: So that's bumped me up to a 7-9 result. It does exactly what I want, and doesn't rouse any other machinery.

Fern: On the **Find Common Ground** roll, I have... a 3. Lauren, can you remember something about this scavenger I can use as leverage?

Lauren: I don't know about that, aren't they new in this region?

GM: Yeah – got another idea, Fern?

Fern: Maybe a bribe, then? Something in your pack we can trade?

GM: That sounds plausible – Lauren, give us a Lore roll if you want to help.

INFORMATION IS POWER

When your character draws on your family's research and spends a point of Data, reveal a secret they discovered about your target and get fleeting advantage exploiting it.

This is a catch-all bonus – it can boost any action that your family could conceivably have prepared you for. As you activate this, briefly say what detail of the situation your character is exploiting to get the bonus. Remember – advantage doesn't stack. If you already have one source of it, this move won't provide additional help.

WHAT ABOUT INVESTIGATION?

Legacy assumes that your character's attempts to investigate a situation will be handled by the conversation between the GM and the players, and maybe GM reactions. Remember that the GM gets to make reactions every time the players are looking to them to say what happens, and asking what happens when your character looks into a scene definitely counts! If you're describing your character trying to find things out – lifting wreckage and searching for hidden treasure, for example – expect the GM to respond with one of the following:

Show an unwelcome truth.

Example: The thing you're looking for is here, but it's busted or broken.

Offer an opportunity, with cost.

Example: Yeah, you spot a way out, though it'll take you past the guard's line of sight.

Offer an opportunity, without cost.

Example: As you glance around, you see a glowing screen poking out of the rubble – a piece of tech!

Show a remnant of the past,

used in new ways. Example: As you get closer you see that the battlemech has been hollowed out, and a tarp stretches out from the central cavity to provide shelter. Someone's living here.

PERIPHERAL MOVES

These moves are available to all characters but are more situational or more optional, usable according to taste.

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.

It doesn't need to be a completely new settlement – just one that we haven't seen this character in 'on-screen' during the game.

EXAMPLES: FAMILIAR FACE

Leo: As we enter Cooper's Gulch, I excuse myself and start looking for a bar.

GM: You looking to get drunk?

Leo: Only partly – I'm wondering if anyone I know has wound up here.

GM: Ah right, fair enough. Give me a Sway roll.

Leo: 11 minus 1 is 10! I'll say that I don't owe them, they're not tied up, and they're influential here. I just need to work to get them on my side.

GM: Cool, describe them for me.

Leo: I'll say they're... hah, Cooper himself. Way back when I was a kid, our caravan stayed here for a time. It was Cooper who taught me how to shoot, and he's kinda an uncle to me.

GM: The soldiers drag you into a cage, looks like it's made of welded-together railings and lined with yellowing old book pages. A dozen or so people are also in here, pressed up against the walls. As the soldiers leave and lock the door the inhabitants start moving forward to look you over.

Korbin: As I pick myself up I look them over – do I recognise anyone?

GM: Maybe, maybe. Give me a Sway roll.

Korbin: That's a 9. Pyre was travelling this way, right? I'll say she got picked up by the soldiers too. Looking at the options... I'll say she's influential here – with the prisoners I assume? – and is invested in my current predicament.

GM: But you owe her, and she's going to put her own situation first. Cool, I can work with that.

FORGE A PATH

When you find a way across precarious or dangerous terrain, roll +Force. On a hit you make it to your destination, 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.

EXAMPLES: FORGE A PATH

GM: Luis, as you look back to the main console the ground shakes and then most of the walkway falls away. You can hear the distant whine of the excavator machines starting up again.

Luis: Is it all gone?

GM: No, some of it is still attached to the wall, groaning with straining metal.

Luis: Right – I take a deep breath, do a run up and try to sprint across, putting as little weight as possible on each piece.

GM: Give me a Force roll to see how well you do!

Luis: That's an 8. I'll say the route is lost – of course – and I'm exposed to danger as I travel.

GM: Ok, there's a point where it falls away earlier than you expected and you have to grab onto the ragged metal edge to not fall. Your hand's all torn up; take a point of Harm.

Brigid: I poke my head up out of the foxhole – what's their situation look like?

GM: They're still holed up in that building. You see a blue flash and another part of the battlefield lights up. You hear Carla scream.

Brigid: That's not good – I need to get to her. Keeping low, I jump out of the foxhole and sprint across.

GM: Sounds like **Forge a Path** – roll Force!

Brigid: Curses, that's a 4.

GM: All right! You make it most of the way there but then the world goes a burning, bright blue and you're flying. After a few seconds you land with a crunch – take 3 Harm and that device in your pack's broken.

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?

EXAMPLE: UNEARTH FORGOTTEN LORE

GM: The shaft is halfway flooded and there is a luminescence deep in the water.

Rafe: We can't let them sacrifice people like that!

GM: Looking at them, they seem to be volunteers – you can see a clear determination in their faces as they're lowered into the water.

Rafe: That doesn't make any sense. Have I seen anything like that in my travels?

GM: *Unearth Forgotten Lore!*

Rafe: 8, plus my Lore of 2 makes 10.

GM: Good, get 1 Data and pick your questions.

Rafe: It's clearly a horror, so I'll pick the three others

GM: The danger: you're pretty sure the waters are radioactive. The power source: a breached cooling chamber for a nuclear reactor.

Beto: And they're living on top of it?

GM: Yep! And the cables and piping all seem fairly intact, which you may turn to your advantage.

Rafe: They're probably re-enacting a sacrifice of the past – someone who went down there to stabilize the reactor. This power source might be just what we need...

CHARACTER ROLES

Your Character has a particular Role in their Family: Leader, Agent, Rebel or Outsider. When they work with their Family, their Role will colour the effect that has.

The goal with Roles is to provide you with more tools to describe the relationship between character and family. These set out what situations in the fiction might lead your character to take on new roles, and help you describe the consequences.

CHANGING ROLE

Each playbook has their own triggers to move between the different roles when specific events occur in the fiction. These work in both directions: if you want to become a leader you have to work through its consequences in the fiction, and if the events in the fiction put your character in a position of responsibility you have to mark leader.

CHARACTER ADVANCEMENT

When you mark an unmarked role, get a new move or add 1 to a stat.

If you mark each role, your character retires to safety. Narrate an epilogue for them, using any element you like from their Death move, and then create a new character to carry on their legacy.

Versatility is strength! The more life experience a character has, the more tools they'll have at their disposal – and the better they'll be at using them. And if you can work your way through each role, you'll have the opportunity to work great changes to the world on your own terms before your character fades into the background and lets new heroes step forward.

HOSTILE GROUNDS AND HARM

The wasteland's a tough place to survive in. As you face down its dangers you can get sliced up, infected with plagues, sent into despair or face stranger wounds besides. These threats can affect you in a few different ways.

First, there's Hostile Grounds. The World Before was much larger than the Homeland. Keeping you in the Homeland are regions hostile to human life: the depths of the ocean, the vacuum of space, or radiation-blasted wastelands where only mutants can survive.

When in a hostile environment, you roll with disadvantage. To overcome this disadvantage, find specific gear or use strange Devices.

If you're adapted to your environment and acting against someone who would roll with disadvantage, roll with advantage.

There's no hard and fast rule for when disadvantage comes into play, but remember it's the environment itself you should be considering. If you wouldn't expect to be able to survive there without special equipment or training, it's definitely Hostile. If the only reason you'd be imperilled is because of monsters or raiders, probably not.

Disadvantage is a good way of expressing how a dangerous environment makes everything more risky, but active threats to life and limb need a more lasting impact. For these we use **Harm** – physical, mental, emotional or spiritual trauma dealt on a scale from 1 to 5:

- 1-2:** Unarmed blows and animal attacks.
- 2-4:** High-quality weapons or the Fall's monsters.
- 4-5:** Natural disasters and pre-Fall weapons.

Characters have 5 Harm boxes; **minor** boxes with fictional consequences, and **major** boxes that also penalise a stat. When you take Harm you subtract your Armour from it and mark off that many slots, with each slot enforcing its own consequences until it's healed.

Minor boxes are temporary, easily overcome with a bit of rest.

Examples: Angry, Bruised, Glitching Aura, Sprained, Stressed, Winded.

Major boxes stick around longer, taking resources and time to heal.

Examples: Bleeding, Blinded, Broken Bones, Feverish, Hallucinating, Mind-Scrambled.

Tougher characters will have more minor boxes to check off before they start taking stat penalties, but even those have implications in the fiction; a Winded Seeker won't be able to sprint up a hill, and a Bleeding Survivor will have to bind their wound or suffer further harm.

These are the moves you'll mainly use to clear out your harm boxes:

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.

DEATH

Sometimes the dangers of the end of the world are too much to overcome.

When you check the “Dead” harm slot, trigger your playbook’s Death Move. Once that’s resolved, your character is no longer playable.

Choose one of your character’s moves and link it to one of your possessions as a relic. Any member of your Family holding that relic is able to use that move, for the rest of history.

Make a new character from a different playbook. The GM will work to bring you in to the story as soon as makes sense.

EULOGY

When you die, what will the world know of your life? Who will tell your legends?

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 and final moments. 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.



CHAPTER 04

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You can find all kinds of interesting things out there in the wasteland, but your characters also have a reliable source of gear in their family's stockpiles.





GEAR

Your family has a stockpile of gear characters can draw on based on the family's resources, with each character playbook giving that character better quality gear from a particular category. Gear is divided into six broad categories:

Armoury: Blades and bows, guns and grenades.

Outfit: Armour, finery, and environmental protection.

Vehicles: Planes, cars, mounts and other forms of transportation.

Followers: Assistants, bodyguards and scouts.

Intel: Briefings prepared on the places and people of the wasteland.

Devices: The advanced tech of the Before and weird scraps of the Fall, finding new use in your hands.

Your family starts with three gear options chosen from their playbook's list, and as your mood rises and falls you can gain or lose options. When your character takes things from the stockpile, they can augment them according to your Family's surpluses and their character playbook using **Tool Up**.

You can choose to gear up characters from other Families exactly the same as characters from your Family, if they're somewhere they have access to your resources. You are, of course, welcome to ask for points of Treaty in return.

TOOL UP

When you **Zoom In** on a character, they can be equipped 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, or get a new set with 1 quality and an appropriate specialty.
- Get scout's reports worth 1 Data.

Each option can be picked multiple times.

EXAMPLES: TOOL UP

GM: You heading off after those raiders?

Cora: Yeah, Cora will suit up and head out.

She looks at her family's assets:

- Shotguns (Weapon: ranged, brutal).
- Space suits (Outfit: tough, sealed).
- Personal Speeders (Vehicle: space, swift).

Cora: Looks like I'm going it alone. On top of my family assets, I'm a Hunter so I get to add a weapon tag – I'll add the Area tag to the shotgun. From Surplus: Transport I'll add the Canopy tag to the speeder so I have a backup air supply, and from Surplus: Spies I'll get 1 Data on the raider's activities.

GM: Cool, so when we zoom in on you, you're on a rocky outcrop watching their hideout dug into the surface of the moon. What do you do?

ARMOURY

Weapons from your family stockpile have 1 to 3 tags. As described in **Fiercely Assault**, these tags act as permissions – they tell you what circumstances your weapon is effective in, and what the consequences for using it may be.

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:

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.

Elegant: It's flashy in use and can bypass simple defences.

Far: Useful against targets hundreds of metres away but still within line of sight.

Hidden: You can carry this weapon without being seen as a danger.

Many: If you lose or use up the weapon, you have others to hand. Weapons breaking or running out of ammo will generally happen as a result of a GM reaction (see p. 238).

Non-lethal: It incapacitates and won't deal lasting harm.

Silent: The weapon doesn't draw attention to you when used.

Unreliable: Sometime it gets spectacular results, sometimes it fails spectacularly.

You can add tags to taste; a space-based game might use a **subsonic** tag for weapons that don't risk de-pressurising spaceships, while a cyberpunk game could add a **keyed** tag for weapons that only work for a specific person. Similarly, you might restrict tags based on your mode of play – Ruins games might have little use for the **aberrant** tag, for example.

EXAMPLE WEAPONS

A collapsible crossbow: ranged, silent, hidden.

A silenced sniper rifle: far, ranged, silent.

A flame projector: ranged, area, unreliable.

A heavy steel pole: melee, area, brutal.

Vivisection equipment: melee, silent, elegant.

A walking stick: melee, hidden.

A pain projector: ranged, aberrant, non-lethal.

Grav-null grenade: many, area, aberrant.

A fencing rapier: melee, elegant.

OUTFIT

The wise explorer makes sure to find protection from the elements.

All families can take outfits with one of these tags:

Camo: You blend in with the natural environment; if you stay still you'll be overlooked.

Regal: The outfit's impressive and flashy. Everyone who sees it knows you and your family.

Utility: The outfit is unremarkable and simple, but can be easily repaired.

Potential tags for the outfits you pick up:

Comms: Integrated comms let you send and receive audio, and limited digital data.

Hardened: Negates disadvantage stemming from radiation, hacking, psionics and stranger forces besides. Get +1 Armour when these deal harm to you.

Implanted: The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.

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.

Powered: Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.

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 and/or scorching temperatures. 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.

EXAMPLE OUTFITS

Iron Titan Suit: regal, powered, tough, armoured, comms.

Aurora Crown: regal, mantle, hardened.

Travelling gear: utility, tough.

Breathing mask: utility, sealed, implanted.

Void hunter suit: camo, sealed, hardened, comms, mobile.

Ruin rags: camo, tough, thermo.

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: How effective they are when working independently from you. Ranges 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 followers act unsupervised outside their specialty, the GM should decide how well they do given the established fiction.

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**.

EXAMPLE FOLLOWERS

Exemplary servants. Quality +3, Specialty: grooming and pampering.

A gang of minions. Quality +1, Specialty: intimidation and extortion.

A bestial but loyal killbot. Quality+2, Specialty: calculated brutality.

VEHICLES

The wasteland is filled with hazards, monsters, and raiders: safe settlements are few and far between. Vehicles can tip the scales of survival, protecting you from the worst excesses of the environment or becoming a fearsome weapon.

Vehicles have three harm boxes:

- Dinged
- Twisted (-1 to all stats)
- 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 for the vehicles you pick up:

Canopy: The vehicle protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Durable: The vehicle gets another Dinged box.

Land/Water/Air/Space: Get another environment of operation.

Med bay: Characters resting in the vehicle don't need a surplus to get **Professional Care**.

Mighty: Get advantage when you **Forge a Path** or **Fiercely Assault** with the vehicle (melee, brutal).

Mount: It's alive and can follow simple commands.

Swift: Get advantage when you **Defuse** by manoeuvring out of danger.

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.

EXAMPLE VEHICLES

Warplane: Air, Swift, Canopy.

Arachno-stallion: Land, Mount.

Star Squid: Space, Air, Mount.

Desert Rig: Land, Durable, Transport.

Battle Mech: Land, Mighty, Canopy, Durable.

Blockade Runner: Water, Swift.

DEVICES

The wasteland's full of strange things – remnants of the World Before, and things given eerie new powers by the Fall. As you encounter them, the GM will give you clues to their function, but it's only when you use them that you know what they're truly capable of.

When you use a Device, you trigger the **Unleash Power** move. The results of this in the fiction will be specific to the device in question, but as a rule of thumb they can sub in for one of the other basic moves: a death ray wielded with **Unleash Power** might hurt a foe as effectively as a rifle wielded with **Fiercely Assault**, while a teleporter or **Wasteland**

Survival can both get you home. By using a Device, you're effectively trading one set of consequences for another, swapping in the possibility of uncontrolled effects and warping of yourself and the environment.

If you're just making use of the device's ambient effects, you don't need to roll **Unleash Power**. For example, if the GM has described a piece of tech as a strange red stone that ignites organic matter on contact, you don't need to roll to use it to start campfires: it's been established that that's something it'll do of its own accord. An attempt to use it to kill a beast or blow a hole in a wall has a lot more risk, and triggers **Unleash Power**.

You'll most often come across Devices in the field, but you can spend 1 point of your Family's Tech stock to outfit a character with a device when they **Tool Up**. When you do this, describe the device and give one clue to its function; the GM will give you one more clue.

Characters use **Unleash Power** to activate devices; families **Power Up** to boost their efforts.

EXAMPLE DEVICES

Cryogel. A squeezable tube of a softly glowing greenish gel. The gel takes in ambient heat and converts it to light, keeping everything inside it at a steady 2°C while making the area around it uncomfortably warm.

The Tagger. A snub-nosed pistol of stainless steel that fires pellets the size of a pea. If a pellet hits something organic, the pistol unfolds into a screen showing the target's biometric and environmental information, as well as what they're seeing and hearing. While it's in use, animals seem to fear and avoid the owner.

The Tether. A purple-green lump of putty that spirals around the forearm of its owner. It can be extended at will to grab the other side of a gap, hold firm, and support multiple bodies. While it's bonded to the owner the world around them forms spirals – in dust motes, debris patterns, hair loss and so on.

The Iron Slave. A grooved metal sphere studded with blue lights that seems unnaturally buoyant in air. When twisted, it attracts all nearby metal and fuses it into a humanoid form that follows the owner's commands. Metallic objects near the slave are gradually robbed of weight, eventually floating.

Imaging Gloves. Two gloves made of synthetic leather, inlaid with silver wires that connect to golden fingertips. When a wearer passes one hand over a physical object the gloves scan it for failings, weaknesses and afflictions, and abstract imagery labelled in a complex script appears in the palm of the other hand (and all over the wearer's body).

RESOURCE DEPRIVATION

If you really want to build an atmosphere of scarcity, you can bring in consequences for having no gear options in an asset category:

Armoury: The weapons you use must have the *unreliable* tag, along with *melee* or *ranged*.

Outfit: Your gear has the *rags* tag – they're tattered and can't protect against extreme temperatures, airborne hazards or attack. On the upside, people are likely to dismiss you out of hand.

RESOURCE SUMMARY

DATA

Represents secrets and insights your family has uncovered.

GAIN THROUGH:

- Characters getting reports from scouts and spies (**Tool Up**, p. 60).
- Families getting information from allies (**Conduct Diplomacy**, p. 28).
- Characters delving into ancient history (**Unearth Forgotten Lore**, p. 55).
- Various playbook moves, e.g. the Gilded Company of Merchant's **Whaddaya Buying?** (p. 111).

SPEND WHEN:

- Families reveal a new feature on the map (**Uncover Secrets**, p. 38).
- Characters use relevant knowledge to boost their rolls (**Information is Power**, p. 52).

TECH

Represents the advanced technology of the World Before or anomalous enigmas created by the Fall.

GAIN THROUGH:

- Characters banking Devices they've found in the Family stocks.
- Rolling 7+ when **The Age Turns** (p. 73).
- Certain fortunes and trials between Ages.
- Various playbook moves, e.g. the Enclave's **Holding Back Another Fall** (p. 102).

SPEND WHEN:

- Families use technology to boost their rolls (**Power Up**, p. 37).
- Characters are equipped with a Device from Family stocks (p. 60).

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Legacy's a game that regularly shifts in scale.

From a desperate scavenger grappling with a many-spined thing in a ruined building to an army hundreds strong laying siege to an electricity-shrouded fortress.

From brief words shared between a mother and her child to the new traditions laid down over generations.

Your family's story is found in small moments and in grand epics. In this chapter, you'll find moves to help you navigate these shifts in the narrative and give your story the full range promised by Legacy.





STORY MOVES

ADDING ADVERSITY

Your world will be full of potential threats and drama, but sometimes you need help putting them all into motion. Use this move when your group wants to add trouble to your game – maybe at the start of a session, or just when you feel a need for new plot threads.

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs.

On a 10+ pick one of your Needs. On a 13+, the GM picks another. For each Need selected, the other players pick a 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** (p. 38) 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.

QUICK CHARACTERS

Your Character is the lead family member in the current age, but others can still have a brief time in the spotlight. When you want to play out a character's actions in detail but it doesn't make sense for everyone else's main characters to be involved, you can instead use Quick Characters.

These are supporting characters: they're there to assist the party, flesh out the family and give all players a voice in the fiction. You should keep track of the Quick Characters in your family – if they survive a mission, keep their playbook on hand on index cards, scrap paper or in your file archive so people can just grab them when they re-enter the story.

They still use the Character basic moves and stats, but their playbooks are much simpler:

QUICK CHARACTER PLAYBOOK

STATS:

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

GEAR:

Take gear according to your Family's assets. Describe a particular accessory that's notable or significant to you.

LOOKS:

Masculine, feminine, concealed, ambiguous

Face: Trusting, scowling, angular, worried

Eyes: Rebellious, squinting, calculating, wise

Body: Muscular, bony, heavyset, graceful

Name: Ada, Isis, Brigit, Leo, Lux, Cato, Lin, Elijah, Anders, Buffalo, Nemo, Silver.

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

MOVES

Inherit a move from your Family, and pick one:

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 result or take any consequences they suffer onto yourself.

When you die, gain 3 more hold. Spend it to give anyone'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 a shortcut, secret or stratagem that's an alternate path to the party's goal. Add it to the map as if you had triggered **Uncover Secrets**.

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.

HARM

- Drained
- Winded
- Hurt (-1 to a stat)
- Mangled (-1 to each stat)
- Dead

CHANGING SCALE

These moves are here to help you transition between the Family level (miles, weeks and hundreds of people) to the Character level (eyesight, minutes, a handful of people).

You **Zoom In** to start a story with this group of people, with set stakes. You **Zoom Out** when you're done with them, and fill in what the other characters did during that time. You can temporarily duck out to the family level to get their assistance without needing to **Zoom Out** and **Zoom In** again, so long as the group's focus remains on this plot thread.

The decision to trigger these moves is taken at the group level: if any player wants to shift the focus, they can suggest it to the group and see if everyone's on board, though normally it'll be the GM guiding their use.

ZOOM 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.
5. Begin play!

The main use of this is to zoom in to the immediate aftermath after a Family move's resolved. Use the move's results to inform the starting situation your characters find themselves in. The family move's effects – good and bad – will still happen, but this allows you to keep the momentum going on a success or try to mitigate the catastrophe on a failure.

EXAMPLES: ZOOM IN

Craig: We've got a map now to the inverted palace's entrance. I think the Academy are going to try to get there before anyone else can.

GM: Cool, let's zoom in on that expedition into the wasteland. It's a jungle-choked shopping mall you're travelling through, just about to come to the spot marked on your map. I assume Dr. Fraser is there – were characters from other families invited?

Craig: Definitely not – sorry, folks! I'll need assistants from within my family, though. I've got the two that survived the journey to the Flame Sanctuary if anyone wants to play them?

Laura: Sure, I'll take... Dr. Wallace, wasn't it?

Neil: And I'll take Master Cross.

GM: Cool. So, expedition leader, what's the plan?

David's Ivory Wardens are hunting a thief who stole a fusion battery from a now-defenceless settlement. They've just used Diplomacy to find out where the thief is hiding – in the nest of tunnels called the Warrens.

David: Alright, time to bring them in. Hawk will head into the Warrens. I could use backup from Sader if you're OK with that?

Tom: Sure, always happy to help.

GM: OK, so it's the two of you leading the search. You're at the entrance to the Warrens, its corrugated iron door painted in various bright warning signs. Who else is with you?

Liz: I'll make an Ivory Warden if that's ok, David?

She picks up a Quick Character playbook and puts them together.

Liz: OK, so Ada is an Agent skilled in tracking people and Forensics. She's got a scowling face, squinting eyes, a muscular body and she's Hawk's cousin. Hawk, what sort of gear do we have to play with?

David: Well, I've got armour with utility and tough, a shock prod with melee and nonlethal and a few foam grenades with many, area and nonlethal.

Liz: Cool, I'll get the same. Plus I have an accessory that's significant to me. I'll say... a carved tooth around my neck that was a gift from my aunt, Hawk's mother.

GM: Lovely. Sader, you got your gear?

Tom: Yeah, I've got a subtle blade with melee, silent and hidden, my warpsuit with camo, mantle and mobile, and a few scouts from the Glitchers hanging back keeping watch.

GM: Nice, let's get going. How are you getting in?

Ruth: An 8 on that **Claim by Force** means the armoury's ours, but we lose people to injuries and desertion and get Need: Recruits.

GM: Yeah, after the battle it's clear people aren't happy with the way things are going. You got the guns, but they're grouching that this shouldn't be your fight in the first place.

Ruth: Ink will spend time with the family, try to find out who's most upset.

GM: Cool, you want to zoom in and play through that?

Ruth: Nah, I don't think it's that important.

GM: Alright. Peter, what're the Merchants up to?

ZOOM OUT

When you move to the Family scale after spending more than a few scenes at the character level, each player whose main character wasn't involved in those scenes 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 families are taking.

If you're moving to the Family level after spending time with multiple groups of Characters, only the players who never had an on-screen Character should pick options.

EXAMPLES: ZOOM OUT

GM: ...and with that final shot, the beast topples over. It's dead!

Cato: Phew! I make sure nobody's dead, then get carving – you said its eye could be turned into a Device, right?

Fraser: Yep. Or at least that's what my family's archives say.

Cato: Cool. GM?

GM: Yeah, as you lever it out you can see a glinting light within it, that increases in brightness as you squeeze it.

Cato: Nice. So we salvage what we can here and then head out – I want to follow this up with an assault on the Void Church.

GM: Hold up, that's going to take some time and some people haven't been on screen for a while. Let's **Zoom Out** and see what Kat and Danno have been up to, and then work out where we want to go after that.

Cato: Ah, yeah, fair enough.

GM: With a few final days of travel, you're back home with your haul of ammunition. Get Surplus: Weaponry.

Leo: Awesome! I'll get the quartermaster-general categorising it all and then go rest.

GM: I reckon we're done here then – OK with zooming out?

Leo: Sure.

GM: OK, Rose and Helen – what did you get up to when Leo was out scavenging?

Rose: I think I continued treating the Duskers, we need them fighting fit.

GM: Cool, get 1 Treaty on them.

Leo: Thanks!

Helen: I went scouting – I think I spotted some vegetation in the distance, implying we might be able to get some fresh water there. We get 1 Data, yeah?

GM: Right. So, Leo – the Duskers are better-armed and refreshed. What's their next step?

Leo: First, we need some information on where those saboteurs came from. I'll send agents out...

GM: You're hunkered down in the ruin but their lasers keep blasting chunks out of the masonry. What do you do?

Yan: Time for some backup. I'll radio my family's airfield, try to get some air support to take out the lasers. **Claim by Force**, right?

GM: Sure. Roll Grasp.

Yan: 13! Hah, pounded to rubble. Let's say there's some collateral damage.

GM: Alright, the Custodians had someone in there researching that old world laser battery when you blew it up. They get 2-Treaty on you.

Luke: We Zooming Out there to deal with the aftermath?

Yan: I'd like to continue playing through my assault on the fortress if that's ok?

GM: Yeah, we're still playing through this particular expedition – that was just a quick shift to the family level.

Luke: Ah, fair enough. Then your squad medic – Carlos, right? – is ready to go.

Yan: Cool, I nod a signal to them and we charge out of the building.

MOVING THE CLOCK FORWARD

From its beginnings in the ruins of the Fall to the glittering wonders of the rebuilt future, your Family's story is one that spans Ages. As you move from generation to generation, you'll see Families take radically different forms, great changes sweep the homeland, and whole new nations emerge.

When you feel you've dealt with the threats and opportunities of the current Age, call for the Age to turn. If nobody objects, go ahead and trigger the move. If anyone objects, they get an opportunity to resolve their unfinished business, and then time moves on. In general, Legacy assumes a given age will last between two and five sessions – the idea is to provide snapshots of your family's history.

The group can call for different amounts of time to pass depending on how much change they want to see. A few years is enough to shake things up a little while still allowing you to revisit familiar characters and places, while a century or more gives space to really reinvent the world.

THE AGE TURNS

When years and generations pass by, roll
+Mood.

On a 10+ choose two fortunes and gain 2 Tech.

On a 7-9 choose one trial and one fortune and gain 1 Tech.

On a miss choose two trials.

For Fortunes and Trials, see the next page. Note: if an option would take a Family stat above **+3**, instead gain an appropriate Surplus.

UPDATING THE MAP

Each player:

- Gives the broad story of their Family through the Age.
- Changes Doctrine, Lifestyle, Assets and Tradition options as desired.
- Names a new custom they develop to remember this Age.
- Adds one new threat, opportunity or faction to the map.
- Adds/adjusts map elements to fit the Fortunes and Trials chosen.
- 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.

Consider how technology has improved, and how the fortunes of factions and settlements may have grown and declined. Alter the border between wasteland and homeland to show how dangerous areas have been made safe, or how the danger has corrupted previously safe territory.

TRIALS

- Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain Need: Justice.
- 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: Morale, 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: Prestige.
- Disaster scattered your Family. You abandoned your holdings, but you know how to stay hidden better than ever. Gain +1 Sleight and Surplus: Scouts, but take Need: Land.

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 a 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: Morale.
- Your Family builds a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: Prestige, but take Need: Crops.
- You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: Weaponry, but someone out there has 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.

Feel free to adjust entries to better fit the context of your game — you can even make up completely new entries for these lists if your group wants.



CHAPTER 06

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Now for a more long-form example of play to show how all these rules mesh together.

Our party of characters is travelling through the wasteland. In this game it's a ruined city that stretches from horizon to horizon, and only the parks and greens are safe from the mechanical nightmares that feed from the city's power grid. The party has made camp for the night in an overgrown public square, and it's now close to dawn.





INTO THE WASTELAND

OUR PLAYERS:

LAURA

Family: The Last Battalion (Lawgivers). A remnant of the pre-Fall military, dedicated to protecting the survivors in the territory around their bunker.

Character: Isolde (Sentinel Agent). A battle-hardened tactician.

CHRIS

Family: Reclaimers (Enclave). A scattered cult who teach secrets to anyone who can hunt down and dissect the aberrant robot beasts.

Character: Karl (Hunter Rebel). A maverick rising star whose hunts have brought him fame.

MACHINE DAWN

The GM starts by asking questions to set the ball rolling.

GM: Isolde, it's about halfway through your watch. What are you doing?

Laura: Hmm... I put my camo netting up over the camp at the start of the night... can I have used Citadel of Dust at the same time?

This is a Sentinel move that gives them a stock of points when they spend time preparing defences around an area. They can spend those points later to reveal specific defences against enemy attack.

GM: Sure.

Laura: OK. Now I've got everything in place I'm probably trying not to draw

attention. Let's say I'm sitting a short distance away from the main camp, keeping an eye out with my binoculars.

GM: Right. So you're sitting there, scanning the surrounding city, and as the light of dawn hits a building on the west side of the square you spot movement.

This is a GM reaction – Reveal an unwelcome truth. The GM has decided to test the camp's defences with an attack from the wasteland's inhabitants.

Laura: I take a closer look with my binoculars – what do I see?

GM: The first thing you see is some solar panels, rotating towards the sun. As they lift up you can see they're welded like wing cases to a beetle-like body, easily two metres long. As the machine leaves its dormant state you see a camera array push out of the front of the body and start glancing around.

Laura: Does it see us?

GM: Not yet, the camouflage seems to be working. But you spot its cameras focus on something else – an overgrown shape a few dozen metres from you. You hear the drone of rotors starting up...

Laura: Can I quickly move to the shape?

GM: Yeah, the rotors are still warming up. You've got time.

Laura: Great. What do I see?

GM: Brushing away the vegetation, it looks like an old junction box. There's the faint light of LEDs behind a battered panel.

Laura: Ah, crap. Right, I'll try to shut this down – maybe if there's no power this

thing will leave us alone. I pull off that panel and start tearing out cables.

GM: OK, sounds like **Defuse**.

Defuse is a basic move (available to all characters) that kicks in when someone tries to make the current situation less dangerous.. Laura rolls a 3 and a 4, which she adds to her Force stat of +1 to get an 8 – a partial success.

Laura: Hmm... so I'm a bit safer, but not in the clear. I'll pick 'It's only a temporary reprieve'.

GM: OK, cool. The junction box is shut down, but only for a few moments.

Laura: Well, that'll give me some breathing space. I quickly head back to the camp and start waking up the others. I'll start with Karl.

Chris: Huh, what?

Laura: I bring him up to speed.

Chris: Karl mutters an oath to the Good Machine and picks up his bow – no time to get armoured up.

GM: There definitely isn't – as you pick up the bow you see a flash of electricity from the junction box and the sound of buzzing rotors immediately fills the square. The bug-machine launches itself from the roof and into the air.

Laura: Has it seen us?

GM: Not yet, but you're pretty certain it will by the time it gets to the junction box.

Laura: OK, I've got a plan. Karl, get into a good position for a shot.

Chris: Karl nods and climbs a tree.

One of Karl's Hunter moves – A Shadow in the Wind – ensures that there's no risk of him being spotted doing this.

GM: As the bug comes down to land you see its camera-head focus on the camp and it suddenly changes direction. It's coming straight down through the trees towards you. What do you do?

That last line is crucial! GMs: always prompt the players to react back at you once you're finished making a reaction.

Laura: I prepared for this. I'll spend one of my points from Citadel of Dust to 'blunt an enemy assault, stopping it in its tracks'.

GM: Cool, what does that look like?

Laura: Remember that nanofiber rope I found a while back? I strung it through the trees, and as the bug comes flying down I reach down and yank it taut, creating a web to catch the bug in.

GM: Hah! Okay, so the bug smashes into the rope. Branches and machine parts rain down, and then the machine falls to the earth with a crash. It quickly rights itself, but you can see one solar panel's been torn off. Its camera swings around, searching for its foes. What do you do?

Laura: I've got to keep it contained. As its cameras swing by us I'll lift up my shield to catch the light and draw it to me.

GM: It takes the bait, and its rotors roar as it surges towards you. **Holding Back the Tide?**

Laura: Yep.

This is another Sentinel move that triggers when you ‘stand in defence of a person, place or thing’. Laura rolls +Steel to see how well that goes. She gets a 3 and 6, which with her Steel of 2 makes 11 – a full success.

Laura: That’s two options then. I’ll go with ‘you deflect blows raining down on you harmlessly away’, and ‘no harm comes to those you defend’. I’ll leave it to Karl to actually fight this thing off.

GM: Alright, you’re able to parry away its mechanical limbs as they rain down on you, though you can feel your arm going numb from the shock. Karl?

Chris: I’m in place, I’ve got a good shot, I’ve prepared my arrows. Time to destroy this thing.

Karl’s bow has the tags Ranged, Silent and Aberrant. As he’s definitely established his ability to engage with this enemy in the fiction, he can roll Fiercely Assault with the intent to hurt the enemy. He rolls +Force and gets... a 5.

GM: Your arrow flies down, and Isolde raises her shield just in time to not be blinded by the flash as it fries the thing’s circuits. But somehow the bug isn’t stopped, and while you’re recovering, Isolde, it surges forward and pins you to the ground.

When a player’s result is a 6 or less the GM gets to make a response, as hard on the characters as they like. See the next chapter for more details. Here, the GM picked ‘Put them in a spot’ – they’ve limited the actions Isolde can take and set up harm in the future if the situation isn’t improved.



Chris: Wait, it's still confused from my attack, right? I'll use **Call for Aid** – even on the ground, Isolde should be able to capitalise on that and hurt the bug.

This is the basic move that covers teamwork. When you don't succeed as well as you'd like, you can say what other characters can do to help out. If they successfully do it, your move gets bumped up a result category – 6- to 7-9, 7-9 to 10+.

GM: Yeah, alright. Isolde?

Laura: I'll stab up into its guts with my taser. Rolling **+Force**... that's an 11!

Chris: Brilliant, that'll raise me up to the 7-9 result. As Isolde hits it from below I'll use the explosive arrows to just devastate this thing. Let's go with 'Savage, terrifying harm' – I want this thing dealt with.

GM: OK, it's completely mangled! For my two picks, I'll go with... taking harm appropriate to the enemy, and the situation is destabilised. Isolde, it got a few good hits in while you were pinned – take 3 harm – and those explosions aren't exactly subtle so other things in the city will start moving towards you.

Laura: No problem – my armour takes that down to 2 harm. I can **Shake It Off** while the others are packing up.

Chris: Fair enough – as Isolde takes a breather, I'll tear down the camp and get us out of here.

GM: You break camp quickly and head out. You're not travelling for long before something stops you in your tracks. Coming over a rise, you hear the thrum of machinery and immediately fall prone. But soon it's clear it's not a nearby bot,

but hundreds of the things swarming over a large building. It's obviously very important to these things.

Chris: That's far beyond our expedition's capabilities. Let's head back and get reinforcements.

GM: OK, give me a **Wasteland Survival** roll to head back.

With Karl's Steel of +1 and a dice roll of 8 Chris gets a result of 9. He must pick two out of staying out of danger, staying well-supplied and not getting delayed. As they need to get this information back to their families at all costs, he picks 'you don't get into danger' and 'you don't get delayed'.

PREPARATION

Now that the characters have returned from the wasteland, the game's time scale shifts from the moment-to-moment drama of an expedition to brief scenes showing what's up with their families. When you play at the family level you can do it from the perspective of your character interacting with the family's NPCs or from the zoomed-out bird's-eye view declaring the actions the family as a whole decides on. This group takes the first approach, but the second is equally valid.

There's a bit of narrative blur between the family level and the character level: when you're focused on family actions you might still do some roleplaying with your character, and when your character is on an expedition they might still call on their family's resources.

Note: if there was a third player whose character wasn't on the expedition they would pick options from Zoom Out at this point.

GM: Alright, you're exhausted and ragged but back in the homeland. Let's start with you, Chris. Which settlement are you heading to?

The Reclaimers are Dispersed – they maintain bunkhouses in most of the Homeland's settlements.

Chris: Let's say I head to the South Circle. It's the closest settlement to where we left the Wasteland and I know they're willing to fight.

South Circle was the grand park's Metro station. With the tunnels barricaded up it's well-defended and sheltered.

Chris: So Karl kicks open the door to the Reclaimer house and drags the dead bot in. Big entrance, you know?

GM: You see two of the Acolyte-Engineers – Skols and Warren – are here. They rush over as they see your haul and start poking the machinery and arguing over what different bits are for. Get 2 Tech from **Holding Back Another Fall** as they disassemble it.

Chris: I'll leave them to their fun and head to the terminal to talk with the rest of the Reclaimers. I need to get plans of that facility if we have a chance of shutting it down, so I'll put some of our scouts and scavengers on the search.

GM: OK, roll for Diplomacy.

The Reclaimers have a Reach of +2, and adding this to the dice get a result

of 9. Chris gets to pick one thing to learn from the Reclaimer's allies.

Chris: Let's go with "signs of growing danger" – I want to know the legends the scavengers tell about it.

GM: So your scouts come back having found some hermits in the wasteland and got their stories. There aren't many willing to go near the plant, but they say its activity has peaks and troughs. During the day, the place is quiet – though still enough bots to be deadly. During the night, though, it lights up and there's a strange humming noise, and bots from far and wide pour into it and leave at dawn. Get a point of Data too.

Chris: I guess we should strike during the day, then. Wait, **An Eye For Details** gets me an extra question – how can we shut it down?

GM: One of the scouts took down notes of numbers and icons stencilled on the building. After a few days of research, a scribe of the order presents you with their findings. They say it's a design that creates a self-sustaining fusion reaction that can be throttled up or down but never stopped – if you can disrupt the reaction at all it'll be super difficult to start it up again, though the reaction chamber will be full of radiation.

Chris: Interesting, interesting. I'll start planning an assault.

GM: OK, let's move over to the Battalion. Laura, what's Isolde up to?

Laura: Arming up. The Reclaimers can help us with the whole high-tech stuff, but to take this territory we need strength of arms. You said Karl's scouting took a few days, right? So once she got back to the bunker and briefed the colonel on

the plant, Isolde will have got to work requisitioning arms and vehicles for the Special Forces unit. I'm activating **Tooled Up and Looking for Trouble** – we have one Grasp and I'll spend two points of Tech, so I get three hold.

GM: Breaking out the big guns, eh? So you're on the parade grounds looking out over your forces. Three dozen soldiers standing proud in haphazard armour they've painted to look like uniforms, two jeeps rigged to run completely non-electrically, a half-track with a mounted gun, and a whole heap of weapons. The Colonel's there with you to send you off. She turns to you. "Looks like a small party, Sergeant. Are you sure this is enough?"

Laura: "I'm quite confident, sir. And there are people out there counting on our patrols – I can't justify the risk of leaving them undefended."

GM: She nods and motions for the compound gate to open. She looks back at you. "And, Isolde?"

Laura: "Yes?"

GM: "Come back safe, alright?"

Laura: I nod. "Yes, mother". Then I get rolling.

GM: You drive out, the gate guards saluting as you pass.

Laura: The convoy's going to head south, swinging by South Circle. Karl, you coming?

Chris: Yeah. Though we may need to find some way of dealing with the radiation. Do the Reclaimers have anything that would work?

GM: Not particularly – it's not a common hazard in the robot hunting line of work.

Chris: The Hammer of Thorium still owes us a favour for stopping their meltdown, right? I'll call that in to try and get some of their protection suits.

In an earlier age the Reclaimers showed a group of A-bomb worshipping cultists how to make the warhead they worship 'safer' to live around, and so gained 1-Treaty on them via their Alliance Move.

GM: Sounds good. How does that look?

Chris: I'll send a local acolyte over to their stronghold, saying that we need the blessing of Thorium for our battle against the False Men. I think that's their lingo, right?

GM: You Calling in a Debt?

Chris: Yeah, I'll spend a point of treaty and take their surplus in protective gear.

GM: That works. Your acolyte makes it out of there with four radiation suits after handing back the holy sign of Thorium your grandparents won from them last Age.

Chris: OK, better than nothing. I'll use that to add the hardened tag to my gear. Want to get this show on the road?

Laura: Sure. You bringing anyone along?

Chris: Yeah, Karl will bring a few other hunters and some Acolyte-Engineers – Skols and Warren, wasn't it? We'll hitch a ride on a jeep.

Laura: Alright, let's get going.

INTO THE RUINS

At this point we Zoom In again on a group of characters. The situation's pretty well-established so the characters just need to pick gear. Their weapons and armour are the same as before, except that Chris has used that surplus to boost his Outfit rating and add the Hardened tag to his outfit – protecting against radiation. They also pick up vehicles and followers from the Battalion, and followers from the Reclaimers.

GM: It's many day's travel to the Plant and it's hostile territory – especially with three loud vehicles. What's the plan?

Laura: Let's go slow and quiet until we're almost upon the plant. I'll draw up a route given what we saw last time we were here.

GM: OK, give me a **Wasteland Survival** roll.

We're temporarily going back into Character moves – Isolde is leading the expedition and is a dedicated navigator of the wasteland so the GM thinks that makes the most sense. Another option would be to roll Hold Together to see how well the unit handles the trip. It's perfectly fine to read the fiction and see in that moment if the Characters as key actors or the Family as a group is the most important entity to focus on.

With Isolde's Steel of +2 and a dice roll of 8 Laura gets a result of 10 – she again needs to pick two out of staying out of danger, staying well-supplied and keeping to the schedule. After some consideration, she selects 'you don't get into danger' and 'you don't get delayed'. For the 10+ she gets a bonus; she picks 'you discover a secret path' so that they have a safe retreat option.



Laura: Let's say I spot an entrance to the B line metro – the one that was closed before the Fall. I figure we have to push the jeeps to their limit to get through this terrain and escape the occasional rogue bot. You OK with that supply loss removing one of my Tooled Up hold?

GM: Sure.

Intangibles like hold, data and companion quality are just as valid as guns, armour and valuables when a move or reaction calls for you to lose something. It's all about what makes sense in the fiction at that moment, and what works for the players at the table.

ATTACKING THE PLANT

GM: So the sun's dawning as you reach the plant's perimeter and it's as the Reclaimer's scouts described it – almost completely quiet, with a few bots wandering around chewing on power outlets.

Chris: No reason to wait, right?

Laura: Yep. I make sure the squad's ready and equipped, and start moving on the compound. First up, I don't like the thought of fighting room by room. I nod to my heavy weapons guy, Frank, and point at the biggest window I can see. I'm spending 1 Tooled Up hold on 'force your enemy out into the open'.

GM: Alright – Frank nods, hefts his rocket launcher and fires a missile straight through the window. There's an explosion that shakes the glass from the power plant's windows and a loud droning noise starts up as insectile robots pour out of the plant. You see one in particular striding through the horde, towering over the others. Electricity keeps jumping from it

to the other droids in bright blue arcs, and the electrified droids seem to be entering some kind of frenzy and smoking.

Laura: I don't like the look of that. I make a motion at the unit's sniper to target it. Spending 1 hold on 'Take out a specified target immediately'.

GM: Hah! OK then, a shot rings out and the thing crumples to the ground, its giant capacitors exploding in a shower of sparks and lightning.

Laura: That'll soften them up. I signal the charge. Chris?

Chris: The Reclaimers are ready to back you up – I'll let you deal with the straightforward attackers and try to shut down the ones that try anything weird.

Again we have a choice of character or family level action here – it could be treated as a **Fiercely Assault** with followers adding the **Area** tag, or **Claim By Force** with the **Battalion's** forces. As the key question is whether they get control of the plant and the GM doesn't want to go blow-by-blow through the fight, they settle on the **Family** level.

GM: Laura, you're taking the lead, so you roll **+Grasp** on **Claim By Force**. Chris, roll **+Treaty** with the **Battalion** to help out.

Chris has advantage on this roll thanks to his **Diplomacy** move when getting information about the plant. He rolls a 1, 2 and 3; taking the 2 highest dice and adding his **Family's Treaty** on the **Lawgivers** of +2 gets an 8 – the Reclaimers give the **Battalion** advantage on their assault but are exposed to danger, retribution or unforeseen consequences.

Laura rolls 5, 3 and 1. She adds her Grasp of +1 to the highest two dice to get a 9. She succeeds at taking the plant, but has to choose a cost.

Laura: Thanks, Chris. I don't want to get wounded or make more enemies, so I'll pick that our hold on it is tenuous.

GM: Your assault is enough to drive off or destroy the robots that were here, but more will come tonight if the power's still flowing. Karl, as the battle's raging a suicide bot flanked you and was about to explode when Warren jumped on it and tore out the detonator. She stopped the explosion but was crushed when it rolled over – she didn't make it. Meanwhile, Skols caught some shrapnel to the temple, and is still woozy.

Chris: Oh no! I was relying on them to shut this place down.

The group could have chosen to Claim by Force as soon as they got to the plant, but the Battalion's precision attacks meant that the fictional consequences they suffered were much better than they could have been otherwise. For example, if the bulk of the robot force was still intact a 'tenuous hold' might mean the plant was under active siege instead of awaiting attack come nightfall. Positioning yourself in the fiction to minimise your risks is a powerful tool!

SHUTTING IT DOWN

GM: Without the experts, you have two options. You can try to remotely shut down the reactor from the control console, but that's been rewired and probed by generations of hungry robots. Or you could turn off the reaction manually, but you'd have to trust in the radiation suits.

Chris: Sure, we've had casualties, but this is why the Reclaimers came along. I'll put the suit on.

Laura: Isolde takes a brief break from securing the plant to come and talk to you. "Are you sure you want to do this? We've done the hard part of flushing them out – we can hold this place long enough to get support in."

Chris: Karl pulls the battered and patched helmet on, and through the helmet's faceplate you can see he's determined. "C'mon, Sarge, we both know you don't have that much ammo. Trust me, I know what I'm doing." He grins. "And they'll have to listen to me if I pull this off!" Then I pass my bow to Isolde and head to the airlock. "Look after that, alright?"

GM: As the airlock cycles and opens, the room's filled with a blinding blue light. The bad news is it's Harm 3 – good news is that your suit has 1 Armour against this.

Environmental dangers normally deal harm when you're first exposed to them. They may do more at regular intervals: this reactor might deal 3 more harm if the fiction lead to Karl spending significantly longer than expected in the core, while a fire might deal harm any time someone takes an action within its blaze. The GM has the power here to decide what makes sense.

Chris: Ouch. I'll mark off 'On the Defensive' and 'Blood-soaked'. Can't stay long here. What do I see?

GM: There's the reactor assembly – a globe suspended in the centre of this huge, multi-story room. It's glowing bright blue and the light's pulsing painfully. There's all sorts of cables and pipes going in and out

of the sphere, attaching to various places on the room's walls.

Chris: I mutter a curse on those superstitious idiots and their shoddy protective gear and start working out what needs to be sabotaged.

This is definitely Hostile Grounds, but thankfully Karl's outfit has the hardened tag. If he didn't he'd be acting with disadvantage: rolling three dice and discarding the highest.

GM: You only have enough time for one approach: do you want to break whatever you can, or work out a controlled way to shut it down?

Chris eyes his Force (+2) and Lore (+1).

Chris: The second one... probably sounds better for everyone involved. Let's give it a go.

GM: OK, roll for **Defuse** with Lore.

A Lore of +1 and a roll of 3 is not enough!

Chris: Well, crap.

GM: Yeah, it's not good. You're scanning over the pipes and cables, frantically trying to find a way to shut it down, but you're getting woozy and it's hard to focus. You find yourself staggering and stumbling. Take another 2 Harm. Maybe you have time to get back to the airlock?

Chris: No, I don't think so. Even if my lore has failed me there's always smashing. I'm going to mark my Dead box – even as I die I make one last strike, destroying whatever killed me.

GM: Yeah, that'd do it. Want to describe what happens?



Chris: Sure. I always have more weapons, right? There's a blast arrow still in my back quiver – probably shouldn't have brought that in, but too late now. I tear open the suit, grab the arrow, and start climbing the cables. I climb on top of the reactor, and smash the arrow into it where the cables and supports are holding it up. I'm thrown away by the explosion, as the reactor falls to the floor and crumples apart in a second blast.

GM: Laura, how's Isolde taking this?

Laura: I've been watching tensely on the plant's monitors. As Karl starts climbing it I'm already running to the airlock and I'm putting a radiation suit on as the explosion happens. I try and open the airlock – maybe I can still help?

GM: The generator's gone – the airlock isn't working. Maybe you could push it open with Force?

Laura: No, I can put two and two together – if there's no power he succeeded and he wouldn't want me risking my life for nothing. I say a prayer for Karl, then go to the roof and launch a flare so that the Battalion knows that the mission's succeeded.

GM: Yeah, you've seized hold of this plant and this territory. Good job – get Surplus: Progress and 2 Tech from raiding the power plant.

AFTERMATH

Laura: I'll leave the troops to secure this place and head back to the homeland. I have to return Karl's bow to the Reclaimers.

Chris: I might as well pick up Skols as a quick character.

Quick characters are there to fill out a party, give other players someone to play, and (as here) be a temporary substitute for a deceased character.

Chris: I reckon they're a Leader with Educated from my family playbook. 2 Lore, -1 Force, 0 in Sway and Steel. If it's OK I'll say they picked the central processor for that huge electric bug, and have been fiddling with it to see how it works.

GM: Sounds good – come to think of it, that probably counts as a Device. Taking that metro tunnel back means you don't need to roll **Wasteland Survival**. The tunnel ends at a blockade, through which you can hear the bustle of South Circle.

Laura: I knock on the barricade, and shout my name and rank. We've saved this place enough times they should trust me.

GM: No response, it's likely too thick for any noise get through.

Chris: Skols has a plan. We have a bunch of robot components in our South Circle storehouse. I'll tinker with that CPU to try and set up two-way comms with it and the robot scrap.

GM: Sounds like **Unleash Power**, roll +Lore.

Chris rolls a 11, 13 with his Lore. He gets three picks.

Chris: I'm OK with the CPU powering down for a while. I'll go with 'it does exactly what you wanted', 'you avoid its side effects', and 'you don't rouse other devices in your environment'.

GM: There's a blare of static and then you hear a shout of surprise – one of the workshop novices.



Chris: Skols picks up the CPU and speaks slowly and clearly into it. “Novice, this is Acolyte-Engineer Skols. I am with Sergeant Isolde of the Last Battalion at South Circle’s B Line tunnel. It’s safe and we need you to remove the barricade.”

GM: It takes them a while to get over the shock, and longer to get enough people together to remove the barricade. Within a few hours though, you’re out.

Laura: Let’s go to the Reclaimers. They need to know about Karl.

GM: Sure, you head there with the Reclaimers that had gathered to tear down the barricade. When you tell them what happened to Karl how do you do it? With military discipline, or as someone who lost a friend?

Laura: Isolde probably starts restrained, but as she sees the Reclaimer’s reaction she becomes more emotional and talks about the good times they shared together,

how he was someone she knew she could rely on, how the world won’t be the same without him.

GM: As you finish talking they pick it up, telling stories about his passion for making a safer world, how he was an incredible fighter, how they’ll make sure his kids get his effects. You handing over the bow?

Laura: Yeah.

Chris: I’ll pick that as a relic. I’ll tie Eternal Arsenal to it.

When you die you pick an item as a relic. When your family members hold it, they can use one of your moves.

GM: Alright, you’ve done enough to trigger **Eulogy**. Chris, how do the Reclaimers react?

Chris: This has definitely brought our families closer together. We’ll give the Battalion 2-Treaty on us.

GM: So another section of the city's been made safe and you've secured a valuable bit of infrastructure. Everyone alright with moving to the Turn of Ages?

Everyone agrees. The roll for this is +Mood – the balance of Surplus and Need. The Battalion has +1, the Reclaimers have -1.

Laura: 9 on the dice, so 10. Two fortunes and +2 Tech.

Chris: I got a 7. One fortune, one trial, +1 Tech.

Laura: So first, I'll say we used the foothold of the plant to clear out the whole region between the park and the plant. We get +1 Grasp and Surplus: Weaponry, but get -1 to Diplomacy with the city scavengers this age.

Chris: We know there's some titan machine out there – that's what Karl was trying to hunt down, remember? I think it raided the homeland in revenge for the Battalion's actions, and we stopped it at great cost. We get +1 Reach and Surplus: Morale, but also get Need: Recruits.

Laura: My second pick is that we get pretty close with the Reclaimers – maybe we shelter them after the titan attacks, and there's even some marriages over the years. We get a move from the Reclaimer's playbook – I'll pick Sufficiently Advanced. Let's say the Reclaimer descendants in the Battalion put a load of scavenged tech together to make a ward that shields a wide area from the machines, powered by precious fuels. In return, we give the Reclaimers 2-Treaty.

Chris: Almost going extinct and changing a lot leads us into a golden age, questioning old doctrines. We get Need: Leadership and a new Family move: with Weird Science we can make permanent solutions.

GM: What new threats, opportunities, factions are out there? Obviously the titan's lurking out there still.

Laura: The plant's plans revealed a control facility for the entire power grid. We're going to try and find it.

Chris: Some people have started worshipping the titan, sacrificing technology to it in hopes of salvation. They're not dangerous yet, but we're wary of them.

GM: Great! Let's make characters and start the age...



CHAPTER 07

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WHAT IS A FAMILY?

It's a community brought together by terrible circumstance, and forged into something new by the pressures of survival.

It's parents and children, lovers and cousins, siblings and comrades, all holding fast to bonds of love and friendship.

It's a new philosophy for a fallen age, a group of pilgrims searching together for a way to build a new life and fix the world.





FAMILY PLAYBOOKS

THE PLAYBOOKS

Legacy presents eleven ways a Family may have adapted to survive.

A REMINDER:



Ruins playbooks fit in most settings.



Echoes playbooks assume the wasteland is scattered with near-miraculous technology from before the apocalypse.



Mirrors playbooks add their own bizarre elements: giant monsters, psychic cults, invading aliens and more

THE CULTIVATORS OF THE NEW FLESH



The Cultivators of the New Flesh are constantly growing new creations and hunting for new traits to splice into their products – and themselves. They're a powerhouse at manufacturing surpluses, with their characters skimming off the best product.

THE ENCLAVE OF BYGONE LORE



The Enclave of Bygone Lore hold on to whatever they can find of the World Before. They comb the wasteland for scraps of technology, learn the new world's secrets and build grand devices to reshape the homeland.

THE GILDED COMPANY OF MERCHANTS



The Gilded Company of Merchants believe that commerce is key to evolution and survival. Whether they're philanthropists connecting those in need to those with resources to spare, or cut-throat capitalists taking every luxury for themselves, they'll make sure everyone remembers beauty exists, even among the ruins.

THE LAWGIVERS OF THE WASTELAND



As the cities were ground to dust countless injustices went unanswered. The Lawgivers of the Wasteland work to restore justice to the world. They maintain order in the lands they control, hunt down those that would cause pain and grief, and protect the weak from the strong.

THE ORDER OF THE TITAN



The Fall filled the wasteland with what most think of as monsters; the Order of the Titan see these Behemoths as sources of terror and wonder. While others might hunt or hide from them, the Order sees them as the seeds of a new world.

THE PIONEERS OF THE DEPTHS



The Pioneers of the Depths are tied to the seas. They may be an aquatic offshoot of humanity, Lovecraftian fishmen, or lost Atlantis; either way, they're a resource powerhouse, but lack the specialised moves that other Families have to solve specific problems.



THE SERVANTS OF THE ONE TRUE FAITH



The Servants of the One True Faith realise that the new world is twisted and strange, and anything is now possible. Their constantly-evolving religion lends them the strength to endure great adversity, and lets them tap into the unpredictable and wild powers of the Fall.

THE STRANDED STARFARERS



The Stranded Starfarers command resources and technology beyond even the World Before. Their moves are broad and cause massive waves, and if left unchecked they can truly devastate or conquer the homeland. Their problem, of course, is that everyone else knows that too.

THE SYNTHETIC HIVE



The Synthetic Hive are completely artificial, and must now decide how they relate to their builders: will they serve them, rise up against them, or win equality with them? They have unparalleled productivity, consuming and producing vast amounts of Tech with an unrelenting mechanical pace.

THE TYRANT KINGS

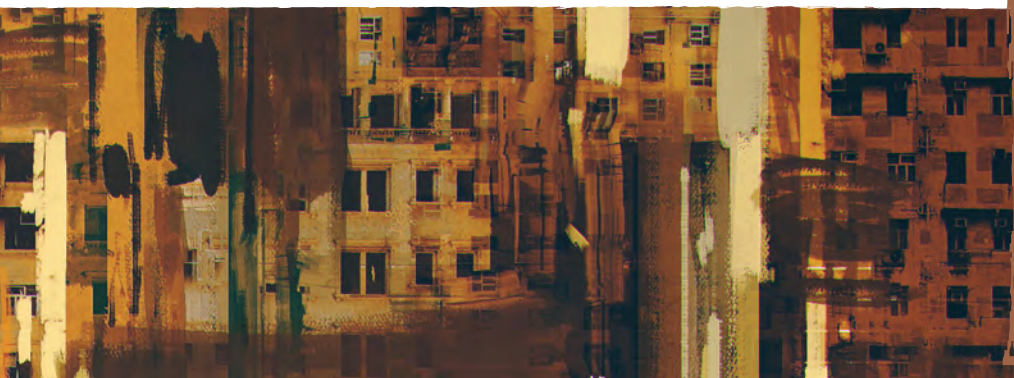


The Tyrant Kings seek dominion over the Wasteland. They protect those who swear fealty to them, punish those that resist, and terrify all who meet them in battle. But their strength comes from exploitation and sacrifice, and their constant expansion can rot their empire from the inside out.

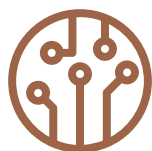
THE UPLIFTED CHILDREN



The Uplifted Children of Mankind are animals brought to human levels of sentience and technological aptitude. They must not only overcome the Fall but also take the first steps towards civilisation, self-identity, and self-empowerment.



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.

THE CULTIVATORS OF THE NEW FLESH



CREATING YOUR CULTIVATORS

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.

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.

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' lands for their cultivations, giving you up-to-date information on the state of other factions' food supplies.
- **Settled.** Your Family's farms and facilities are extensive, and can work on the creation of multiple new Surpluses simultaneously.

RESOURCES

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

- Barter Goods
- Land
- Progress
- Medicine
- Crops

ASSETS

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).

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 and 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.

That includes the age that starts your game!

DOMESTICATION

When an abnormal life form is brought back to your Family's farm and reshaped to suit 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.

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.** 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.

RECYCLING

When your character dissects the body of an 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.

ALLIANCE MOVE

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

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.*

PLAYING THE CULTIVATORS

More than anything, what the Cultivators do is produce. With Culture you can be continually pumping out surpluses to trade with others while skimming benefits off the top for yourself. The other moves augment Culture even further; Recycling lets you use the product of any one Culture use to trigger any other, adding a lot of flexibility. Domestication lets you affix extra traits to your crops and animals to fit specific requirements. Investments lets others compete to trigger Culture, in a way that costs nobody anything and leaves one lucky winner with a shiny new surplus. Evolutionary Leap directs its attention more to the cream of the crop, giving your character powerful tools to play with.

As the ages turn, the Cultivators can adapt better than any other Family to the new world. As you splice new traits into yourself, tame the mutant flora and fauna and grow fat off your wise Assets, remember to be charitable; it gives you plenty of treaty, and might prevent others from branding you inhuman and trying to seize your wonders for their own!

While Culture is powerful, it's slow, and those few months of growing can be a big risk. First, you don't have access to the surplus you used as a seed, meaning you take a hit to Mood and to your Assets. Second, another Family or faction can pretty easily mess up your cultivation operation by chasing you from your fields, breaking your medicine vats, or stealing your cattle. This wastes the effort you already put in – not to mention the invested surplus. Finally, notice that although you're wealthy, you don't have particularly special tools to deal with the issues of the age; be prepared to bribe others to help you out of tight situations, or trust in your well-equipped character.

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.

CREATING YOUR ENCLAVE

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.

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.



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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Defences
- Engineering
- Progress
- Leadership
- Morale

ASSETS

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).

ENCLAVE MOVES

Choose two:

SUFFICIENTLY ADVANCED

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 regained:

- **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.

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.

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.

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.

Note: spending more than 2 Tech (and thus rolling more than 4 dice) will only marginally boost your chances of success. This move is an exception to the normal rule that advantage doesn't stack.

ALLIANCE MOVE

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

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 you advise someone based on your knowledge of the Before, they gain fleeting advantage acting on your words.*

PLAYING YOUR ENCLAVE

The central conflict of the Enclave is whether they will hoard and protect their gathered tech or use it to improve the world. Enclaves that are Holding Back Another Fall or pursuing Better Living Through Technology tend to focus more on the first option, and can use that tech to dominate the region with Weird Science and Future Shock.

The second, more philanthropic option can make the Enclave a social powerhouse – they can provide incentives to follow their advice with Uplifting Mankind's Remnants, gain treaty on others by helping them with their technology, and use Deep Knowledge and An Eye For Details to be the most informed group around on a range of

topics. Also, remember that unless an Enclave is Nomadic, their technology is obviously advanced to all who see them. When you're exploring life in an Enclave, then, you should go into how that differs from other families and whether they keep their greatest advances hidden away or flaunt them.

Characters from an Enclave don't start with many inherent advantages, although extra intelligence can be an ace in the hole and the Enclave's moves can provide a safe and secure home base to retreat to. In addition, Deep Knowledge gives their Characters a narrow ability to declare truths about the world, and exploit that for Tech and better chances of success.

Characters that are good at finding and employing Tech such as the Seeker and the Scavenger work very well with the Enclave's abilities, while the Remnant is a natural fit as a living vestige of the Before with memories and abilities the Enclave will want to exploit.



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.

CREATING YOUR MERCHANTS

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.

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, eerily 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.



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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Barter Goods
- Artisans
- Recruits
- Medicine
- Prestige

ASSETS

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).

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.

RATIONING

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

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 can 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.

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.

ALLIANCE MOVE

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

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.*

PLAYING THE MERCHANTS

The Gilded Company are materialists at heart, with Stock in Trade at the core of this. The simple elaboration of how the Company maintains their Stock in Trade should tell you a lot about the Family's day-to-day life, and the extra surplus use can be very useful.

In play, a Company can trade their way to domination: they find valuable things in the wasteland (aided by Cabinet of Wonders and Avaricious Appraisal), sell them for a large return on Assets

(aided by Whaddya Buying?), and leverage the contacts made to gain social standing and find new treasures (aided by Brand Loyalty).

Each of these steps can be aided by the Company's ability to wring the most out of their Surpluses with Rationing, and when the Company's operations get too big for them to handle personally their Alliance Move gives them some confidence that they can trust their subordinates.

The GM will seed the world with valuable things for you to get hold of, but it won't be easy for you – expect to face danger, mystery and rival scavengers.

Characters from the Company start with fine clothes and transport. On top of that, Cabinet of Wonders lets them get items perfect for the situation, albeit with strings attached.

When a Company needs to put together trade deals, an Elder or Envoy can provide the social might to push them through, with the Elder skilled at straightforward deals and the Envoy better at intrigue and blackmail. When they need to find new products to sell, a Scavenger or Reaver is the obvious choice, although a Survivor or Sentinel may be better if somebody's already laid claim to the resource in question.



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.

THE LAWGIVERS OF THE WASTELAND

CREATING YOUR LAWGIVERS

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.

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.

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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Weaponry
- Transport
- Leadership
- Defences
- Recruits

ASSETS

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).

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, boarders, 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.*

More than any other playbook this move has the potential to add uncomfortable themes to the game, and echo real-world harassment and trauma perhaps best kept away from your table. Make sure you have the group's consent before settling on your choices, and be willing to revise your choices down the line if it turns out someone's less comfortable with them than they thought.

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 (Quality +1, 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.

ALLIANCE MOVE

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

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. *If you whistle, 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'.*

PLAYING THE LAWGIVERS

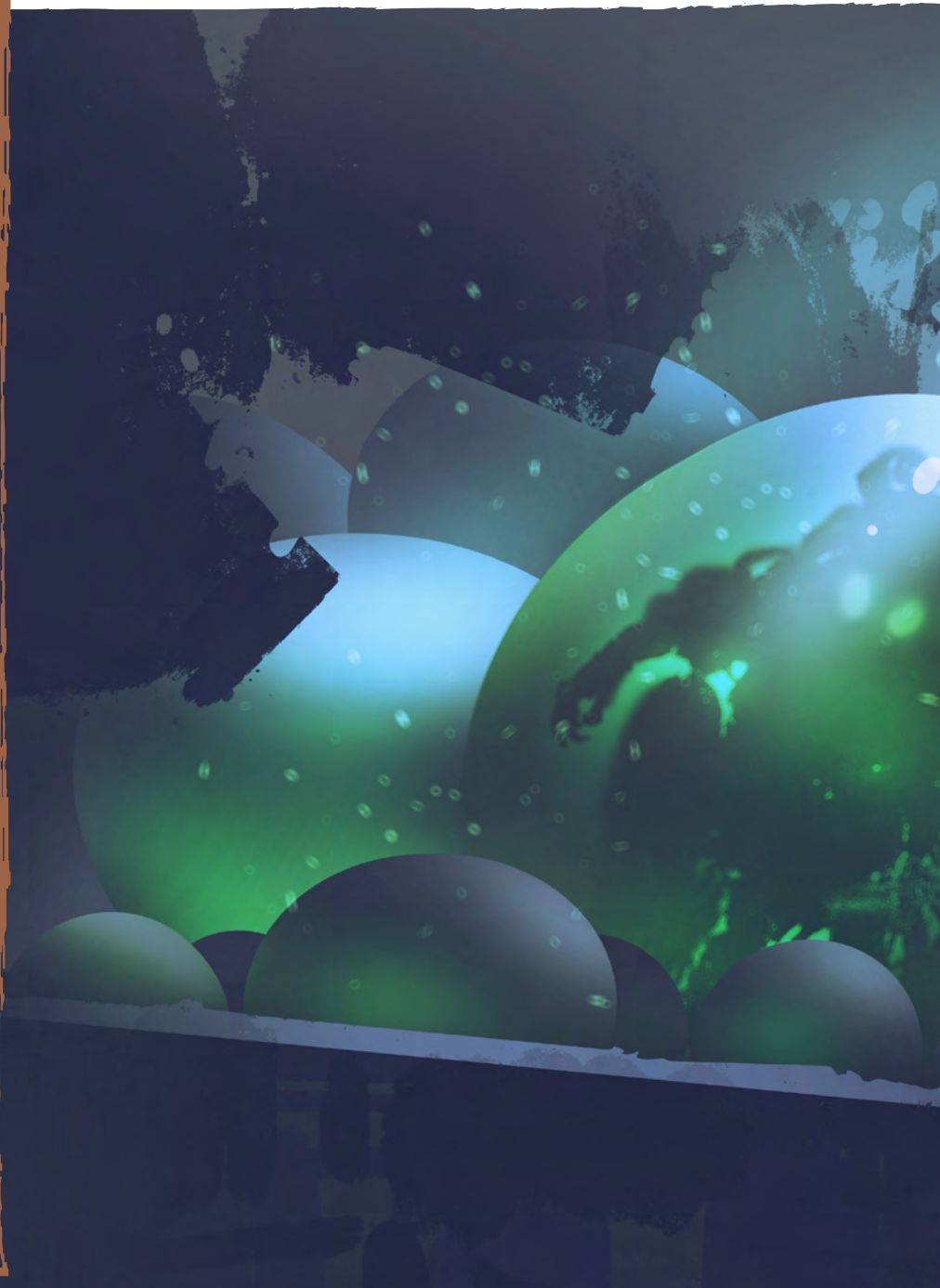
The Lawgivers are caught between two poles – order and chaos. Their actions are motivated by a desire for law and order, but those actions are often dangerous, reckless and disruptive to the established social order.

Their moves make them incredibly powerful when proactively hunting down their targets – Ear to the Ground gives them information on the target's strengths and weaknesses, and Round Up the Posse and Tooled up and Looking for Trouble really let them bring the pain when they have time to prepare.

They're much weaker when they're on the defensive; try to retreat and regroup rather than stand and fight. On the peacekeeping side of things, This is a Civilised Land lets them mould the land in their image and make part of the wasteland more peaceful and secure. Their Lifestyle options also help them maintain order in a variety of ways. Finally, Laying Down the Law is a clear statement of right and wrong, and challenging that statement with contradictions and edge cases can lead to very interesting situations.

Aside from the badge of authority provided by their Family, Lawgiver characters can also rely on a strong moral code from Laying Down the Law and backup from Round Up the Posse. This means that any Character playbook can be an asset to the Lawgivers depending on the target being pursued. As flexibility is a key asset in a law enforcement officer, the Envoy, Remnant and Sentinel can do particularly well, although if the Family just needs to take down a certain lawbreaker a Hunter is the obvious choice.

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.

THE ORDER OF THE TITAN



CREATING YOUR ORDER

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.

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.

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 that will help you fight it off.
- **Carion 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.

RESOURCES

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

- Prestige
- Weaponry
- Scouts
- Transport
- Recruits

ASSETS

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).

ORDER MOVES

Take Kaiju Threat Alert and one other:

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.

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 physical actions when piloting 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.

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.

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.

ALLIANCE MOVE

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

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.*

PLAYING THE ORDER

This is a Family for players who love storytelling. Firstly, note how much impact your Stats choice has on the Fall and your game's setting. Then, note how Kaiju Threat Alert gives you the ability to prophesize the impending doom of a Behemoth attack. There's a challenge: your story must be well told. Make it too extreme and it might never come to pass, and you lose Treaty for crying wolf. Too specific, and it might concern only a handful of Families & Factions. And what will you sacrifice so your prophecies will come to pass?

You're highly specialised. When there are no Behemoths about, few of your tools or resources will apply. When they're attacking, you're a powerhouse! Only the greatest heroes stand a chance against the monster, so your Lifestyle will guarantee unity and safety to the rank and file of your Family. Doctrines, meanwhile, give you exclusive resources you can draw on, extracted from the Behemoths themselves.

You can wield a lot of influence with Treaties won under the Alert. Use them wisely to advance your long term agenda, or to have others help you with the mundane threats you're less able to deal with.

Everything the Order does is meant to be big, epic, and heroic. They are crusaders in a desperate cause, a lost war. They are the ones that tread where monsters dwell, that look up at a titan and dare to defy the odds. Ultimate Weapon and Hell Divers will go a long way in portraying this.

Alternatively, you can be carrion eaters of the gods. Stalking, preying, and scavenging every chunk of Behemoth corpse you can get your opportunistic paws on. A Settled Carrion Market with Behemoth Tech or Sleep Now in the Fire is a force to be reckoned with, no matter how disgusting their holdings are.

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.

THE PIONEERS OF THE DEPTHS



CREATING YOUR PIONEERS

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.

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.

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.

RESOURCES

Pick two as surpluses and take the rest as Needs:

- Morale
- Scouts
- Progress
- Land
- Transport

ASSETS

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

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, plated).

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).

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.

ALLIANCE MOVE

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

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.

PLAYING THE PIONEERS

Resources have two traditional uses: to improve rolls and to enhance your overall Mood and assure smooth Turns of Age. With any combo of Lords of the Deep, Kraken Wakes, The Dragon of the Sea and their Alliance move, the Pioneers all but guarantee Resources supremacy.

But what to do with all those Resources? Will the Pioneer player try to conquer the drylands? Or simply raise their civilisation underwater in spite of whatever happens to the world above? In either case, they must dedicate all their diplomacy and trade to achieve said goal. Check which Wonders fit your ambitions and pursue them with a passion. No one can truly compete with you there.

Beware of any existential Threats to the Homeland: you'll need to rely heavily on your Character to truly act against them. If you can, bring your problems to water: unless you are a Preserver of the Seas you will have the advantage in the seas or under it. Hydra's Children gives you incredible potency fighting on or under the waves – and even on land, for a limited time and with a tech cost.

With the Pioneers you can be the Homeland's bread basket, providing for all other Families and taking them to the seas with Startide Rising. Alternatively, you can decide to create a truly great civilisation, investing in Wonders.

Even if you want a more confrontational build, you can have a Settled Rulers of Atlantis or Conqueror of Land with a Reaver Character ready to unleash the perfect hit and run tactics. But make no mistake, Pioneer Elders and Envoys have so many carrots they won't even miss the sticks.

As a final note, the Pioneers were designed as a gift to a particularly unlucky playtester. As such, they have minimal rolls and enjoy several ways to mitigate tough times. Let's see if that helps!

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.

THE SERVANTS OF THE ONE TRUE FAITH



CREATING YOUR SERVANTS

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.

TRADITIONS

Choose one of each, or create something else:

Populace. Secluded monastic community, evangelistic 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.

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. Any-one who tries to infiltrate your community rolls with disadvantage.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Artisans
- Leadership
- Land
- Safety
- Recruits

ASSETS

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).
- Ambulances (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).

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.

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.

ALLIANCE MOVE

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.

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.

PLAYING THE SERVANTS

Like the Lawgivers, the Servants are a force of disruption in the game world, but the narrower focus on a bespoke religion rather than law and order allows them to act as free agents. A Family of Servants can shift their allegiances as they please, helping those that can promote their faith and destroying those that stand against them. Faith of the Fallen gives tools to change others' standings as Righteous or Corrupt, and guide you in your holy task.

They're a terror to have as your opponents. With the right moves they can dismantle your alliances (A Voice in the Wilderness), strike unexpectedly and without fear (Sacrifice), and call the wrath of heaven down on you (The Plagues).

As a downside, the Servants' low Reach and bizarre practices will render them constant outsiders, and their moves can make enemies and saddle them with needs. Their Alliance Move allows them to use this status as moralists untouched by politics to absolve others of crimes and gain their gratitude, which helps overcome problems caused by the other moves.

One other thing to note is that the Servants can be explicitly paranormal, particularly if they take Sacrifice, The Plagues or The Faith is Father. If the Servants in your game take those moves, you may want to consider where their powers are coming from – or you might just want to leave it as something mysterious, numinous, and unexplainable.

Of all the moves the Servants have, their doctrine is most useful to characters. Depending on which is chosen, they can find shelter anywhere, scour monsters from the land, or get backup whenever they truly need it. Faith of the Fallen can be used to give visions and turn an NPC to their cause, and Sacrifice can be used to help a Character infiltrate any area or wade through a battle without fear.

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.

TEH STRANDED STARFARERS

CREATING YOUR STARFARERS

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

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 mega 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.

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.** You can use strange technology to gather your people at a moment's notice. Gaining advantage on 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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Defences
- Progress
- Morale
- Leadership
- Energy

ASSETS

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 STARFARERS' 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.

ALLIANCE MOVE

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.

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.
- **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.
- **Doppelganger.** *After a few minutes of painful adaptation* you can shape-change into any organism you've directly observed.

PLAYING THE STARFARERS

You have a unique handicap: you're too powerful. Sure, you can foment paranoia and play in the shadows as a Settled Family with Body Snatchers, Wormholes, and Abduction. Or you can dig and poke around the Homeland, making the best out of your Alliance move with Nomadic Gardeners of Worlds.

It doesn't matter: when other Families and Factions find out about your true power, they will either rally behind you or close ranks to rein you in, with very little space in between.

And if you go full Independence Day on them, toting Orbital Bombardment and Invading Armies around... what do you think their reaction will be? Playing with extreme reactions and consequences is central to the Starfarers' experience.

In any case, you thrive in action. Go and do things. Take the helm of the story. Spearhead the most daring actions. You can pull it off like no one else. The tech focus of the Promethean fits well with the Family, but so do Seekers and Scavengers. The Remnant and the Machine are also great thematic fits for the aliens.

GMs beware: a Stranded Starfarers and Synthetic Hive combo might be the definition of overkill if players decide to simply team up against the homeland's residents! Poor humans...

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.

CREATING YOUR HIVE

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

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.



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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Engineering
- Energy
- Defences
- Weaponry
- Transport

ASSETS

Your character is synthetic – see Living Machines (next page). 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 anti-grav 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).

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.

ALLIANCE MOVE

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.

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.*



PLAYING THE HIVE

This is perhaps the most offbeat Family in the way it rewrites the rules to emulate machines. The Hive is all about technology — specifically, Tech. Most of their moves involve spending or gaining it, and especially with Vast Digital Archives the Hive has a strong incentive to go out into the Wasteland and harvest its advanced technology. They can be a strong ally for other families, able to use Nanofabricators to build any material surplus and Terraformers of Tomorrow to act as a force multiplier for others, but the surviving tribes of humanity should be careful — the more respect and social capital the Hive has, the more Tech they can accumulate and convert into an all-devouring Drone Army!

The Hive allows you to start at a frantic pace and keep a stable performance as the ages turn. But all this flexibility comes with a price: they can end up relying too much on Drone Army to deal with existential Threats.

Remember that every Hive Character is synthetic. Synthetic doesn't mean necessarily fully robotic, as they might be "just" heavily modified cyborgs.

Some people might find it difficult to imagine Characters for the Hive. Alongside the obvious choice of the Machine, we recommend that you try the Sentinel, the Seeker, the Remnant, or the Promethean, as they match the Hive perfectly.



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.

CREATING YOUR TYRANTS

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.

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.



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.

RESOURCES

Pick two as Surpluses and take the rest as Needs.

- Spies
- Weaponry
- Land
- Transport
- Recruits

ASSETS

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

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).

TYRANT MOVES

Take two moves:

ALWAYS OUTNUMBERED, NEVER OUTGUNNED

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 can 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.

ALLIANCE MOVE

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

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.

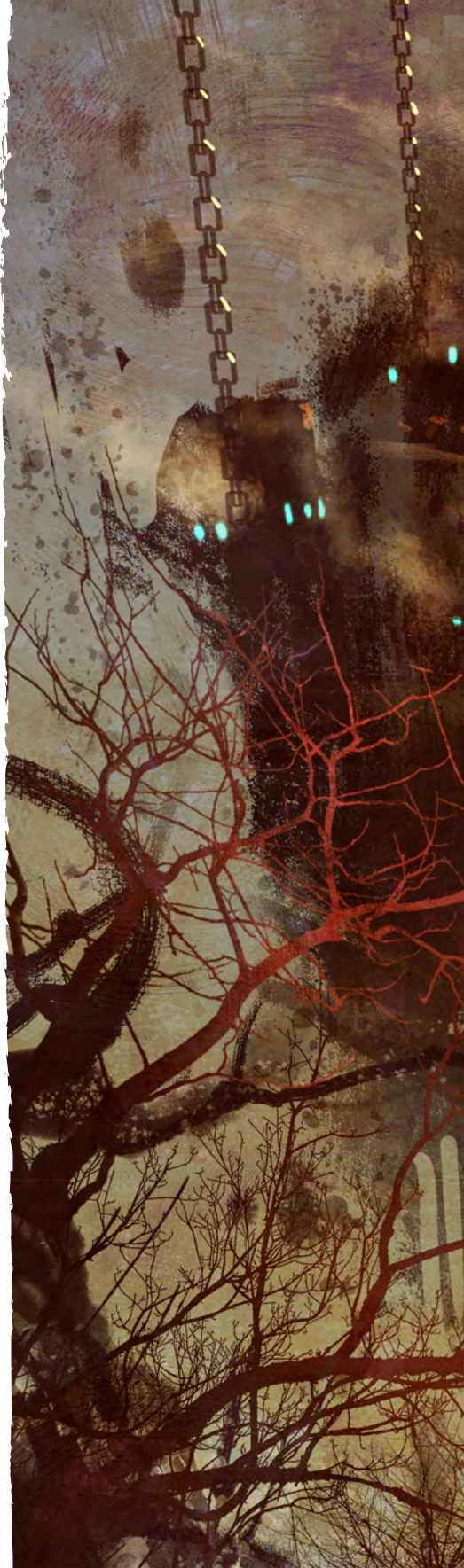
PLAYING THE TYRANTS

The Tyrant Kings are all about claiming settlements and keeping them, and their choice of starting moves gives them a few ways to do that.

Always Outnumbered, Never Outgunned and Lords of War make them unstoppable in battle, while Conscription and Tyranny help them exploit their conquests to maintain their empire. Dominion provides a tool to make sure that the settlements they take over remain cooperative, while their Alliance Move gives them an incentive to give others prominent positions in the empire.

They also have an incentive to leave others with some degree of autonomy, though: their moves are only good at dealing with physical threats. Come a threat they can't fight – a plague, for example, or a rapid plunge into winter – they'll have to hope that they have allies that can save them.

The Tyrants provide few resources to Characters away from their empire, and they'll have to survive using their own strengths and smarts. Arm up and make sure you have trustworthy soldiers at your side!





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.

CREATING THE UPLIFTED

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.

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.



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.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

- Morale
- Safety
- Recruits
- Scouts
- Fresh Water

ASSETS

Your character can always have some accessory that marks them as more than animal – a scarf, 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 guns (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 shiniens).
- Pack Hunters (1 Quality, Group tactics).
- Primal Performers (1 Quality, Song and dance).

THE UPLIFTED'S 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.

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.

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.

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.

ALLIANCE MOVE

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

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.

PLAYING THE UPLIFTED

Uplifting is still just a theoretical possibility, one that many people feel would be wrong to pursue. Besides, only a few apes, cephalopods and cetaceans are considered potential uplifting material. In spite of all that, we let our imaginations run free and so should yours.

They are the most flexible Family, ranging from fishes to mammals to birds. Whatever your phenotype choice is, know that the Uplifted start with the short end of the stick. They owe everyone. Their gear is basic and quite primitive. They might not even be suited to the Homeland general environment.

In spite of all that, they are built to be protagonists. They all have advantage in a given situation or environment, so exploit it to maximum effect! Besides that, the Uplifted can win one impossible battle per Age with Atavistic Nature or Home, Family, Future. Burn all your chips and decimate whatever horde comes your way, champions and all. Leave a lasting impression upon the world.

In game terms, the Uplifted share some aspects with the Tyrant Kings and the Servants. Their moral range, though, is far broader. The Uplifted can be one of the most benevolent Families with *Are We Not Men?*, or horrific and brutal with *You Are Weak!* with little space for compromise.

Between their Alliance move, their debt-heavy Treaty balance and their moves, you are always in the thick of the action. Ride the wave! More active Characters are ideal for this Family: Hunters, Untamed and Reavers are excellent choices. There's room for variation, though: an Elder could take inspiration from *The Island of Dr Moreau*, or *Rise of the Planet of the Apes'* Caesar. Remnant and Machine Characters, on the other hand, could represent prototype uplifts or strange failed experiments rejected on the path to perfection.





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Characters play three crucial roles:

- They're a precision tool the Family uses to get what it wants.
- They're a lens that shows you a new side to the Family.
- They're an avatar that lets you directly interact with the world and its inhabitants.





CHARACTER PLAYBOOKS

PLAYBOOKS

Each age you'll take control of a **main character**. This is the Family member that's your focus this age. There are 13 Character playbooks to choose from:

THE ELDER



A dignified and experienced leader. They're equally skilled managing a group of servants, ruling an entire family, or advising others.

THE ENVOY



Equal parts diplomat, spy, and courier. They're great at reaching isolated communities, turning enemies into allies, and winning your family respect.

THE FIREBRAND



An agitator and agent provocateur. Even against the greatest oppressor, they can find allies, sabotage their infrastructure and tear them down.

THE HUNTER



A soldier, an assassin, and a monster hunter. If you want something killed, no matter how powerful or well-defended, you want a hunter.

THE MACHINE



Constructed by advanced technology, the machine has many precise tools they can draw on, even as they grapple with free will and self-determination.

THE PROMETHEAN



A technological prodigy. They don't dabble with Tech: they improve and customise it, unlocking incredible uses for otherwise expendable and peculiar devices.

THE REAVER



A raider, infiltrator and pioneer. They've adapted to the strange environments outside of the homeland, and now strike out of those inhospitable territories to pillage softer lands.

THE REMNANT



A being twisted and changed by the power of the Fall. They can call on that energy to perform inhuman feats of strength, skill, or charisma.

THE SCAVENGER



An explorer with a hard-earned affinity for the wasteland. They're experts at navigating its ruins, hunting down tech, and improvising strange effects from it.

THE SEEKER



A scientist and lorekeeper who scours the wasteland trying to understand the World Before and its strange sciences, and can use that knowledge to heal – or to harm.

THE SENTINEL



Tough, canny, and tactically gifted. They've dedicated themselves to protecting others from danger, even if they suffer in the process.

THE SURVIVOR



They've seen the worst of the wasteland and passed through the other side. Now they use what they learned to make sure others survive too.

THE UNTAMED



Uncompromisingly free, stoic and brutish; a new barbarian suited to the end of civilisation and the birth of a new world.



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.

THE ELDER



CREATING AN ELDER

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

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...

GEAR

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

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.

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.

HARM BOXES

- ☐ Trembling
- ☐ Fearful
- ☐ Lose the first Loyal Staff.
- ☐ Lose the second Loyal Staff.
- ☐ 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.

PLAYING THE ELDER

While the Elder and the Envoy both specialise in making deals and gaining allies, the Elder works best by placing themselves as the centre of attention with Statesman, while sending their Loyal Staff to gather information and make friends. In this way they can make themselves invaluable, and the results they desire soon follow. To round this out, Tough Old Soul helps them turn danger into opportunity, and Political Upheaval allows them to confer a degree of flexibility to their Family and shift it as the situation needs.

Though the Elder is definitely a potent social force in your Family, feel free to play around with the form their authority takes. They could be a trusted vizier whispering advice into the ruler's ear, a lynchpin in the family's bureaucracy, the living god of the Servant's cult, or the oldest kid in a rabble of outcasts.



THE ENVOY

CHAPTER 08: CHARACTER PLAYBOOKS



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.



CREATING AN ENVOY

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

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.

GEAR

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

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.

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.

It's up to your group what makes something a duel, and how you'd win it. I recommend clearly establishing stakes and win conditions at the start of a duel!

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.

HARM BOXES

- ☐ Cosmetic Wounds
- ☐ Angry
- ☐ Shell-shocked (-1 Steel)
- ☐ Bleeding (-1 Force)
- ☐ 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.

PLAYING THE ENVOY

The Envoy is an excellent diplomat, no matter which of their moves they choose. The Black Dossier and Long Memories work particularly well together, giving them the secrets those in power would prefer no-one knew and the tools to get the most leverage out of them. A Matter of Honour and Fragile Alliance present another route, getting people's respect by defeating their champions and then binding them together on a mission of your devising. Finally, Wasteland Savant ensures that whenever they travel between settlements, they discover something new they can use as a bartering chip in their negotiations.

THE FIREBRAND

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

CREATING A FIREBRAND

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

*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.

GEAR

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

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.

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.



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.

SOCIAL STEALTH

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

WORDS OF REVOLUTION

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

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

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

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.

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ 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.

PLAYING THE FIREBRAND

If you need to take down a single creature, pick a Hunter; if you want to face down an army, pick a Sentinel. But if you want to kill a society, pick a Firebrand.

Think about where your skills come from. Are you an ideologue filled with revolutionary fervour, or a skilled manipulator latching on to existing causes and twisting them to your Family's cause? Either way, you should still have some creed, some ideology.

Your moves break down into two strands: Anarchist's Cookbook and The Secret Army let you kick off an armed insurrection with only a few day's preparation, while Iconoclast and Words of Revolution let you win the hearts and minds of a region's population and cut the ruler's support out from under them. Social Stealth assists with either route, letting you avoid personal reprisals as you wage your war from the shadows.



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.

CREATING A HUNTER

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

*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.

GEAR

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

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 might prove you were right to do it.

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.



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.

A SHADOW IN THE WIND

When you *sneak through cover*, nothing that 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.

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ On the defensive
- ☐ Out of ammo
- ☐ Blood-soaked
- ☐ Enraged (-1 Steel)
- ☐ Dead

DEATH MOVE

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

PLAYING THE HUNTER

The Hunter's all about finding and taking down their target, but how you approach that is up to you. The monster hunter might pinpoint their quarry's strengths and weaknesses with Hunter's Lore and use that to strip away its advantages with Red in Tooth and Claw, while the assassin might approach their target peacefully, take them out with a hidden weapon provided by Eternal Arsenal, and take advantage of the confusion provided by A Shadow on the Wind to escape.

The free weapon tag you get when picking gear allows you to always have the weapon you need when you start a hunt, and your Harm boxes allow you to soak up plenty of punishment before they start taking penalties.

Think about the relationship you have with the rest of your family. Among your many relatives, you are uniquely skilled with violence. How did that happen? And do they respect or fear you for it?



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.

CREATING A MACHINE

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

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.

GEAR

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

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.

MACHINE MOVES

Choose Synthetic Being and one more:

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.

HARM BOXES

- ☐ Dinged
- ☐ Bent
- ☐ Busted (-1 Force)
- ☐ Glitched (-1 Steel)
- ☐ Totalled

DEATH MOVE

When you mark off your Totalled box, anyone can erase a technological Surplus (*knowledge, weaponry, transport*, etc.) in a place of safety to bring you back to action fully healed. Alternatively, you can be scrapped for 5 Tech and Surplus: Knowledge.

PLAYING A MACHINE

A Machine can excel at any role in an adventure, but rules and results must be secondary to the Machine's contrast with humanity.

And we mean it, the Machine is extremely versatile. Besides the obvious combat advantages of Synthetic Being, note that Scanning Platform can be used to assess social scenarios and Scientific Database can generate enough trade flow for their Family to pay their upkeep all by itself. Tactical Computer allows you to be the group's support and mobile command centre, dispensing valuable support even from distance. In fact, if a Machine gets used to solitude, they are uniquely suited to harsh environments thanks to Synthetic Being.

Finally, the Machine is unaging and immortal; if someone recovers their fallen form, their Family just needs a minimum investment to bring them back. At least until somebody needs all the valuable resources invested in them. You can even outlast the turning of ages, if you desire.



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.

THE PROMETHEAN



CREATING A PROMETHEAN

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

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 _____.

GEAR

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

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 might come back 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.

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)

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.

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.

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.

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.

INHERITANCE

Get one of your Family's inheritance moves.

HARM

- ❑ Confused
- ❑ Overwhelmed
- ❑ Bleeding (-1 Steel)
- ❑ Feverish (-1 Lore)
- ❑ Dead

DEATH

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.

PLAYING THE PROMETHEAN

More than just a grease monkey or an engineer, you bring secret – almost sacred – wonders to those who so quickly forget the power of the Before. You're weird and mysterious, but they should shower you with Tech offerings for your miracles regardless.

The Promethean fills a support role, amplifying vehicles, devices, armour and weapons to dramatic levels. Imagine the difference an area tag can make to a regular weapon. Or a mantle tag on power armour! In addition, yours is the gift of creativity, as no Character move shares The Wretched Gift's flexibility. With the Promethean's laser like focus it's easy to forget Thy Godlike Crime's usefulness. Utility and flexibility are the Promethean's bread and butter.

Also, hunt Tech down constantly: the Promethean starves without tools, devices and parts. Just don't get yourself in a fight, especially without due preparation, or you will get killed easily and another family or faction will benefit from your Death move. Your life hangs on your foresight.

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?

THE REAVER



CREATING A REAVER

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

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!

GEAR

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

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.

REAVER MOVES

Choose *My Kingdom, My Rules* and 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 something 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.

HEROISM IS OPTIONAL

When you use an opening to escape a situation, roll **+Steel**. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2. On a 6- choose 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.

ACT OF REBELLION

When you infiltrate an outpost, roll +Steel.

On a 10+, choose 3. On a 7-9, choose 2.

On a 6- choose 1:

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

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?

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.

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ 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.

PLAYING A REAVER

You will be hated. You will make enemies. And you will escape to wherever you rule and they fail. Simple. The Reaver fills a niche of a common trope in other RPGs: the thief, the rogue, the infiltrator. As such, you are better at avoiding violence than overcoming it. You might look flexible: if you decide to start with Walk Beside Me, you have a warleader. As soon as you get Beauty is Unbearable, Act of Rebellion or Heroism is Optional, however, you will fall into the classic rogue area of expertise: steal, infiltrate, and escape. Just don't forget My Kingdom, My Rules: if your pursuers make the mistake of challenging you there, they are lost.

In death, a Reaver starts the classical treasure hunt for their wealth, accumulated over years of plundering. Also, they manage to escape and die on their own terms... so no Reaver ever dies behind bars. You die in freedom, as you lived.

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.

CREATING A REMNANT

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

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.

GEAR

When you **Tool Up** say how your body has changed since we last saw you and get a free Outfit or Weapon tag.

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.

REMNANT MOVES

Choose two:

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.



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.

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 reflexively protects itself.

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- Shape-shifting
- Angry
- Exhausted (-1 Force)
- Hallucinating (-1 Steel)
- Dead

DEATH MOVE

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

PLAYING THE REMNANT

The Remnant is a very powerful playbook – Protean Form and Painfully Immortal allow them to take on terrible foes, Inhuman Elegance gives them a powerful – if inhuman – ability to influence others, Eternal Memories lets them uncover secrets of the World Before and with Arcane Aberrations they can improvise any effect that makes sense according to the world as established. To balance that, they walk a knife edge – the more power they draw on, the more they risk losing control and jeopardising the family ties and humanity they've won back since their transformation.

As a final note – the Remnant is by default unaging, sustained by the chaotic power of the Fall. If your group wants, a Remnant can be a constant presence from Age to Age – reincarnating into new forms with each 'death', moving between families according to the sweep of history, and picking up and losing abilities with each incarnation.



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.

CREATING 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

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.

GEAR

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

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.

SCAVENGER MOVES

Choose two:

JUST ENOUGH

Your pack, pockets and carry loops are bulging with hoarded 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.



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.

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.

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 the ruin.
- Find a way to use the ruin as a weapon.

RUIN SURVIVOR

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

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ 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 1 year's worth of food and water.

PLAYING THE SCAVENGER

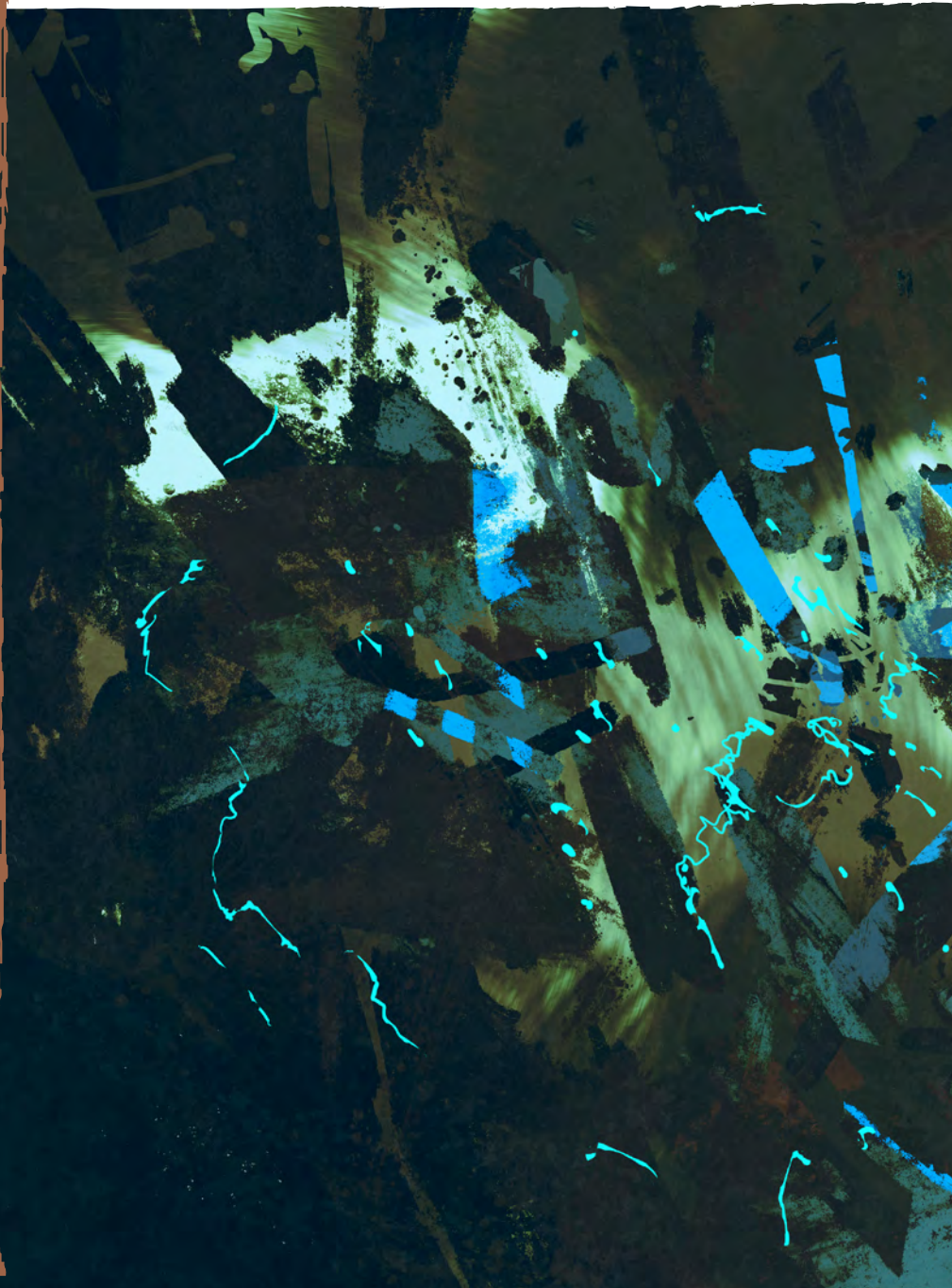
The Scavenger is another highly focused playbook, this time concerned with exploring the ruins of the World Before and retrieving the technology within. Their high Steel ensures that they can make their way through the Wasteland and have quick reactions when surprised or hurt, while their high Lore means that they can spot Tech when they see it and attempt to activate the great structures of the Before.

Their moves augment this: Architectural Eye allows them to explore ruins safely, while Tech Attunement tells them where to go for greatest reward, and Ruin Survivor is a great failsafe if they run into trouble. They aren't just treasure finders, though; Just Enough ensures that they always have useful supplies in their pack, and Scrapheap Ingenuity lets them improvise powerful effects at a cost.





THE SEEKER



CHAPTER 08: CHARACTER PLAYBOOKS

Few fragments remain of the world before, and every day more are lost to the hammers of fearful zealots or the hoards of fearful 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.

THE SEEKER



CREATING A SEEKER

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

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.

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.

Note: this Device can't be traded in for Tech, and you lose the old one and gain a new one each time you Tool Up.

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.

SEEKER MOVES

Choose two:

VISIONARY ARCHAEOLOGIST

When you come upon the ruins of 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.

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 you 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.

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**.

DUCK AND COVER

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

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ 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.

PLAYING THE SEEKER

The Seeker is defined by their knowledge – aside from their skill in understanding old tech with Visionary Archaeologist and Activate Forgotten Lore, with the right moves they can use Lore to attack enemies (Experimental Energy Projector), navigate through the wasteland (World Traveller) and heal others via a sacrificed Device (Curative Admixture).

On the other hand, when their moves don't apply the Seeker has very low stats and limited capabilities: expect them to behave defensively when they're not in their preferred circumstances. Duck and Cover plays along with this, giving them an incentive to escape dangerous situations rather than fight – and only confront trouble in arenas they understand thoroughly and can subvert to their goals.

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 from hurting anyone else.

THE SENTINEL



CREATING A SENTINEL

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

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.

GEAR

When you **Tool Up**, add a tag to your outfit.

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.

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 armour 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.

HARM BOXES

- ☐ 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.

PLAYING THE SENTINEL

Where the Hunter is a proactive fighter focused on tracking down specific targets and taking them out, the Sentinel waits for their enemy to come to them and then crushes them utterly.

Holding Back the Tide works on a personal scale – don't hesitate to jump in with it if your nearby allies come under attack – while Citadel of Dust works to fortify an area when you have some time to prepare. Both enable you to repel the attacks of your enemies and mount brutal counterattacks.

Armoured in Vigilance makes you invulnerable unless you come under sustained attack, while Command enables you to give orders in the heat of the moment and be sure they'll be followed – or force enemies to back down. Finally, Steel Rain combines very nicely with the defensive moves: use yourself as a distraction, absorbing the brunt of the enemy's attack and then having your allies launch an ambush.

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.

THE SURVIVOR



CREATING A SURVIVOR

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

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 lost long ago.
- _____ will need my help to survive.
- I saved _____ from certain death.

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**.

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.

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.

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.

MEMENTO

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.

INHERITANCE

Get one of your Family's inheritance moves.

HARM BOXES

- ☐ 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.

PLAYING A SURVIVOR

What the Survivor has survived should be a notable event in the world – the Survivor is remarkable because they survived it, and so at least part of the politics of this Age should be dealing with that event's repercussions.

In play, expect the Survivor to be extremely tough – only one of their Harm boxes gives a stat penalty and This Won't Kill Me allows them to reduce or ignore wounds. A particular wrinkle is that This Won't Kill Me can be used to ignore the effects of the Dead box until danger is passed, allowing the Survivor to accomplish one last feat before dying.

The Survivor experiences the world through their loss – Memento lets them give aid through remembering the fallen, Lone Survivor gives them permanent boosts by avenging their friends' deaths, and The Things I've Seen lets them leverage the wounds of the past into present bonuses. If a Survivor comes to terms with their loss and moves on, they should either retire as a character or switch to another playbook – do whichever makes more sense in the moment.



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.

THE UNTAMED



CREATING AN UNTAMED

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

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?

GEAR

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

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.

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.

HARM BOXES

- ☐ Indifferent
- ☐ Annoyed
- ☐ Enraged
- ☐ Winded
- ☐ 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.

PLAYING THE UNTAMED

You are the archetypal brute, suited to a life of violence and danger like no other. Compare the Untamed to the Sentinel and the Hunter, and you will immediately notice the differences. Where the Sentinel defends and entrenches, the Untamed tears apart with Peerless Brute and overcomes with Fierce Agility. Where the Hunter sneaks and hits their target with finesse, the Untamed has Keen Senses, Keener Reflexes to react to danger and confront overwhelming odds protected by Hale Beyond Measure. However, think carefully about taking Reckless Fighter; it will make taking Harm less likely, at the cost of exposing what you most care for to harm – a selfish choice, to say the least.

Pay attention to your Harm boxes. You read it correctly: you suffer no penalty and keep on coming until you pretty much drop dead. A powerful move hidden in plain sight.

The Untamed is at home with the Tyrant Kings and, obviously, the Uplifted Children of Mankind. But whenever a Family truly needs a warrior, one unconcerned with collateral damage or forward planning, there you will find theUntamed.

CHAPTER 09

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In the menacing and imposing ruins of the Before, your people will not be satisfied simply struggling for survival. Through toil and dedication, you will build new wonders and achieve new heights.

Each of these wonders is a grand undertaking, requiring the investment of vast quantities of resources, manpower and organisation. From the moment your family starts working towards one, it will start changing the homeland. Others will notice, if you're not careful to hide the signs, and may work to stop you – or try to finish their own plans before yours reaches fruition.





GRAND DESIGNS

BUILDING WONDERS

A completed wonder gives the owner incredible control over the shape the next age takes. The project also leaves a permanent mark on the homeland's geography and culture, benefiting whoever claims it. That's a crucial part of Legacy: there's no going back, only constant evolution onwards.

WONDER CREATION SUMMARY

Here's the basics of building a wonder. For full rules, check out Chapter 2.

Each wonder has 5 requirements.

To mark off a requirement, either erase the indicated surplus or perform the indicated action. Describe the preparations your family goes through to funnel this into the wonder's creation.

If your preparations are destroyed, remove a mark from a requirement.

When you mark off all requirements, the wonder is complete. Everyone else rolls 2d6 with these modifiers:

- +1: They have Treaty on the wonder's owner.
- -1: They don't have Treaty on the wonder's owner.
- +1: They have a Surplus matching one of the wonder's requirements.
- -1: They don't have a Surplus matching one of the wonder's requirements.
- +1: They erase a Surplus matching one of the wonder's requirements.

On a 6-: they pick one trial for their family and the owner picks another.

On a 7-9: either they pick a trial and the owner picks a fortune or vice versa.

On a 10+: they pick one fortune for their family and the owner picks another.

Resolve the fortunes and trials and then set up a new age, as per the **Updating the Map** section (p. 73).

There are six example wonders in this book:

- *The Capital* creates a great city in the heart of the Homeland.
- *The Great Network* brings the best minds of the homeland together in an intellectual renaissance.
- *Total War* brings great destruction across the homeland.
- *Revolution* completely overturns the homeland's social order, destroying oppressors and outlawing old behaviours.
- *The Age of Discovery* finds a new land your families can call home.
- *The Energy Revolution* lets you tap into the full potential of the ruined tech of the wasteland.

TRANSFER AND SHARE

When a project is completed, many Resources change hands. To make things easier, let's define some terms.

- "Transfer" means you take the indicated Resource as a Need and the Owner of the project takes it as a Surplus.
- "Share" means both you and the Owner of the project will gain the indicated Resource as a Surplus.

WONDER PRINCIPLES

CHANGE THE WORLD

Observe that as soon as a Wonder is unleashed everyone rolls a Turn of Ages. Our historical references were the Internet's creation, World Wars and the Russian October Revolution: your wonders should have similar impact. Threats and opportunities from the old age can still continue into the new, but the Wonder's existence will irreversibly alter your perspective on them.

RESPECT THE FICTION

A Family might have all the adequate Surpluses for a Wonder, and still find no valid reason to pursue it. Perhaps there aren't enough people in the Homeland for a Capital. Or your Family might have no background to support an intellectual endeavour like the Network. Perhaps the player can't even decide what the Family is trying to make a Revolution about. Make it believable and justified or else all the Fiction might unravel.

BUILD MOMENTUM

Even if players decide to hoard their Surpluses to usher in their Wonder in one go, it can't come from nowhere. Fiction must be served! Narrate every Surplus devoted to the Project as a sacrifice or investment, and explain how and why that has happened – a great dramatic scene might be lurking just underneath the surface of the answers. Also consider that investing surpluses drops Mood – if they trigger **Fall into Crisis**, they can end up facing trouble in the fiction much more severe than a mere stat penalty.

MIND OUTSIDE INTERFERENCES

There are two ways a project can be cancelled by outside forces. The first and most obvious is the fiction. Say a Family was preparing for Total War, but end up losing support and reaching a diplomatic agreement. They abandon the cause for Total War and thus lose every invested Surplus. The second method is when other Families and Factions sabotage the project or **Call in Debts** for critical Surpluses.

MAKE IT FUN FOR EVERYONE

Players who start a Wonder are showing a desire for two things: narrative control and strategic rewards. They should still ensure this process remains engaging for everyone. Great stories and powerful scenes can be found even from a Trial imposed on you. Roll with the punches!

On the Owner's side, there's no point denying a Wonder's rewards justify the investment and risk. Here Legacy shows a surprising competitive side! Expect some strategic deliberation from all involved as the Wonder inches closer to completion, and more so when the Turn of Ages is rolled.

Weave every Trial & Fortune into the history of the Homeland and build a grand tale of change and challenges. Draw the map anew, rewrite alliances and root the next Age's characters deeply to the events ushered by the Wonder. Embrace it all fearlessly and savour the breakneck rush of history. Celebrate the fact that players planned it all, that they took the reins of the story with such conviction. Ultimately, you are all playing to find out what happens.

THE CAPITAL

In this new world of ruins and wasteland, your Family forged something new, something more: a city! No mere settlement, not just a fortress or a market by the crossroads: all that and so much more, a place for all kinds to find a home.

REQUIREMENTS

Barter Goods, Prestige, Progress, Trade, Defences.

PERMANENT BONUS

Whoever controls the city always 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 an Age where you still 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 an Owner's Resource to yourself, but lose all Treaties on the Owner, who gains 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 a bonus Firebrand move.

Pollution: The by-product of civilisation overflowed causing a health crisis. Tell 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 away 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 ate 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 permanent -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 tended to 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 gained control of 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 in 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

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.

REQUIREMENTS

Science, Artisans, Engineering, Trade, Progress.

PERMANENT BONUS

Whoever has authority over the Network gains Surplus: Progress at the beginning of each Age.

TRIALS

Acculturation: Your Family embraced the Owner's culture in lieu of their own. Adopt the Owner's Lifestyle for next Age and Transfer Leadership or Motivation. Tells 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 left 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 donated (or downright lost) 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 Motivation to the Owner.

Overspecialization: With cultural production centred in the Great Network, it was 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 feared being swallowed whole by the Great Network, and decides that xenophobia is the only possible answer. Tell us what sacrifices were made. You set your Reach to -1 for the next Age and must **Hold Together** as soon as the next age begins. But you give the Owner nothing.

FORTUNES

School of Thought: Your Family's wise ones created 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 joined 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 found 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 validated your most basic beliefs and aligned 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 fuelled 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 spread 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 a bonus Envoy move.

Cultural Integration: Your Family embraced change and become an integral part of the broader culture ushered in 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!

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.

REQUIREMENTS

Justice, Spies, Scouts, Leadership, Morale.

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 supported 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 bonus move from the Firebrand.

The Crash: The Revolution brought 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.

Colonial 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: The chaos of the revolution gave opportunists a chance to profit from the most abhorrent commodities. You say if you were slaves or slavers. The Owner says how the abominable trade was ended. You gain either Need: Safety or Need: Morale, and you and the Owner Share Spies or Recruits.

The Coup D'état: Your leadership flourished 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 collapsed 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 reacted 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 created 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 were the gentle arm of respite, whether you supported 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 adopted 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!

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 need be.

REQUIREMENTS

Weaponry, Leadership, Morale, Transport, Recruits.

PERMANENT BONUS

The war leaves behind a bastion, monument or demilitarised zone. Whoever controls it gains +1 to Grasp.

TRIALS

Great Battle: A devastating clash of wills scarred the land forever. Choose 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, gain 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 a bonus Firebrand move.

Scorched Earth: Those who attacked you went 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 fled 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.

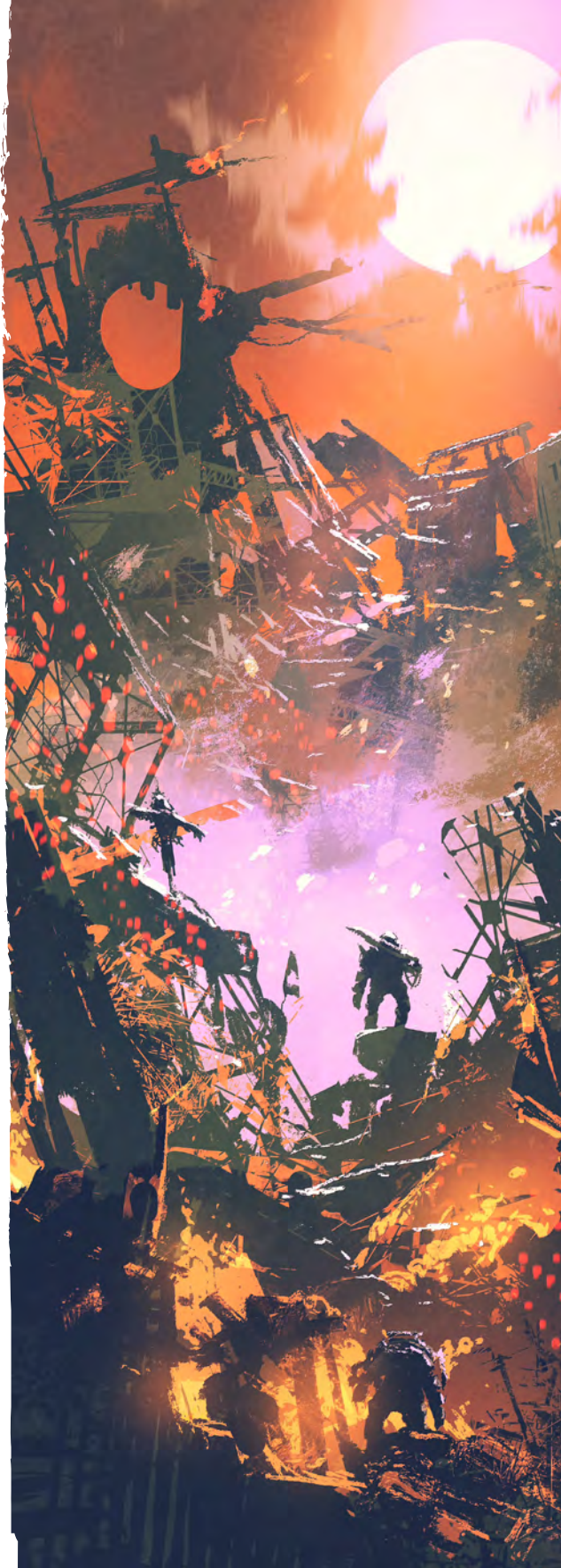
Arms Deal: Approved or not, you were party to an exchange of secrets and advanced weapons; tinder to the fire that will consume us all. Share the Enclave move **Future Shock** with the Owner for the next Age. You must spend all your Tech on a **Claim by Force** effort right now or lose it all.

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 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

The Homeland was never enough for your people. Beyond the horizon, the ruin-choked hills, the acid seas, you knew there was a fabled land full of riches. Your people led the way, and the rest of the Homeland followed behind.

REQUIREMENTS

Scouts, Progress, Transport, Leadership, and then five successful **Wasteland Survival** moves.

PERMANENT BONUS

You control the transport routes. You get advantage on **Wasteland Survival** when making the crossing, and can give others disadvantage on efforts to make the journey.

TRIALS

Piracy: In the wastelands from here to there, outlaws rule. Tell us about the pirates' identity and the Owner describes their usual victims. Draw their 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 say how it was violently quelled. Draw a settlement that suffered the worst of it and gain a Need of the Owner's choice, but 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 tells us how they were vanquished. Draw a 3

Surpluses cache on the new-found 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 new-found lands, and you draw a settlement of your people close nearby. 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 was discovered in the new-found lands, becoming exceedingly valuable overnight. The Owner tells us about what makes it so valuable and you place as many sources of it as there are Families in-game on the new-found land's map. Anyone who doesn't have the Resource 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 with unwilling hands. The Owner gains Surplus: Engineering and Barter Goods, but you and any Family or Faction of your choice gain Need: Justice or Recruits, your choice.

FORTUNES

The Great Colony: Draw a fortress you conquered or built in the new-found 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 new-found land's 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 tells us what was impressive about the land's inhabitants and you tell us 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 3 different Surpluses on the map. These resources must be original and exclusive to the new-found land. Whoever acquires them gains Surplus: Trade as well; 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 pilots learn their craft. Whoever controls this building gains Surplus: Spies and Scouts. Your Character and the Owner's start the next Age with a bonus Envoy move of your choice.

The Company: A new Faction emerges from your combined might to exploit and control the new-found 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

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 bellish glow?

REQUIREMENTS

Engineering, Energy, Scavengers, Progress, Spies.

PERMANENT BONUS

Double all your Tech earnings for as long as you have Surplus: Energy, as the treasures from 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 Engineers, gain Need: Morale.

Know-how: Your people depend wholly on others to operate and maintain the Energy Revolution's 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 who gave you the knowledge you needed.

Pollution: For you, progress 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, and the Owner tells us about its nature.

The Curse: Prosperity brought by progress brings 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 3 of the Surpluses invested in this Wonder and get 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 grand distribution network fighting back want and need. Draw a connector between at least three settlements. Any Faction/Family linked by this connector can erase any 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 gain advantage and **Power Up** can be used for free once per session.

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 Engineers at the beginning of every Age, as long as they don't have Need: Energy and/or Engineers.

War Machines: How could the ancients set a ravenous beast like this free? What kind of enemy would need this many weapons to kill? Gain Surplus: Energy and Transport. As long as you have both, get advantage on **Claim by Force** and give your vehicles and weapons an extra tag.

The Revelation: An unknown miracle of engineering powered up in your hands, though its full potential is still untapped. Start the next age as The Machine, The Promethean or The Remnant and pick an extra move when building them. Whoever wishes to start with the any of the other two Characters can also gain an extra move if they give you 2-Treaty.



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Games working on the Apocalypse Engine are incredibly rewarding to GM: you can flow from scene to scene, from moment to moment as the story demands. You'll spend most of your time in free conversation, unimpeded by restrictive rules, but at key points in the narrative the game's moves narrow down your focus to drive the story towards drama and interesting choices.

Getting the most of this structure needs a certain mindset: you're not writing a script for the players to experience, but gripping the reins of the story your group's telling as it rampages about and shifts direction, and guiding it towards entertaining outcomes.





RUNNING THE GAME

This chapter contains procedures to help you run this game, as well as advice on how best to use them. There's a hierarchy to the guidelines Legacy gives you as a GM. Here they are from most to least crucial:

Your Agenda is the core philosophy of running Legacy. Everything you do should serve your Agenda – it's why you're playing.

Legacy is a conversation. That's why you should bear in mind What To Say.

Your Principles are how you pursue your Agenda. They're guidelines to keep in the back of your head as you play.

Reactions are the precise tools you use according to your Principles to pursue your Agenda. When players miss a roll, or everyone's looking to you to see what happens next, make a reaction.

AGENDA

MAKE THE WORLD SEEM REAL

If the world's not believable, you're going to have problems. Make sure to stay grounded and human even in the most fantastical situations.

MAKE THEIR LIVES HISTORIC

Everyone's here to make interesting stories. If characters are spinning their wheels, give them choices to sink their teeth into. The character's successes should be momentous and their failures should be infamous – give them every chance to avoid mediocre or petty outcomes.

PLAY TO FIND OUT WHAT HAPPENS

This is your reward and your goal in running Legacy. There's no pre-planned story, and no assumed future. Just the logical consequences of the players' actions in the world, and the story they create. Avoid getting bogged down in planning – feel free to imagine possible

situations and interesting conflicts to bring out, but stay ready to ditch everything in response to the player's choices.

WHAT TO SAY

WHAT THE PRINCIPLES DEMAND.

WHAT THE RULES DEMAND.

WHAT YOUR PREP DEMANDS.

WHAT HONESTY DEMANDS.

A key part of running a game well is being fair. You should never attempt to negate a player's unexpected victory by inventing new threats or rewriting old ones, but neither should you change things about to make things easy for them. The characters should live interesting lives, but not effortless ones.

Between sessions you might decide things about how settlements function, what dangers might lurk out there in the wasteland, and how factions will try to act against the player's families. If you've set up a conflict based on this prep, don't pull your punches and reverse it half way through – or add extra challenge to undercut the player's unexpected victory.

Also remember that your prep isn't everything; players will always come up with left-field solutions to the problems they face, and it's important to keep an open mind. When they try something unexpected, consider the situation in the fiction, the rules, and the Principles, and say what makes sense to you.

PRINCIPLES

CREATE PRESSURES THAT FORCE EVOLUTION

The Fall changed everything, and the survivors are only partially adapted to the world's new state. Show how adaptation has changed them, and attack them with pressures that force them to evolve or perish.

EVOKE THE PAST, THINK TO THE FUTURE

Always look for an opportunity to ground current events in the established past, and consider the impact their actions may have in years to come.

FILL THE WORLD WITH RUINS

As you describe the world, fill it with mystery and history. One Family lives in a giant crater; what carved it out, and what was there before? Are those mountains, or ruined skyscrapers?

BEGIN AND END WITH THE FICTION

Remember that moves and their effects exist only within the fiction unfolding at the table. When your players make a move, its trigger should colour its results, and its results should be concretely contextualised in the fiction.

NOTHING IS ETERNAL

The easiest way to make the game dynamic and the events historic is to always be ready to destroy, uproot and mutate the people, factions and settlements in the world. Don't trivialise the player's achievements, but make sure they have to work for their security.

DRAW MAPS, LEAVE BLANKS

Legacy is grounded in the landscape. Families fight over natural resources and political borders, characters explore mysterious structures, and natural disasters sweep through the wasteland.

A map helps you track all of these and keep everyone on the same page – but remember to leave room for players to add to it through Data spending.

WRITE HISTORIES, AND REFERENCE THEM

Legacy is also grounded in history. Keep a record of the significant events of each Age. When you're looking for ideas, consider how past events might cause new troubles.

NAME PEOPLE, KNOW WHO BACKS THEM

Everyone has the potential to be important, and having a name keeps them memorable. As everyone's a member of a family, clan or cult (however estranged) consider where they could get help once characters start making trouble.

BE A FAN OF THE CHARACTERS

Like an audience member, you're here to celebrate their victories and mourn for their losses. Put them into interesting situations, but never force them in a particular direction.

APPLY CONSEQUENCES ELSEWHERE

Sometimes it's better not to show the players the immediate consequences. Make a note and bring them to light later. Make sure their source is clear when they're revealed, so that it's clear you're not just inventing extra adversity as a power trip.

ASK QUESTIONS AND USE THE ANSWERS

Use questions to focus the group's imagination on specific elements of the world. When you want to highlight someone's day to day life, their motivations, or their history, just ask them. Answers build ties to the world, and give you foundations to build your own ideas on. Try to avoid completely

open questions, though: giving a player the authority to declare too much in one sweep might make them feel crushed by the responsibility, or force you to step on their toes if something they suggest is harmful to the tone you all want from the game.

BE FLEXIBLE WITH YOUR RESPONSIBILITIES

Sometimes it's more interesting to put decision-making power in someone else's hands. This can be one of the players, giving them the choice of how a situation resolves, or letting them say what's happening when the spotlight moves to them. It can even be one of your characters, letting you make the choice that makes sense according to the characters and world as established.

MAKE YOUR REACTIONS LOOK NATURAL

When you use a reaction, consider the current story and what you'd like to see the players deal with. Don't give away any kind of meta-textual concern, though: channel your reactions through established parts of the fiction and maintain the illusion that they're a natural consequence of a living, breathing world.

INFORM CHARACTERS, NOT PLAYERS

When you give the players information, relay it through their character's senses and inferences. For example: "Jane, Kate sees a cloud of dust on the horizon. You know it's not a sandstorm – looks like at least a dozen vehicles". Doing this instead of just saying "Jane, a convoy of vehicles is coming" adds an opportunity to say something about the character's insight and competence, and makes sure the focus stays on the character's feelings and experiences.

A FAMILY IS A GROUP OF INDIVIDUALS

Even when actions are happening at

the family level, you can put actions and reactions within the context of a family member learning information and making choices – either their main character or an incidental character invented for this moment. "Lex, you're the first to see the scouts return. As they unpack they shout up a report – Morrow's Sons are on the move southwards".

REACTIONS

As the GM you're here to manage the pacing of the game, push the players into interesting decisions, and portray the world and its inhabitants. As such you don't make proactive moves so much as reactions. You make reactions in three situations:

- When a player rolls a 6 or lower on a move.
- When everyone's looking to you to find out what happens next.
- When the players offer you up a golden opportunity.

To explain that third point, it's when the fiction so far has established that one thing will follow on as a direct consequence from another. If it's been previously established that stepping on a pressure plate will trigger a bomb, and a player describes their character stepping on the plate, that's a golden opportunity. Less dramatically, it's what happens when a PC makes a faux pas in a foreign court, when they consciously take the last supplies an expedition had, when they do something you want to immediately respond to.

The difference between this and the first two categories is that the GM can actively interrupt a player's narration to give an immediate reaction. The GM should only do this when the trigger has been previously established.

THE STRENGTH OF A REACTION

When you make a reaction, it can be **hard** or **soft**.

A soft reaction is one that leaves room for the players to react – for example, describing a cache the characters spot on the other side of a chasm (Offer an Opportunity) or that a mutant raises her spear and charges the Sentinel (Put Someone in a Spot). Once you've described the reaction, you ask the players what they do and work through the actions they describe.

A hard reaction is one that cuts straight to the consequences. They tread on a weak roof section and fall a few stories (Deal Harm as Established), or they get home and find that their brother's lost their food stocks on a bet (Erase a Surplus). Often enough, a threat introduced by a soft reaction can lead to hard reactions down the line if the players overlook it or decide to focus their efforts on other dangers.

REACTIONS IN DETAIL

REVEAL AN UNWELCOME TRUTH

Something about the world is more dangerous than the players thought, or one of their strengths is revealed to be less potent (or reliable) than they were expecting. Use this to add tension to the scene, but not necessarily in a way that demands immediate action.

PUT SOMEONE IN A SPOT

Force someone into a situation where they must make a decision. You can describe the situation and give them their options, or you can show that their current situation is untenable and let the player decide what decision they make. Use this to bring the scene's tension to boiling point.

TELL THEM THE CONSEQUENCES AND ASK

If the thing a character's doing may cost them, you can say what the consequences will be and ask if they still want to go through with it. This way you can complicate their life while giving them the power to choose how much they suffer.

SEPARATE THEM

Stop the players from working together. At the character level, a collapsing ruin might leave two players stranded away from the others; at the family level, a river in flood could divide the homeland and stop families from trading. In regular tabletop games splitting the party can bring the game grinding to a halt, but the Apocalypse Engine powering Legacy helps you keep the game's spotlight flexible and highlight a character or family's strengths and weaknesses when isolated from the others.

TAKE AWAY THEIR STUFF

The players have interesting gear, helpful followers, useful assets and strategic territory. Don't be afraid to take some of that away through sabotage, thievery or flaws. Make them want to get it back.

CAPTURE THEM

Put the characters in a situation where their options are severely limited. This could be literal (bound and locked in a cell) or more fleeting (pinned down by gunfire). On the family level you can restrict a caravan's ability to escape an ambush, have an important operative go missing, or trap them in a web of obligations.

DEAL HARM (AS ESTABLISHED)

If the fiction says someone should get hurt, hurt them. If someone drives off a cliff, you can harm their vehicle; if a player gets an armoured bug to walk over a mine, you can narrate the bug's death without the player having to roll **Fiercely Assault**. When a player's getting hurt, make sure the Harm's appropriate to the fiction.

ERASE A SURPLUS

Erasing a Surplus is pretty dramatic, and represents great changes in the fiction: losing a mine, a spy network, or your granary. It'll take great effort to rebuild them. If the peril assaulting a family would reduce their capabilities but not cause ongoing issues, it makes sense to remove one of their Surpluses.

ADD A NEED

In contrast, a Need is something new that's afflicting a family. If a plague starts spreading through their ranks, if they're forced out into the Wasteland, or if they go through a schism, it makes sense to add a Need. A Need lingers and can cause repeated trouble with In Want, so they're best used for ongoing problems in the family.

TURN THEIR MOVE ON THEM

If they were trying to make someone do something, they instead end up promising a service; if they were trying to capture someone, they end up at their mercy; if they're trying to get information, they end up revealing something of themselves.

GIVE THEM RECOURSE, SOLACE OR COMFORT

Even the wasteland has moments of beauty, peace and grace. When your characters have gone through the wringer, it can be remarkably effective to take the pressure off and let them relax a little. Even on a 6- you can choose not to inflict misfortune – or even provide unearned rewards.

OFFER AN OPPORTUNITY, WITH OR WITHOUT A COST

Show them something they want, and say what they need to do to get it. Sometimes you'll want to put a huge cost on this to force a dilemma on the player; other times you'll make it easy because it's more interesting to see what the player does with it.

SHOW A REMNANT OF THE PAST, USED IN NEW WAYS

Every part of the world is built on the Before and twisted by the Fall. Even the parts that remained intact may have been made irrelevant by the new world, but they're still potent. Put settlements in the body of a battlemech, peddle mutagens as a recreational drug, show cults who worship data outputs as messages from god.

SHOW THE CONSEQUENCES OF PAST DECISIONS

When you revisit somewhere the players have been before, show how it's changed since we were last there. Demonstrate how their previous actions – both this age and in past ages – have had an impact on this place in expected and unexpected ways.

SHOW A DOWNSIDE TO THEIR PLAYBOOK

Each playbook has strengths with sometimes inconvenient costs, and weaknesses they'd prefer to ignore. Bring those costs and weaknesses to the forefront – see what an Elder will do without their staff, or show how little the Firebrand has to offer once the regime has been toppled.

INTRODUCE A NEW LOCALE

If characters stumble onto an interesting new location, or you dramatically shake up the homeland, put it on the map to cement it in player's imaginations.

HIGHLIGHT A WEAKNESS OF THEIR FAMILY

Think about the weaknesses of their approach: Tyrants rely on their neighbours being weaker than they are, and the Servants need others to recognise their moral authority. By forcing them out of their comfort zone you give them opportunities to find new solutions, grow, and adapt.

USE A REACTION FROM A FACTION OR THREAT

You may have Factions or Threats prepared. Each of those will have their own reactions to activate when the time is right.

AFTER EVERY REACTION: "WHAT DO YOU DO?"

Make it clear after every reaction that the ball's now in the player's court. Answer any questions they have, but it's their turn now to act.

DANGERS

The Fall smashed the old world into a thousand pieces, and the shattered landscape is full of terrors. If you can overcome them, though, the future awaits.

Dangers are the most direct tools you can use to provide adversity for the characters. They come in four broad categories:

Factions are political forces within the Homeland. Like the player families, they have surpluses, needs and objectives. They could be controlling forces for the players to revolt against, or rebellious insurgents disrupting the homeland's stability.

Hazards are the intrinsic dangers of the Wasteland. From the mundane issues of thirst and disease to strange reality-warping anomalies, they provide flavour to particular regions of the wasteland but are otherwise a passive force.

Threats are individual active dangers – beasts, looters, monsters and more.

Fronts are a set of threats with a common source. As the threats continue to manifest, they increase in power and scope, until the front causes lasting change to the world – unless the players stop it from coming to pass.

Each danger has custom moves that define the ways it makes an impact on the fiction. You use these moves the same way you use your other GM reactions – when someone rolls a 6-, when everyone looks to you to say what happens, and when the players offer you a golden opportunity.

For some example dangers, turn to Chapter 12.

THE HARM SCALE

Dangers often pose a physical risk to characters. Here's how much Harm they might deal out:

1 Harm: Punches, kicks, a savage beating, a swarm of rats.

2 Harm: Improvised weapons, claws and teeth, a pack of mutated dogs.

3 Harm: The best weapons modern artisans can make, a blow from one of the monsters of the Fall.

4 Harm: Artefact weapons from the World Before, having your arm twisted off by a reality warp.

5 Harm: Ground zero at a detonating reactor, being disintegrated, a building falling on you.

FACTIONS

The Homeland teems with life – settlements, cults and organisations outside of the control of the players. To spotlight particular groups, write them up as a Faction.

To build a Faction, you first need an overall **concept**. Unused Family playbooks are a good place to look for ideas, as well as the other settlements and organised threats you defined when you built the world together. Each Faction should have something it's actively pursuing in the world, to ensure they come into contact (and conflict) with the players.

The second step is to create the faction's **Face**. This NPC is a pivotal person in the story of the Faction –

whether they're its leader, its emissary, or an agitator causing the Faction's current turmoil. Flesh them out and try to make sure they're someone the PCs would be interested in talking to.

Each Faction should have 2-3 Surpluses and 2-3 Needs, assigned to fit the fiction. Each **Surplus** represents one of the faction's key strengths. For each Surplus, write an ability the faction has gained from that resource that you can use as a GM reaction. Their **Needs**, on the other hand, represent the things the Faction is lacking and will be actively searching for. For each Need, say what will happen if the Faction gets it. Finally, Factions have **Alliance Moves** that give them Treaty points on other Families. You can spend these Treaty points in the same ways player families can: take one of their Surpluses, or get them to back you up, fall into indecision or protect something important.

You should write an Alliance move specific to the ways the Faction can win obligation, prestige or fear from other groups. Here are some examples:

The Faction controls a desirable resource or luxury. *When they give a gift of it to a player Family*, they gain 1-Treaty on them.

The Faction controls territory. *When they give a player Family safe passage through it*, they gain 1-Treaty on them.

The Faction has cultural power. *When they publicly praise a player Family*, they gain 1-Treaty on them.

EXAMPLE FACTION: THE CULT OF WEATHERTOP

Concept: A cult formed around the constant stream of data received in the ruins of an astronomical facility. The Reverend came from the wastes bearing the cypher for the messages, and to this day he reveals their full content only to the initiated.

Face: The Green Reverend is only partially human. He can be extremely convincing, but his ascension from fringe cult leader to master of the Homeland's most advanced settlement has left a swath of mangled bodies behind.

SURPLUSES:

Leadership: The Reverend's acolytes shun or aggressively push away anyone trying to get them to break ranks or gossip.

Defences: Experimental rifles make the area miles around the observatory lethal.

Knowledge: Reveal a prepared countermeasure to the player's actions.

NEEDS (THEIR AGENDA AND THREATS):

Trade: The Chapter needs resources and raw materials for their mysterious project. Every time they meet this need, the weather of the Homeland changes in one specific way.

Medicine: The project has dangerous side effects, and their population is declining rapidly. If they meet this need and deal with the deleterious side effects, the remaining effects strengthen and mutate their people.

Recruits: A constant need. Whenever they achieve it, they build a new Surplus and start another scheme for more Recruits or Slaves.

ALLIANCE MOVE

The Chapter broadcasts forecasts of the next season's weather free of charge. *When this forecast helps a Family avoid misfortune*, the Chapter gains 1-Treaty on them.

HAZARDS

The Fall has twisted some parts of the world, ruined others, and birthed strange energies that still linger on. These **hazards** make the wasteland dangerous and unpredictable, and emphasise the value of the security carved out in the Homeland. By defining them you turn the abstract danger of the wasteland into specific areas of concern, and provide an opportunity for players to neutralise a hazard and reclaim some territory from the wasteland.

To make a hazard, start with a concept for it. Is it...

An insidiously spreading toxic, infectious or psychoactive agent?

Terrain that shifts and changes unpredictably?

Non-hostile but erratic vegetable, insectile or artificial life?

A Hostile Ground unsuitable for human habitation?

Something else?

Work out if the threat causes direct damage to characters – if so, give it a harm rating. Also give it two or three special GM Reactions to represent the effects it has on the players and the environment.

Hazards are largely passive, so their reactions should trigger on character actions and represent ways characters can mitigate or exploit the hazard.

EXAMPLE HAZARD: THE NEST

A nest of hundreds of small emerald spiders. They will devour anything living that comes near, but not for food; the victim is reconstituted in another nest elsewhere in the wasteland, still alive if somewhat traumatised.

When you offer yourself up to the spiders, roll +Steel. On a hit you reform in another nest much closer to your destination. On a 7-9 choose two:

The nest you reform at is safe;

You're physically unchanged;

There's no lingering hallucinations or arachnophobia.

GM REACTIONS:

Form a new nest in an unexpected location.

Vomit up something from elsewhere in the Wasteland.

FRONTS

A **Front** is a group of dangers, whether political, martial, or natural, with a common origin or theme. This could be:

- An organised army sending forth soldiers, raiders, and spies.
- An ecological shift causing knock-on catastrophes in the region's food supply and sending animals rampaging.
- A religious movement undermining the players' Families with taboos on their products and slave revolts.
- Any other grouping of multiple threats with a common theme.

A Front comes with ideas of what it could do absent the player's actions, its potential end result, and characters the players might meet as they deal with it. They're broad threats, designed to help you organise your thoughts on how to challenge the players, and as a reference of what to do when you're short on ideas when you're running the game.

Like Factions, you first need an overall **concept** of its origins. The world of Legacy is dangerous and impoverished, so dangers might arise from the treacherous new status quo created by the Fall, the emergence of something unexpected that causes upheaval, or someone resorting to desperate measures to get what they need. It may also help to have a face: as with Factions, they give a focus for the PC's interactions with the threat. As the story of the front develops, feel free to swap in one face for another – a herald of the oncoming horde might be replaced by their warlord, for example.

The next step is to develop the individual **Dangers** that may be created by the Front; each Front should have 2-3. Think through which outcomes of that root cause would have an impact on the

player's Families and be interesting to play through, and focus on those.

A Front is a big enough deal that every player should be able to interact with it. To aid this you should present variation in the problems the Dangers pose: politicians, scientists, warriors and explorers should all have something to do. Where the Danger will be confronted directly by the players, you should give its representatives moves and Harm if applicable. It is through dealing with these Dangers that the players will understand the root cause of the Front, and build a plan to deal with it before the worst comes to pass.

The fourth step is to determine the Front's **Fallout** – what exactly you see happening if the players cannot stop the front. Once this comes to pass, the Front is over. This should be disastrous, but not game-ending; if a Front comes to pass, it should define the Age and reshape the player's Families without wiping them out entirely or bringing them so low it wouldn't be fun to continue playing them. While a given Front is unlikely to get to the point of inflicting Fallout on the world, having it written down gives you an idea of the stakes that are in play.

EXAMPLE FRONTS:**THE STELLAR AMBITIONS OF MAGISTER ARIKHIV**

Magister Arikhiv leads the Order of the Stars, a cult of technologists seeking to escape this world into space. They have found in a crumbling tower a pre-Fall device able to communicate with the satellites floating in high orbit, and are trying to commandeer one and use it as transport. As the satellites were never meant to return to the planet's surface, this will not end well.

Face: Magister Ilsa Arikhiv, an elderly scholar whose greying hair and weathered ebony skin is normally hidden under a patched environment suit. Her years have seen friends, family members and lovers snatched away by the wasteland, and now she seeks security for her clan in the peace of space. She's a genius with technology, but her grasp of pre-Fall space exploration is shaky at best and her ego will prevent her seeing her mistake until it's too late.

THREATS:

Crops start failing, tides shift and thunderstorms batter the Homeland as Magister Arkhiv tampers with weather control satellites.

The Order of the Stars starts raiding surrounding families for the supplies and tech they believe they'll need in space.

The stars start moving in unprecedented ways, causing panic in the astrologers and mystics of surrounding clans.

FALLOUT:

A satellite crashes to earth in a great conflagration, annihilating the Order of the Stars and the surrounding land.

THE WINTER STAMPEDE

Every year the megafauna that stomped the pre-Fall cities flat complete a tour of the Homeland, destroying everything in their path but leaving behind unearthed treasure and fertile land. This year a quake has toppled a mountain in their path and diverted their migration. Even as the first snow falls and your family shelters from the cold, hundreds of tonnes of lumbering beast are thundering towards their settlements.

Face: Nym Carrera. Nym is an outrider of the Engine Hearts, a group of nomads that follow the megafauna on patchwork vehicles to harvest the choicest leavings. Nym was the first to realise the beasts had changed direction, and now they're riding as quick as possible to warn others of the stampede.

THREATS:

Packs of predators are pushed by the oncoming stampede into the players' lands.

Earthquakes shake the ground, threatening homes and food stores.

Refugees warned by Nym arrive asking for shelter and warmth.

FALLOUT:

The stampede carves through the Homeland, leaving hundreds homeless in the bitter winter.

PLAY ADVICE

PLAYER VERSUS PLAYER

Legacy assumes that your families will spend most of their time somewhere between a cold war footing and wary alliances, with outright violence and altruistic, whole-hearted cooperation equally rare. Similarly, characters are intended to be acquaintances, old friends or rivals, with room for those relationships to slide towards fierce loyalty and absolute hatred in play.

All of this is to say, your game shouldn't have outright conflict between players at the start of the game but can certainly end up there thanks to events in the fiction. Where possible, try to channel hostility between them into indirect competition – racing to claim a resource first, undermining the rival's alliances with other factions, building Wonders, etc. When they're directly acting against each other – **Claiming by Force** a settlement guarded by the second family, or **Fiercely Assaulting** their character – step back a bit before triggering moves. Make sure everyone's clear with the situation in the fiction and the actions that everyone is taking, and let them change their action as needed if the situation is cast in new light. Then go around the table, triggering moves in whatever order makes sense. As a rule of thumb, let people just talking go first, then people moving or interacting with the environment, then people using violence – putting the most drastic consequences at the start has a much greater risk of causing nonsensical situations.

Once everyone's resolved whatever moves they were making, work as a group to fit the results together in a way

that preserves as much of their effects as possible without twisting the fiction into something implausible. If someone rolls a hit on a **Fiercely Assault** to capture another character, while their target rolls a 10+ on a **Defuse** to jump out of the window, the players will have to reach a compromise mediated by you. Maybe the second character is safe from harm, but captured. Maybe the second character is out of the building, but they left something valuable behind.

In all player-vs-player situations, remember your Agenda: you're here to make their lives important and dramatic while preserving the integrity of the fiction. Sometimes you won't be able to reach a compromise that makes everyone happy, but if that's what's needed to hit your Agenda that's fine. Remind them that Legacy's fiction can move rapidly, and even an incredibly put-upon family or character can get their revenge soon enough.

GAME PACING

It's worth thinking about the structure of your campaign beyond an individual Age. Each game of Legacy starts with each family as survivors barely able to look beyond their day-to-day wellbeing. Your first Age puts your players on the cusp of that transition to actively changing the world: by the end of it, you'll have established the nature of each of the families, the homeland they all live in, and their ability to fight back against the threats assailing them.

Where do you go from there? The second age is a good time to bring in wonders (see Chapter 10). Give the players a brief explanation of the wonders available and how they can build them, and let them go to work chasing their dreams of change. A more

organised external threat is a great thing to bring in at this stage, giving the players a dilemma between building up their family's resources or protecting the wider homeland.

Once Wonders start hitting the table, they rapidly change your world. Make sure you mark down the Wonder's physical manifestation on the map, and work through the Wonder's effects on broader Homeland society. Winners and losers from the Wonder's aftermath can easily lead to a family-versus-family tone to the next few ages, as divisions between haves and have-nots start emerging. As these tensions grow, make sure characters – and players – continue to learn more about the world they live in.

AGE FRAMES

The accumulated weight of history can start to make the homeland feel unwieldy after a half-dozen or more ages. If you're struggling with this and want a palate cleanser between more traditional Ages, you can propose a particular focus for the story of given age. Players make characters to suit, adapt the backstory questions as necessary, and push other considerations into the background for a time. Here are some examples:

The Great Exodus: Catastrophe has struck the homeland, and all the families have had to uproot from their holdings and travel far across the wasteland. Vehicles are probably a must! This allows you to adopt a travelogue tone where the convoy visits a series of interesting destinations, all the while having to manage their health, morale and resources. Great to use after a Trial-heavy Turning of Ages.

Murder Mystery: The characters had a dear friend in common, and now they're dead. Putting aside family rivalries, they've teamed up to try and solve the murder and bring justice to the killer. Works well after

someone has built The Capital, especially if you can tie the murder into tensions between the families as they work on their next Wonder.

Invasion: Some force has swooped in and occupied the homeland – maybe even the main body of a Family, with the player now controlling a breakaway splinter group? The players have to keep enough Treaty on the overlord power to keep themselves out of trouble, while seeking to undermine and overthrow the oppressor. Great after a Total War or a Revolution.

A New Start: Offshoots of the Families find themselves in an unfamiliar situation, removed from most of their established strengths and facing unknown perils. A great way to return to the smaller scale of the first few ages, especially after someone's created the Age of Discovery wonder.

WRAPPING UP

At some point you may want to bring the game to a close – Legacy is designed to run for between a couple and a half-dozen ages, and there's only so long you can improve the post-apocalyptic world before it becomes something else. There's a few ways you can handle this. You can just put the game on pause at a turning of age, giving yourself a natural jumping-on point if the game picks up again. You can devise a final, make-or-break age, with the player's actions either dealing with the chaos of the Fall once and for all or bringing about a new dark age. Or you can simply play through a standard age with an eye to resolving the particular tensions each family has developed through play – if the Lawgivers have repeatedly grappled with compassion versus the law, if the Cultivators have struggled with the question of how far they should move from humanity, if the Enclave have gone

back and forth on how much they should share their tech with the other families, make those questions central to this final age and sideline all other concerns. If you're looking for more inspiration, our upcoming supplemental books *Legacy: End Game* and *Legacy: The Engine of Life* give greater detail on moving past the post-apocalyptic world, giving you tools to tell stories about a second fall or the establishment of a new golden age, respectively.

INTRODUCING NEW PLAYERS

The setup of a game of *Legacy* is highly collaborative. Your group decides not only what their families look like, but also the geography of the homeland, the events of the fall, the type of tech available and the threats they'll be facing. All of that makes it a much more involved effort to add a new player.

DROPPING IN

The simplest situation is when you have a player dropping in for a session. In this situation I'd recommend 3 approaches:

COUSIN OLIVER

They play a member of one of the player's families, either as a quick character or as a full character playbook. Have them pick a different role to the current family character, and so give them a different perspective on the family. The benefit of this is it's easy to introduce them, and they have another player they'll definitely be able to play off. The downside is they don't have much autonomy, and you'll have to work out if they can trigger Family moves (see p. 110).

HOLDER OF THE MACGUFFIN

They're a stranger to the homeland, with a powerful resource. Work out

something appropriate to your game that'll get the families competing with each other to claim it: it could be a map to a promised land, a device that gives unparalleled control over the wasteland, an intimidating war rig bristling with guns, or whatever else takes your fancy.

They pick a character playbook of their choice; use the roles and backstory they're interested in to hint at where they came from and what they may want in exchange for their resource or service. A possible downside of this is that it can derail the tone you've already established for this age, so make sure the resource they get is something fitting. If you take this route you should talk with the player before the session — give them some knowledge of the setting and some secrets they can start with before play begins.

FAMILIAR FACE

They take control of a Faction face. They pick an appropriate character playbook, but instead of their normal Backstory questions instead have players describe a previous interaction with them. For *Gear*, pick as appropriate for the Faction's surpluses. Use your pre-written surplus/need moves in place of family moves, and let them assign +1, 0, -1 to their family stats. The benefit is that they're stepping into a role that's already established in the story, but that's also a downside. I'd recommend that you use their first scene to let them add unexpected details to the character: let the player say how they act around friends and family, what they look like under that mask, the true reason behind their mysterious actions and so on.

PERMANENT RESIDENCY

The alternative scenario is that this new player will be a part of the group indefinitely. In that case it's worth stepping back to the game setup procedure, to give

this new player an opportunity to put their stamp on the world. It's best to frame this as the existing families learning something new about the world, rather than adding something that would have been obvious but somehow went unremarked upon.

If you've already gone through multiple Ages, the other families will likely have higher stats, more moves, and treaty and resources to call on. If this is a concern, for each Age that has passed let them get +1 to a stat, +3 Treaty assigned as they wish, a new move from their playbook or others', or 2 Surpluses.

There's 3 broad approaches to this:

MAKING CONTACT

A new section of the wasteland is revealed to the group – and with it the people who make it their home. How was contact made? Through signals received over great distances, a chance meeting between scavengers from each land, or an expedition party stumbling into the new land?

Put the new family's territory on the map. Is it on the far side of a ruined city, great canyon or other natural barrier? Is it somewhere unexpected: deep underground, or on top of a ruined skyscraper? Or is it somewhere normally beyond the reach of the other families – on the moon, in the planet's core, or in another dimension?

With the latter, make sure some method is available for the two groups to start interacting, or becomes available by the time the next age rolls around.

Use the new Family playbook's landmarks to define this new area, but don't bother with the History section – instead ask those questions after the new family's first Turning of Ages.

NEW ARRIVALS

The Family has travelled far to get to the homeland, and the things they have brought with them leave marks on the homeland. This could be as disruptive as Stranded Starfarers crash-landing on the homeland, or as mundane as Servants of the One True Faith completing an arduous pilgrimage through the wasteland to a promised land.

Landmarks should be gameable; don't spend effort detailing things about their point of origin if it won't be relevant. Instead, maybe show things they saw as they neared the homeland, threats that have been pursuing them to this place, and buried features of the homeland that explain why they came here.

Their History is very recent; have every Family that helped them get settled take 1-treaty on them, and have them get 1-treaty on every family that raided them or exploited them.

A NEW DIRECTION

The newcomer takes control of an existing group within the homeland – a Faction, a subgroup within a Family, or some of the homeland's inhabitants that haven't played a major part in the story so far. They're now making their bid for power alongside the other Families: use their Landmarks to show the remnant of the Before they raided for power, how the Fall affected the land they make their home, and a Threat they've unleashed as a result.

ONE FAMILY, MANY CHARACTERS

It's fine to have multiple players controlling a single family, each with their own character, but it does come with a few things for you and the group to discuss. Note: as this puts a lot more weight on character roles, expect them to change much more often!

CHARACTER ROLES

Character roles are a great way to discriminate between different characters within a family, but with multiple characters the role moves can overlap in unintended ways. Make sure you keep an eye out for contradictions within the moves, and make sure you work with the players to smooth out the rough edges. Stacking multiple copies of the same role may require you to ask extra questions. If you have multiple...

Leaders: Are they leading different factions or working together?

Agents: In what way are their missions aligned, and in what way are they opposed?

Rebels: Is there a bigger authority they're both opposing, or are they fighting for the soul of the family?

Outsiders: The players have chosen to move the focus away from the standard members of the family and onto their own weird things. Is the rest of the family carrying on in the background, or withering away?

FAMILY MOVES

Work out how family moves are triggered. Pick one:

- Everyone can trigger Family moves, as and when their character draws on the family's agents and resources. If other players object, that's a good time for *Hold Together*.
- Whoever's playing a Leader can trigger Family moves; everyone else needs their approval.
- A Family move can only be triggered by unanimous decision.

RESOURCES

Keep an eye on how much Tech you hand out – give out too much and the characters may not be challenged, but give out too little and they won't have those aces in the hole when things get dire. Giving out 2-5 Tech a session works well.

As a guideline, 2 Tech is about how much you might gain from raiding a bandit's stash or from within the corpse of a monster, while 5 Tech is the sort of wealth characters might get by raiding a pre-Fall bunker and stripping it bare.

When you give players clues about the things the tech they pick up can do, it's fine if you don't actually have a particular function in mind. In fact, it's often better if the clues don't nicely line up with any particular function, to give players more leeway in deciding what they want to use it for. A pistol-shaped object with a removable magazine full of metal cylinders doesn't leave much room for mystery, and limits what players can do with it. On the other hand, a metal box with a single flashing LED doesn't give players much to sink their teeth into and is likely to get chucked into the family storehouse.

You can play with this dynamic a bit, varying up how clear or unclear you make the function of the devices players find.

Give out a point of Data every time the characters learn something important about the world, or its movers and shakers. A lot of this will be handled by moves, but if an NPC passes on a dramatic insight in conversation, it's fine to hand out Data.

As information, it seems plausible to share Data with your allies. The issue is that spending a point of Data decides what the point of data actually represented. If you spend a point of Data to introduce a vast cavern under the homeland, others couldn't then spend that same point of data to introduce something else. To keep things simple, when you share Data with another family only one family gets the point.

FINDING THE DRAMA

While players have plenty of ways to proactively change the world, it's helpful for the GM to have ways they can make the character's lives harder. When in doubt, look to these.

THE WORLD BEFORE

The group's World Before gives you a general aesthetic for the Tech the characters find, but it also gives the characters an idea of the miracles they can find in the wasteland. When a problem they're facing could be solved by something within the World Before's scope, remind them that there could be devices out there able to fix their issue.

THE FALL

You'll have a general idea of what your Fall looked like and how the monsters it created manifest. The twisted spawn of the Fall can nearly always be introduced to add pace and danger to a scene. Its contaminating effects can also be a

source of plots: threatening the player's power base or their allies with illness or corruption is a great way to prompt them to action.

CHARACTER ROLES

Each character has some goal they're trying to pursue, thanks to their role. When players pick a role, they're giving you a clear sign of the sort of story they're interested in; work with them to tell that story, and use it to highlight the Family's culture and lifestyle. Try to link each goal to a location in the wasteland or a particular settlement. Add those details in the map, or call back to them in later sessions.

LOOMING THREATS

The group put several threats on the map during game setup. Why not use them as a way to get the characters working together, before they split off to work on their own goals? It's helpful to group some threats together as a single Front so that you have a few ways prepared for it to cause issues. Any major threat will cause political, technological and martial issues. Representing each prong gives every character something they can do to address it.

AS THE AGE TURNS

Trials and Fortunes often present a situation that has had some initial effects but is still unresolved. A Family might have been savaged by a monster from the wasteland and want revenge, or found a wondrous resource that promises riches if exploited correctly. Enemies and dangers found over the course of the previous Age may still be around, growing and changing in their own way to present new threats.

ACTION AND DANGER

As you may have gathered from reading over the character moves, Legacy isn't that interested in the precise blow by blow of a fight. Instead it's more about what fighting costs you and where the story goes from there.

Open combat against someone your weapons are well-suited to dealing with is resolved with an activation of *Fiercely Assault*. To make things more complex, add things they'll need to do before triggering that move: storm a fortified position or find a vantage point with *Forge a Path*, use *Defuse* to hide from the enemy and get in a good position, use *Unleash Power* or *Unearth Forgotten Lore* to find a way to use tech or the environment against their enemies.

Alternatively, subdivide the threats in the area such that a single *Fiercely Assault* can't deal with them: squads flanking you, or very different enemy types that need different tags to deal with.

An easy way to add texture to combat is to pay attention to the player's weapon tags. If they don't have the *Area* tag, they can't face down a group, unless they get creative. On the other hand, a *Brutal* weapon should leave furrows and scars in the landscape each time it's used – particularly if it's *Unpredictable*.

Finally, remember that the playbook moves provide many opportunities to add more texture to the story of a fight. Make sure you give your Hunters, Sentinels and other combat-capable characters good opportunities to use their special tricks.

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HACKING THE GAME

While the basic moves and playbooks included in this book cover a wide swath of possibilities, it's quite likely you'll run into a situation that needs mechanics and want some guidance on writing moves.

Maybe you're not quite sure how to build a new artefact; maybe a player wants to try making some Tyrant Kings that are economic, rather than physical conquerors. Maybe you want to change large chunks of Legacy, drifting it away from a generation-spanning, faction-scale post-apocalyptic saga to something of your own devising.

In this chapter, you'll find tips, tools and inspiration for hacking Legacy. I'd love to see what sort of things you end up making!

BUILDING MOVES

Custom moves help the GM give a particular texture to a situation, ensuring that the conversation is meaningfully different when it's in play. For that reason, they're best used to represent story beats that will come up repeatedly, or will be a dramatic centrepiece for a session. Most of the time these custom moves function like Basic Moves – they're not owned by a particular character, and nobody wastes an opportunity to get a playbook move picking them up.

Once you're set on writing a new move, you have four broad options: *direct moves*, *fortune moves*, *list moves* and *bold moves*.

DIRECT MOVES

Direct moves are very simple – they don't involve a roll, and they may not even involve choices. Their basic skeleton is:

When [trigger occurs], [outcome occurs].

Here are some examples:

When you enter the flux room, every metal object you carry is pulled to the floor.

When you speak to someone who's bonded to a thoughtworm, choose one: answer their questions honestly, or obviously avoid eye contact.

When you use Rashida's maps, roll with advantage on Wasteland Survival.

Their main function is to codify the outcome of certain situations without taking much time at the table.

FORTUNE MOVES

A dice roll gives fortune moves an increase in complexity over direct moves. Their basic skeleton is:

When [trigger occurs], roll +Stat.

On a 10+ [best result], on a 7-9 [OK result], optionally on a 6- [specific awful result].

An alternative skeleton uses:

On a 7+ [positive result], on a 10+ [extra bonus].

Sometimes you'll want to specify what happens on a miss, but most of the time the standard GM moves can cover what happens then.

There are two main classes of fortune moves: active moves, where the Character/Family is attempting something and the roll tells them how well they do it, and reactive moves where something bad is happening to the active party and the roll tells them how badly it goes. Here are two examples:

When you read the future with the sidereal engine, roll +Lore. On a hit, name a particular faction. The GM will tell you what they will do next if you don't interfere. On a 10+ you also see a difficulty your Family will face soon, and they roll with advantage against it.

When you wade through the writhing marsh, roll +Steel. On a 10+ you avoid infestation. On a 7-9 you see a worm boring into you, with time to

remove it. On a 6- take 1 Harm now and every day until the worm is removed.

The first is active, and the second is reactive. Reactive moves generally are written with a specific use case in mind, so should usually specify a 6- result.

LIST AND HOLD MOVES

These move types give you a bit more nuance. A list move gives you a number of options to choose at the point of rolling and can vary the number of options based on the dice roll, while a hold move gives you a pool of points and things to spend them on over a certain time period.

The general skeleton for a list move is either:

When [trigger occurs], choose X:

or

When [trigger occurs], roll +Stat. On a 7-9 choose X, on a 10+ choose Y:

and then a list of options:

- Result 1
- Result 2
- ...
- Result N

Optionally, a list move with a roll can still allow some choices on a 6-, but this will normally come with a downside.

For an example of the first, see the Tyrants' *Conscription*, while the Servants' *A Voice in the Wilderness* is an example of the second.

List moves should be used when the choices are made by the player at the point that the move is triggered. For reactive moves, it's good practice to write the options so they emphasise what happens if they're not taken. Feel free to mix and match Fortune and List moves

by providing a list of bonuses to choose from on a 10+, having a 7-9 present the player with a tough choice that the 10+ avoids, or some other variant.

Hold moves provide the player with a pool of points that they can spend on a list of options within a certain time frame. The player can pick the same option multiple times if they have enough hold; if you want something to only happen once, or only at the point of the roll, try a different move format.

Here's their general skeleton:

When [trigger occurs], [gain X hold]

or

[roll +Stat; on a 10+ gain X hold, on a 7-9 gain Y hold].

Spend hold 1-for-1 within [time period] to:

- Option 1
- Option 2
- ...
- Option N

Again, it can be written so that a 6-result still gives you hold at a cost.

Spending hold generally allows you to interrupt other's actions, and won't involve a roll to activate the option. The Hunter's *Red in Tooth and Claw* and the Remnant's *Protean Form* are good examples of this type of move.

CREATING PLAYBOOKS

Playbooks are a lot more work than a move, but here's the framework we've followed in creating the playbooks in Legacy. The most important piece of advice is to start with a strong concept. It should be broad enough that players can take it in multiple different directions, but narrow enough that all those variants are still recognisably drawing from a common source.

FAMILY PLAYBOOKS

STATS

Each playbook offers three options for stats. Each array sums to 1, with no stat going above +2 or below -1. Each stat option also makes a statement about the world, drawing on the themes of the playbook.

In general, options which favour Reach imply that social structures survived the fall mostly intact, or that diplomacy can flourish in the homeland.

Options with high Grasp suggest that this Family has a particular advantage in this new world – either due to being especially well adapted to the post-Fall landscape, or thanks to holding onto some advantage from the Before.

Options with high Sleight suggest the Family's had to deal with adversity, persecution or rivalry for a long time – they've learnt how to keep their heads down or hide their true motions.

Mood always starts at -1, Tech and Data start at 0.

LANDMARKS

The three categories – the Before, the Fall, and Threats – give players of this playbook an opportunity to make their mark on the world. In general, Before options should place resources in the world for players to exploit, Fall options

can create lingering hazards and sources of information on the world, and Threats should give open-ended challenges that this family is particularly well-suited to deal with.

HISTORY

The player should always get some points of Treaty on others and give some Treaty away. The amount is variable based on the playbook's theme: those that are likely to help others and trade should have a positive balance, while those that are self-interested or step on other's toes might be better suited with a negative balance. Don't worry about keeping these balanced: an uneven diplomatic landscape encourages action as soon as the game starts. It shouldn't be possible to end up with more than 2 Treaty on another family, or give another family more than 2 Treaty on you, unless they were chosen for multiple options.

DOCTRINE

Three options that should represent different ways of approaching the playbook's theme. The move that comes with them should be a *direct move* without a roll. I prefer these to have purely fictional consequences, but if you want to give them mechanical effects I'd limit them to giving the Family advantage on a roll, giving them a Surplus, or giving them points of Tech or Data.

LIFESTYLE

Three options (Nomadic, Dispersed and Settled), again with a direct move attached.

Nomadic moves should be about what happens when you leave a place, what happens when you arrive at a place, or give some advantage to the Family's caravan.

Dispersed moves should emphasise a wide reach, or a covert advantage in unfamiliar settlements.

Settled moves should represent social

dominance, or access to local resources.

RESOURCES

Asset ratings are pretty simple – just add +1 to two categories. For Armoury or Outfit, pick a tag that the family automatically starts with. Your list of five Surpluses should encapsulate the core concerns of the Family; these are the resources that will most effectively boost their actions, or whose lack they will most keenly feel.

TRADITIONS

List some ways that the Family might be related to each other, might appear, and might be organised. This is a good place to show the breadth you imagine for the Family and spark a player's imagination – the player is free to make up their own populace, style or governance, but the ones you present tell a player what sort of family you had in mind when writing.

ALLIANCE MOVE

The Alliance Move is the Family's main way of gaining Treaty on other factions. It should be something that would earn the gratitude of other factions, however grudging. If someone could brush off the Family's actions without social fallout, it probably doesn't work as an Alliance Move.

PLAYBOOK MOVES

This is the real meat of the playbook. You should present five moves of which two are chosen at character generation; if one is particularly central to the playbook you should make that move mandatory and give them the choice of one other. If you have a mandatory move, it's perfectly fine to have other moves that key off it in some way, adding extra capabilities or changing its uses. 2-3 of the moves should be new capabilities for the family, with rolls only if needed, while the remaining ones can augment the basic moves.

INHERITANCE

Pick two stats to give a +1 bonus to. For Inheritance moves, imagine a generic member of the family in a crowd scene. What sort of things might they be good at? What special talents might they draw on? How might the main characters benefit from having this person along?

Remember that quick characters are there to entertain their player and support the main characters without overshadowing them. Inheritance moves are a great place to put moves that help other characters, provide interesting information about the world, or supplement a family's assets with peculiar creations.

CHARACTER PLAYBOOKS

LOOKS

Four options for gender presentation (feel free to change the ones on my playbooks if you can think of ways to improve their representation of the many beautiful facets of humanity), four options for what your face looks like, four options for what your eyes communicate, and four options for your body.

STATS

Present three arrays, each totalling +2 with no stat going above +2 or below -1. If your playbook is focused on a single stat each array should place +2 or +1 stat, while if it's based on two stats neither should be lower than +1 in all arrays.

BACKSTORY

Provide three options, each an interaction the characters have had in the past that will inform their relationship with each other in play. They shouldn't be so negative that the characters wouldn't want to work together afterwards.

PLAYBOOK MOVES

Five options, of which the player chooses

two. I find it works best to have 2-3 complex moves using a roll and/or choices. The rest of the options should augment basic moves by adding new options or switching the stat it uses in a specific situation, or give a reliable ability they don't need to roll for.

HARM

Four boxes, plus Dead. Two of the boxes should come with stat penalties unless the playbook is especially tough, in which case only one should have a penalty. Each box should represent how the playbook reacts to adversity – a frail character might get terrified or have broken limbs, while a battle-hardened character could get angry or exhausted.

GEAR

Pick a particular type of gear the character gets better use out of. Your options are:

- Add a tag to their weapon/outfit.
- Add a tag to their vehicle, or gain a vehicle if the family has none (with *land, air, water* or *space*).
- Improve the Quality of their followers by 1, or gain followers of 1 Quality.
- Get a Device (that can't be traded in for Tech).

Feel free to move outside these guidelines if it helps communicate the playbook's story (e.g. the Survivor's keepsake weapon).

DEATH MOVE

Something impressive that will provide a fitting coda for the character. It should have a lingering impact on the world or on the surviving characters' lives, and should ensure that once someone's Dead box is checked the scene is then all about their character's last moments.

ROLES

Each role should make a dramatic change in the character's relationship with their family, give them a clear mission to work on, and either let the player declare something about the world or provide a tool to help them carry out the mission. Here's some ideas for each role:

When a character becomes a leader, the larger group is looking to them to provide guidance, protection and leadership. This leadership often has a specific end condition, whether that's once you've fulfilled your obligation to the family or once you stop performing your responsibilities.

An agent is defined by their mission. Work out what sort of task they've been sent on, maybe let the player declare some details about the task, and have the GM give some obstacle they'll need to overcome.

Rebels go against the family's orthodoxy, but are still invested in changing it and guiding it to success. They can be a self-appointed leader, trying to reform the family even as it pushes against them. Alternatively, they might be going on a mission like an agent, but the mission is one the family hasn't signed off on and may very well disapprove of.

Finally, an outsider has thoroughly rejected, or been rejected by the family. Maybe they reveal a greater obligation to another group, maybe they want to turn the family into something completely opposite to its current state, or maybe they've rejected all social ties to go and lurk in the wasteland. Either way, make sure this has a built-in end state so that the character has the option of returning to the fold later on.

CUSTOM WONDERS

As with all other rules in this book, Wonders stem from the fiction, to serve and fuel it. They are tools of narrative control designed to bring profound change to the scenario and history. So, if you want a Wonder of your own, observe your current fiction and consider possible story arcs that could rush by in broad strokes as the Ages turn. Our job is to find tools in the rules to describe these and create the proper fictional impact. With all that said, let's make it clear that these are not firm rules, and more like advice from experience.

CONCEPT

To understand the needs and scope of your Wonder, look for historical examples and extrapolate. Every Wonder published so far was based in at least two historical occasions: Total War obviously drinks from the Second World War, but also from the Great War and even a little from the Crusades. The Great Network may look like the Internet reborn, but there is much of the Islamic Golden Age and the Elizabethan Era in its framework. This ensures the Wonder has the flexibility needed to fit into Legacy's wide range of potential settings, and that there's plenty of variety in its outcomes.

Believe me when I tell you that Wonders are no frill or accessory to the game, but a necessity! Some works and deeds are simply too complex to fit in a single Family, or a single move. Their consequences too wide and deep for a mere roll. When you write your own Wonder, embrace change boldly.

REQUIREMENTS

Ask yourself what would be essential – not simply good or convenient, essential! – to start such change. These are your Wonder's requirements.

The Family that seems perfectly fit to build the Wonder can provide you good clues, though make sure not to tailor it completely towards them. It's important that other Families are able to join the race for completion of the Wonder. It should also be clear how others can detect and sabotage the project. Wonders deliver a lot of narrative control to the Owner, often at the expense of others, so it stirs competition and drama. Choosing the Requirements well is essential to keep things balanced and fair.

We've mainly opted for Surpluses as the main source of investment, but caches of Treaties, Data and Tech are also great choices. Conditional actions work well too, as they provide some room for chance and adventure in the wonder's conclusion. As such, we recommend they be tied to Character actions. The stakes for these should be clear, and failure sharply felt.

Keep to the limit of five Requirements, unless you want a somewhat simpler Wonder. If you want to make it harder, just tweak Requirements to be Surpluses not listed in the Families' starting Resources. No more simply spending Treaties to get it! Another way to build difficulty is to set a time limit (e.g. must be completed within one Age of starting), or set a specific order Requirements must be invested in.

TRIALS & FORTUNES

First of all, determine the nature of the Wonder. Is it a quest for a Family, a joint venture, or a common good project?

If it's a single Family effort, know that Trials will somehow benefit the Owner, even if only with narrative, not mechanical, benefits. Fortunes in this case benefit both the affected Families and the Owner. Also, consider making the Permanent Bonus something that can be Claimed by Force, as the Owner will

already reap more than enough benefits to justify the investment. Total War is definitely a good example.

A common good Wonder falls in the other end of the competition spectrum – everyone wants it to succeed. Its construction can be debated, and Families & Factions can be convinced to exchange Treaties and hunt down or share Requirement Surpluses so that everyone does well on the Wonder Fortunes and Trials roll. Fortunes tend to create permanent elements that everyone can benefit from and Trials tend to harm everyone, juggling resources around or simply bringing troubles for the Homeland at large. The baseline here is that no one wants anyone to fail their Wonder roll. Meanwhile the Permanent Bonus should have a minor but ongoing impact, reminding everyone who they have to thank for their shared fortune. The Energy Revolution is a good example of this type of Wonder.

A joint-venture Wonder lies somewhere in between, granting large but ephemeral benefits for everyone who achieve Fortunes. On Trials it should penalize only the failing Family and reward only the Owner. These Wonders should be the ones that rely on Characters' actions, to encourage party involvement. Age of Exploration was built very much in those lines. And as seen there, the Permanent Bonus should benefit everyone involved and, if possible, make life harder for those who opposed or ignored the Wonder.

As for the individual Trials and Fortunes, try to aim for 6 to 7 of each so that there's plenty of variety between Families' results. Next, think of the scope of your actions. Large impact over a short period of time? Or a massive change that slowly sinks in? Extra Surpluses come and go, as do Treaties. New Family and Character moves should last only one

Age or at least be somehow costly – simply because they increase the game complexity, and you might want to control their pace. On the other hand, changes in the Homeland, new Factions and structures might last until the endgame. Either way, Wonders mark the brightest and darkest moments of your timeline.

LEGACY HACKING

SETTING ASSUMPTIONS

Legacy has a default style of setting – a post-apocalyptic wasteland where the technology used by the survivors is a patchwork of the medieval-level tech they've put together themselves and the advanced and enigmatic devices of the World Before that lead to that society's destruction. It's a broad tent, but here's the basic assumptions the system works on:

Scale. Each player controls a broader family as well as characters. Action happens on a family scale of hundreds of people and months of work as well as a character scale of individuals taking action over minutes or hours.

Ages. You spend limited time at particular points in history, using a character as a lens to highlight a new aspect of your family. Between these ages, moves guide how your family evolves and how the world changes.

The World. The players build up a map of the world that informs how dangerous travel can be, what threats and resources are out there, and how the different families and factions interact with each other.

History. As you play you make permanent changes to the world. You draw on the power of previous characters, create giant

wonders that redefine the world, and build the world's saga together.

The rules in this book are written to suit a world fitting the following ideas:

- The world only entered its current state very recently.
- The world is dangerous, home to a wide range of monsters and foes.
- Objects can be found that are impossible to build or repair and capable of performing feats far beyond the characters' tools.
- Resources are scarce, and every faction has things they're lacking.

So long as your setting matches those, you won't need to rewrite any rules, although some gear options or moves might need re-flavoursing.

If you want to take things further afield than that, here's some ideas:

Change from sci-fi to fantasy: When the ancient dragons rampaged, the collected efforts of men, elves and dwarves were barely enough to stop them. The unleashed power destroyed the dragons and civilisation alike, leaving the 'monstrous' races to recover and build the society they were denied.

The Fall and the hyper-advanced tech weren't mankind's creation: Aliens invaded, lasers flashing and engines glowing. By the time they left, human civilisation was reduced to rubble. The survivors must now use the strange devices the aliens left behind to contend with other factions, WMD-created wastelands, and the alien's minions.

The Fall never happened: The gleaming spires of wonders and miracles still stand, but you're not welcome in them. The tunnels and slums at the base of the towers are where you make your home, picking through the elite's refuse and

working thankless jobs to keep the great machines turning. Food is running scarce, and something needs to change...

GAME PACING

Legacy's default mode of play is to spend several sessions (2-8) in one time period, then advance time by a few generations and create new characters. If you want to do things a bit differently, here are some easy hacks:

A shorter timeskip: Move ahead by only a few years or decades – enough to bring change to the setting, but not enough that things are radically different. This may need you to alter results from The Ages Turn to make sure things make sense.

Unaging Characters: While your families grow and change over the Ages, some mechanism (a relic of the World Before, or something intrinsic to your characters) ensures that they survive from Age to Age. This is easy to justify with a Remnant, Machine or Promethean, making them a good choice if one player in the group doesn't want to treat characters as disposable.

No Timeskip: While there's a lot of subsystems that won't kick in if your entire game stays focused on one time period, it's still possible. If you want to do this, I'd recommend that a different method of Family advancement is used – potentially using the entries of The Ages Turn as individual moves to gain advances by fulfilling certain conditions.

Vignette: The opposite style to the above, in Vignette play each Age only takes one session. If you're trying this method, make sure to frame each age as you create it such that it has an obvious conflict with aspects that interest every family, so that you can dive straight into the game.

CHANGING ADVANCEMENT

If you're changing the pace of the game, you may also wish to change how character advancement works. Especially if you're spending dozens of sessions with the same group of characters, cycling through roles will quickly leave you with no advancements left to take. If you find yourself in this situation, here's some suggestions:

Slow down advancement: When you change a role, you gain 1 XP instead of advancing a stat or gaining a move. Once you hit a set number of XP, you gain an advance.

Move between playbooks: When a timeskip happens, take this opportunity to move your character from one playbook to another – a young Hunter becomes an adult Envoy, and then a grizzled Sentinel. When you transition you still gain a relic from the old playbook, giving you a degree of access to your younger self's moves.

Add more advancements: Instead of retiring after you've marked all roles, maybe clear them out and let the player go round again. I'd advise against letting anyone have a stat higher than +3, as the dice mechanics break down once someone's guaranteed to roll 7 or higher. If a player runs out of moves to pick, maybe let them pick moves from other character's playbooks or gain an extra benefit – fancy devices, a gang of specialist followers, narrative authority over a particular part of the setting, or something similar.





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GUIDE TO THE WASTELAND

The wasteland is an important point of contrast to the fledgling civilisations inhabited by your game's Families. At the start of the game, the wasteland starts as soon as you step outside the families' settlements and is full of mystery. As the game progresses, your explorers will find hidden shelters to take refuge in, safe pathways to travel along, and fantastic treasures to haul back to the homeland.

As the Ages roll on and the safe area around the players' homeland expands, new regions of the wasteland are opened up to exploration. These new territories are a great source of new conflicts and opportunities to mix things up and give the new Age its own distinct story and tone.

The contents of your wasteland are going to vary hugely according to the World Before and Fall your group's game is using, but it should contain as many wonders as it does horrors. There's great risk in the wasteland, but also great opportunity; it's only out there that survivors will find the technology and resources they need to give their families health, wealth, and happiness.

In this chapter, you'll find a range of things to stock your wasteland with: locations, settlements, hazards and active threats. Each is more than scenery – they come with plot ideas, ways they can change over time, or custom moves.

LOCATIONS

These are landmarks – things you can drop into your wasteland to help characters orient themselves. They likely change gradually, with the plot hooks listed only happening once or twice an age. Make sure you tweak these as needed to fit the world your group has created!

THE BEACH OF WHISPERS

A plaza covered in fragments of red rock worn almost smooth. When whole, the rocks held the minds of the dead, and the rocks still whisper fragmented thoughts and memories.

The rocks have moved since you last returned. Are they aggregating themselves, or is something moving them?

A scrap of writing indicates one of the savants of the World Before is immortalised here. Can you find enough of her fragments to tap into her genius?

A group of cargo cultists wearing the stones as pendants have started raiding the Homeland with alarming cunning and ingenuity.

THE GROTTO

A cave partly filled with purplish oily water and home to foot-tall and inquisitive snails whose rasping tongues can erode stone. The water is potable but has strange psychoactive properties, filling the drinker's dreams with languages they don't understand and visions of alien landscapes.

Can the snails be domesticated?

What's giving the water its strange properties?

Will the dreams lead you to wondrous insights or delirious mania?

THE HULK

A large vehicle, bleached and stripped of the wheels, propellers or tracks that allowed it to move. Its large flank – dozens of metres tall – is painted with faded but colourful icons. Some look like they were put on it in the factory, others look like they were scrawled on later.

Elswhere in the wasteland someone finds an intact engine; is it possible to fix this wreck?

Among the scrawls are the encoded symbols of a legendary gang of scavengers – what secrets do the messages hold?

Investigating the wreck shows that it contained highly secure means of transporting people. Were they VIPs, prisoners or test subjects? Where did they go after the crash?

THE SPIKE

A pyramid of welded together girders and ladders that the daring can climb hundreds of metres up. The welds are expertly done and firmly secure, but it must have taken years to build. A steel platform can be seen at the top, but nobody's been willing to make the climb and see what's up there.

Thunderclouds form over out of a clear sky and start striking the spike with lightning. What's causing the lightning, and for what reason?

The lower levels are corroded, as if from caustic chemicals. And are those gas nozzles hidden in the surrounding ruins?

You find a second spike in the wasteland, hidden by the ruined skyline. You can see the first one from its summit – how many more are there?

SETTLEMENTS

Across the homeland, scattered groups are trying to eke out safety, security, and prosperity. Use these settlements as you **Zoom In** on a nomadic family arriving somewhere, or as the home of a notable branch of a dispersed family.

THE FIRE CHURCH

A small, close-knit family who spends their time huddled around a carefully maintained fire. The strange-smelling fire is fed from an underground reservoir of fuel somewhere under the pitted and melted tarmac of their home. They claim the fire keeps them warm and safe from monsters, though it's unclear if that's true.

The youngest member of the family starts tapping the fuel reservoir, and begins selling it to other settlements without their family's knowledge.

As the characters leave, the family's elder presses a torch into their hands, and begs them to keep it lit.

Visitors arrive to find the family dying of some poison or infection. Even so, they refuse to leave to get aid. Do the characters bring help to them, drag them away from the fire, or leave them to die?

THE SKY NET

A web of ropes and cables strung out between ruined skyscrapers with wooden platforms lashed to them. Platforms are lowered down to bring in traders and recruits, but once recruits have become adapted to scuttling around on the ropes they never touch the ground again.

The inhabitants are willing to lend expertise at navigating ruins and bridging gaps, under strict oath they won't have to touch the ground.

A more militant sect breaks away from the Sky Net, using dangling nooses to forcibly conscript those walking the streets below.

The secret religion of the Sky Net finally bears fruit as they make contact with the lights in the sky. Every night the lights grow brighter over the rapturous devotees below.

THE ARBORETUM

In a natural cavern under a barren tundra, a small collective of gardeners tends to the greenery that flourish in the cavern's strangely fertile soil. The light from the cracks in the cavern's roof is directed to the plants by mirrors of polished metal, but the cavern is still dim enough that the gardeners must use candles to light their way.

Every spring the gardeners leave the cavern to stay with allies elsewhere in the wasteland. The garden's plants apparently exude deadly pollen over this period, but while the Arboretum is unattended who knows what might happen to its treasures and creatures?

One of the gardeners, covered in a monk's habit, is outed as a sentient, humanoid machine. Some gardeners, with a zealous devotion to the organic, start plotting the machine monk's destruction.

In the centre of the Arboretum is a tall willow tree, its fronds waving in the wind. As they wave, their rustling hints at a tilting song – a song that remains in listener's heads, intruding into their thoughts at unpredictable moments and filling them with a potentially dangerous tranquillity.

THE FLOTILLA

A fleet of a dozen boats sail together along the waterways of the wasteland, lashed together for protection against the ravages of beasts and elements. Most boats have been put together after the Fall, but the central vessel is a surviving remnant from the World Before, its gleaming hull free of rust and moss and its decks hiding ancient forces.

On certain nights a thirteenth boat can be seen illuminated in the starlight, floating some distance downriver. It runs no lights and nobody can be seen aboard.

It's rumoured that the captain of the relic ship has a map to a land untouched by the Fall. Why she hasn't set sail already is a source of much debate.

The deckhands of the Faithful Eel prepare a potent liquor from the fluid that gathers in their ship's bilges. It tastes foul, but allows drinkers to breathe water for as long as they remain intoxicated.

THE JUGGERNAUT

A heavily armoured train inching its way through the wasteland a few metres a day, its inhabitants constantly laying down new track as they tear it up from behind. They claim the engine is perfectly efficient and inexhaustible, but leave the land blighted and withered behind them.

A cult has finally found a holy relic in the wasteland, but it's too heavy to transport by normal means. Can the Juggernaut's crew be convinced to haul it?

The Juggernaut's crew may not know or care that their passage poisons the land they travel over, but the raiders that follow in their wake certainly do.

Panic breaks out as a landslide blocks the train's

path. The crew reveal that the blight spreads even when it's stationary, and if they don't keep travelling the blight will spread to cover everything.

HAZARDS

As described in the GM's section, these are useful tools to add danger to the wasteland. Remember to add hostile ground effects and harm ratings as appropriate.

THE FACTORY

An automated plant designed to mass-produce the machinery of the World Before. The supply of materials to the plant has long dried up, but the automated machines are hungry to continue building. Covered by rust and overgrowth, they may still leap into life and snatch unwary travellers up to be mangled according to ancient blueprints.

There's a master list of plans deep within the factory – if extracted they could be a huge boon to your family's engineers.

The factory's stock yard contains hundreds of products heaped up in piles of malfunctioning machines. The goods on the surface are corrupted, misshapen things, but at the heart of the heap are flawless devices from before the Fall.

The mutation of the master patterns has produced something akin to new life – creatures that scuttle out of the factory on steel limbs searching for raw material to bring back to the plant.

PSYCHOGEOGRAPHY

In some places the world has grown thin, its ontological inertia worn away by the stresses of the apocalypse. These regions flex and reform according to the subconscious thoughts of anyone travelling through them. Travellers homeward bound can be trapped in an unreal version of their home, unwilling to risk leaving their friends and family behind. Those fleeing invading conquerors may hear roaring engines on the wind

wherever they turn. The strong-willed can make a comfortable life for themselves here, but even they must always remember how to escape.

Inner demons start becoming a risk to life and limb when a survivor of terrible traumas becomes trapped in a stretch of psychogeography that's the main route between two settlements.

The terrain remains in the forms it adopts for a short time after being removed from the psychogeography. A creative mind could make a fortune forming luxuries out of the psychogeography and quickly transporting them to wealthy buyers.

A family tries to destroy the psychogeography by transporting a remnant with perfect recall and zero volition into its centre.

Hostile Ground: Applies disadvantage to anyone untrained in keeping their mind clear – or not wearing a Hardened outfit.

Reveal someone's true desires.

Terrify someone with visions from their past.

Melt away and reform elsewhere.

THE FUNNEL

A great pit in the wasteland, perfectly circular and filled with a low grinding noise. A spiral of stone juts out from the pit's walls allowing a corkscrewing descent, but strange vapours and rising heat stop the unprepared from descending too far.

Overnight another Funnel appears near a settlement. It is growing rapidly, growing wider and deeper with every hour.

A pillar starts rising from the centre of the Funnel, and appears to be designed for habitation – there are doors, windows, and seemingly working lights.

A glinting vein of metal or gems is spotted near the base of the funnel – enough riches to catapult a family to dominance if they can put together a successful expedition.

MISTROCK

Veins of a greenish-grey stone bulging slightly out of the ground. While inert it's harmless, but any impact above a light tap causes the stones to sublime into billowing coppery-green clouds. The clouds re-solidify almost immediately, petrifying in mid-air and trapping anyone caught within.

A scout plane crashes in an area full of mistrock veins. As the aftershocks send petrifying clouds up high into the sky, can a rescue party reach the stranded scouts?

An engineer finds a way to transfer mistrock's phase-changing properties to other substances. But the risks of mining it are immense, and that's before miners are accidentally exposed to the phase-shifting process.

Hostile Ground: Applies disadvantage to anyone who doesn't take care to walk softly through the area. Those who have mapped and scouted the area negate this disadvantage.

GM Reactions:

Trap someone halfway in the cloud.

Separate a group of travellers.

Remove the ground under someone's feet and cover the pit with new stone.

THREATS

Threats in Legacy are tools the GM uses to provide adversity for the characters. This chapter gives you some sample Threats, divided into three categories:

- **Monsters and Horrors**
- **Natural Disasters.**
- **Organisations and Gangs**

Each threat comes with a description, some moves to guide how you run them, and the amount of Harm they can deal out as applicable. This Harm may be dealt out when a player uses the *Fiercely Assault* move, when a player rolls 6- in a dangerous situation, or when it makes sense in the fiction.

When a character fights back against a threat with *Fiercely Assault*, remember that the weapon they're using determines their effectiveness. If a threat's numbers or capabilities make it seem unlikely that the character could meaningfully affect them, the player isn't hitting the trigger for *Fiercely Assault*. At best an attempt to fight back will let them *Defuse* and reduce the danger of the situation, at worst it gives the GM a golden opportunity to deal Harm to them.

On the other hand, a character that clearly out-guns the enemy can win the fight without a roll, although things should never go entirely to the character's way when they commit to violence.

Finally, it's important to make sure that *Fiercely Assault* isn't the only way to deal with the threat. Try to be open to attempts by the characters to strike deals with others or even with the threat itself, to use some piece of pre-Fall technology to redirect or remove the threat, or to simply try to escape.

MONSTERS AND HORRORS

SPIRIT-SWARMS

Harm: 1-2.

"I was watching my herd when I heard the bell ringing. I looked up and saw it sweeping like a wave through the flock. One by one, they lifted up their heads and stared at me. I dropped my crook and ran."

Sometimes an invisible fragment of power tears through an area, planting hooks in every member of a species and turning them towards a single, terrible purpose. Weak spirits create locust-swarms, but older ones can seize livestock, predators or even people. Fight the swarm, flee from it, whatever; those that are claimed belong to it forever.

- Worm thoughts into the minds of others.
- Advance as one.
- Overwhelm what it cannot control.

REMNANT BEASTS

Harm: 2.

"The Light gave us all two arms, two legs, two eyes, one head. Once, every creature was as pure as we are. No longer. Now, the Light gives us fire to purge the many-headed, the skinless and the ravening."

Stories say that during the Fall the night was filled with screams as potent energies lashed the landscape, fusing beasts together or imbuing them with cancerous regeneration. These Remnant beasts and their children still roam the landscape, driven half-mad with pain but holding a cold hunter's instinct within their protean, rippling bodies.

- Stalk their target from afar.
- Lunge forward and drag them back.
- Twist into a new adaptation.

FLAMEWALKERS**Harm:** 4.

"Its trail led me across the desert to the city of bones. Among the shattered ruins of that place I traced its ashen footsteps over arcing bridges and up endless flights of stairs until I came to a house still intact. I looked in the door and saw it sitting in a smouldering rocking chair, cradling a bundle of rags and ancient charcoal as tears of flame slid down its ravaged face."

The fires of the Fall burned millions alive, but a few never stopped burning. The flamewalkers remember only the World Before, seared into them by the terrible conflagration that still burns under their skin and shoots out in tongues of fire.

- Re-enact ancient memories.
- Walk between fires.
- Unleash an ancient inferno.

THE IVORY HUNTER**Harm:** 3

"Death calls to death, out here in the wasteland. What killed one thing might kill you too. And the worst of them use carrion for tools, expanding their arsenal with each death until their graveyard stretches from horizon to horizon."

Plenty of predators leave their hunting ground scattered with their victim's bones, but the Ivory Hunter's got a particular use for them. Resembling an eyeless dog wrapped in fine ropes, the Ivory Hunter is naturally blind but able to keenly sense sound and vibration. It uncoils its tendrils, wrapping them around scattered bones in an acoustically optimum spot to track prey as they move through its territory.

Once it's confident of success it strikes, lashing out with whiplike tendrils and bones swung with crushing force to knock prey off their feet before lunging in to finish them off with its teeth. Each victim eaten is more raw materials for the

Ivory Hunter to use, the charnel territory expanding until its overconfidence leads to its death.

- Tangle prey up with tendrils.
- Stun or knock back someone with a hurled bone.
- Rattle bones at a distance to distract and separate prey.

NIGHT HULKERS**Harm:** 3.

"Now, this route you're taking goes deep into hulker territory. I know it's your first time, but play it safe and you'll be ok. Just never stop moving, pay attention to the way the ground shifts, and work on your night sight. No lights after dark if you want to live."

There's no mystery to the night hulkers; they're 12 feet tall, built like boulders, and one swing of their arms can scatter a small mob. No mystery, but plenty of danger.

- Fly into a rage when exposed to light.
- Scatter enemies with one sweep.
- Burrow under the ground, then erupt out.

INQUISITORS**Harm:** 2.

"The problem in dealing with an inquisitor isn't in the killing of it. Their spindly limbs can't put any heft behind their blows, and their silver flesh might as well be putty for all it can resist your strikes. No, the problem of dealing with an inquisitor is that by the time you've realised what's happening it's dissected your past, your motives, and your family. How are you going to hunt something that knows you better than you do?"

Where did the Inquisitors come from? Some say they were the police of the pre-Fall society, keeping the machinery of government clean. Others say they were birthed during the Fall, as alliances

were shattered and betrayal scoured the world. Still others say they have come to this world afterwards, to see what secrets they can glean from the ruins of old. Few know what motivates them, but some have found a steady diet of secrets can get them an inquisitor of their own, for a price.

- Glide through mundane security like a breeze.
- Tear out knowledge with shimmering ribbons.
- Strike at a secret weakness.

WARPFIELD

Harm: 2

"Yeah, it was tough getting used to having two left hands, but I got away lightly. You've seen what it did to August, right?"

Most of the time the Fall was a drawn out process, a label applied after the fact to describe a civilisation-wide cataclysm. Sometimes, however, it was sudden, local, and terrifyingly motivated. Warpfields are the twisting fires of the Fall, animate and sentient. Though rare, they stalk the land leaving a trail of mutation and destruction in their wake as they spread their gifts of metamorphosis to everything they touch.

Their bodies are constantly shifting and disposable, but the core of the Warpfeld – the fire or rock or meat in which they arose – remains at their centre. Destroy that and you have a chance of stopping the fiend's endless rampage. Even when the wounds it causes heal, however, the changes wrought by the Warpfeld remain. The healing process is more about finding an accommodation with the body's new shape than it is about returning to a previous arrangement.

- Twist flesh and matter with a touch.
- Adapt its form to suit the situation.
- Force wings, limbs, tendrils or some other atavism onto a victim.

DRUDGE

Harm: 1 for larvae; 2 for juveniles; 4 for adults

"We need to do something about Mr. Sparkles. Yes, I know you raised him from a grub. Yes, yes, I know he found us that trove of gems. But now he's squatting in the boiler room, lashing out at anyone who tries to go inside, and I really don't like the way he's glowing."

Drudges hatch from eggs a foot tall, their larval form blind, soft-shelled, centipede-like creatures. They worm their way through the ground seeking out chunks of ore and gems in the earth, fertilising the soil in their wake. Once a larval drudge has enough material collected in its trove it consumes it and enters a cocoon that glows with chemical heat.

The juvenile form bursts out of the cocoon with its armour reinforced with metal and decorated with gems, and immediately starts searching for territory to claim as its own. Any larvae in the area are soon conscripted by the juvenile's pheromones into serving it, delivering more and more material to its hoard. Its increased aggression makes it harder to control, but some brave ranchers train the juveniles as guard dogs to protect their homes and herds.

They must be careful not to let the juvenile's hoard grow too large, however, lest it go through its final transformation into a terrifying, armour-plated behemoth that will stalk the land, ravaging settlements and tearing apart armies until its chemical furnaces run dry and it burns to a husk, leaving only eggs.

- Steal something valuable for its hoard.
- Erupt from under the earth.
- Let loose a jet of scalding chemicals.

NATURAL DISASTERS

EARTHQUAKES

Harm: 1 in cover, 3 elsewhere.

"My top three quake tips? Pay attention to the little tremors, 'cause it's when they go quiet that something big's coming. Keep tabs on everyone, so you know who was most likely to be buried under the rubble. And get it together quickly, so you can grab what it unearthed before anyone else."

Maybe it was different back then, but these days you get tremors pretty much all the time. Most people have learned to hide through the big quakes, but stories of ancient treasures exposed while the earth parts always draw out heedless treasure hunters.

- Rumble alarmingly.
- Rain down rubble and close off escape.
- Reveal things buried long ago.

COLLAPSING RUINS

Harm: 1-2.

"Sure, I'll abide by your law, but you got no idea what it's like. When you ain't seen daylight for four days, when you got stale air, no light, no food, tell me you wouldn't be tempted to do the things I did."

Even the savviest Scavengers sometimes slip up, and the rewards that can be found in the ruins of the Before are more than matched by the risks. When the walls start coming down, maybe you'll regret going back in for that heavy console. Or maybe you'll tighten your grip and run.

- Block off the route of escape.
- Rain down debris.
- Open up the floor underneath someone.

FIRESTORMS

Harm: 2 from smoke and heat, 4 from the rain itself.

"Girl, get your brother and start throwing water over the crops. That cloud's getting redder by the minute and I figure we have less than an hour before it starts conflagrating down on us. If you see your mother, tell her to head to the shelter."

Sometimes when the clouds burst it's in a deluge of water, flattening fields and washing away homesteads. Those are the good times. When the clouds turn crimson, when weather control machinery gone bad turns water into napalm sparked by lightning... those are far worse.

- Drown the landscape in fire.
- Send down lightning to ignite water.
- Spread embers across the sky.

STARFALL

Harm: 5 at the epicentre, 4 within a mile.

"It was ten years ago, in the court of the Verdant Empress. I was their astronomer; you need someone to tell the difference between the useless far-stars and the powered near-stars, and use that to forecast harvests and weather. When I saw a near-star dim and start falling, I didn't have time to warn everyone. I just jumped on a horse and fled."

They say the ancients put a mind into machinery, gave it tools to talk to them and twist the weather, wrapped it in metal and shot it into the sky. The near-stars are still up there, floating lonely in the sky, but sometimes they stop floating and come crashing back down to earth.

- Whip the clouds and waves into a frenzy as it falls.
- Devastate the landscape for miles around.
- Leave a lasting imprint on the land.

ORGANISATIONS AND GANGS

CARGO CULTISTS

Harm: 1 (unarmed), 2 (armed).

"We were driving our cattle up-range when we heard the voices. They came over the hill waving sticks with crystals tied to them, chanting some made-up gibberish. The one in front had these patched-up robes and a crown. We laughed our asses off, up until they drew blades and charged."

People dealt with the Fall in different ways. Some hid underground long after the danger had passed. Some sacrificed their way of life, their ethics and each other in order to survive. But these guys? They broke, and decided the Fall never happened. Now they walk the world wearing their threadbare costumes of the Before, re-enacting fragments of rites preserved in folklore and savagely attacking anyone who doesn't fit into their fantasies.

- Involve interlopers in bizarre rituals.
- Craft great structures out of scrap and trash.
- Attack with makeshift weaponry.

MERCENARIES

Harm: 4 (as a group), 3 (on their own).

"Over the river and across the plain, we march to conquer again and again."

Marching forward with banners held high, our foes come meet us to fight and to die."

If you need to be in a Family to survive in the new world, then what happens to the outcasts? Mostly those that don't die in the wasteland find another Family to lurk on the fringes of, but some find other exiles and band together as soldiers-for-hire, waging endless wars to earn food, wealth, and a place to belong.

- Split up and flank their foes.
- Demand tribute.
- Scrape together shelter and supplies even in the wasteland.

CUCKOOS

Harm: 4 from surprise, 2 otherwise.

"What is that that you desire? The secrets of your foes? The jewels they wear in their crowns? Or the life they live every day in defiance of your will? The Guiding Hand can bring you all of these things for the right price."

If Families are insular and untrusting of strangers, these people are probably why. From a single seed planted during the Fall, the many Cuckoo guilds have spread across the world, communicating through a secret language of signs and infiltrating any settlement that suits their whim. If you want something and the local law won't like it, the Cuckoos will know. If you have something they want, they'll contact you. If you only knew how it would end, you would never agree.

- Infiltrate a location through charm/disguise.
- Scrawl an innocuous sign in a public location.
- Make use of a surprise new advantage.

IMMOBILISERS

Harm: 2 on foot, 4 in vehicles.

"You dare to use our road? This holy asphalt, deliverer of goods and commuters to paradise? Stand and deliver – your money or your soul."

Maybe they were lucky in their choice of hiding place, or daring enough to go hunting in the wasteland while other survivors were still hiding. Either way, the gang now known as the Immobilisers gained access to a great advantage they have made core to their ideology – a pre-Fall transportation network, still functional enough to take the Immobilisers anywhere they need to go.

- Spout self-justifying philosophy, back it up with menacing force.
- Demand an extravagant gesture of submission.
- Outrun or outflank their opponents.



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HORDES OF THE ENDLESS NIGHT

This chapter gives you a jumping-off point for a game of Legacy, letting you try out the core game rules and a pre-generated situation before breaking open the full suite of options available in the rest of the book.

In **Hordes of the Endless Night**, the players are survivors of a society that fell to ruin after the sun went out and strange wraiths reached clawed hands out of the darkness. Generations down the line, communities have found some protection in buzzing, dazzling lamps powered by rumbling generators, but fuel stocks are almost gone. What will the players do to find safety for their families and security for the homeland?

A CENTURY OF DARKNESS

I sometimes wonder what sunlight was like. My grandfather told me stories his mother had told him – how you could stand on a tall building and see the city stretching away from you and bustling with life. How you could stand in a field – a field! – and close your eyes and bask in its warmth. How every day it painted the entire sky, reds and blues and purples. But that was then, and this is now.

Now the only light we have is the light we make, burning oil for each moment a fizzing bulb or burning lamp is shining. And every hour of every day they burn, because outside the light they might be lurking. The wraiths came when the sun went out – though maybe they were always waiting. Their bodies are smoke, and their eyes are flames that cast no light, but their claws? Those are most certainly real. Even now I can hear their whispers and songs outside, but in a way I'm grateful – it's a welcome distraction from the splutters of our dying generator.

Something must change. We must make a change. I will head out into the darkness tomorrow, friends at my side, and find a way to bring the sun back.

THE FAMILIES

Four factions define the society of the endless night. Players, pick one; GM, take any that remain for your own use.

WATCHFIRE LEGION (LAWGIVERS)



Light is safety. Light is truth. Light is finite. To save the most people possible, for as long as possible, someone needs to enforce order.

The Watchfire Legion have kept people safe for generations, building and tending the fires at the heart of each settlement.

They've gained authority, judging people in the light of the fires and ensuring fuel and resources are pooled, but those at the edge of darkness mutter that the Legion is abusing their role to keep themselves safe, well-fed and comfortable.

Akachi the Survivor is a new member of the Watchfire Legion, after stumbling into the firelight a few months ago almost dead from wounds. They haven't spoken much about how they survived this long in the darkness, but they've joined the fight against the wraiths with fierce glee.

THE FUNGAL FELLOWSHIP (CULTIVATORS)



The lack of sunlight is a problem, but life always finds a way. Descended from biologists, botanists and farmers, this guild now has representatives in every community, tending their fungus gardens with swarms of gene-tweaked and trained beetles. Those that survive do so thanks to their techniques, but man cannot live on fungus alone, and they're constantly on the lookout for new flavours to splice in.

Hardy is a Scavenger with the Fellowship, specialising in biological salvage: scouring the wasteland for strange life forms that have adapted to the darkness and have useful traits that can be spliced into the Fellowship's crops.

THE MARISOL CLAN (MERCHANTS)



In this land of eternal night, luxuries are hard to come by. That's where the Marisols come in. When they arrive at a settlement, trucks covered in multicoloured lights and blazing torches, they bring with them news, music, and

their most prized luxury – ancient videos of the world in sunlight.

Francis Marisol is the clan's current Elder. They lead the family, telling them where to travel next and which resources to focus their mercantile efforts on. They're getting old, though, and searching for a new leader.

THE ECHOES (UPLIFTS)



As night fell, the old world's wonders fell to ruin. None felt this more keenly than the research subjects of Project Midnight Eye – a covert espionage programme turning nocturnal animals into intelligence assets. Abandoned in a locked-down facility with only the other subjects for company, these creatures had

just enough intelligence to bootstrap the scientist's devices into improving the next generation, and the one after that. By the present, the Echoes are a family of hybrids living on the fringes of society, using their

enhanced senses to find salvage and keep watch for threats.

Anzor the Untamed has little patience for their family's caution and fear. Part canine, part chiropteran, they are at home in the shadows and spend their nights fiercely savaging the wraiths that stalk the darkness. But they bore of these basic threats, and are hunting a greater challenge.

GETTING STARTED

To get playing, grab some pencils, paper, and some 6-sided dice. You'll need at least 2 dice, but 2 per player is best. Each player takes the sheet for their Family and Character, and reads over its basic description.

DRAWING THE MAP

To begin, your group makes a map of the setting together. The family you chose decides what you get to add to the map; if a particular family isn't in play, the group as a whole should decide what to put down.

Watchfire Legion: Mark down three settlements around the homeland, and note down a key resource each provides – fuel, medicine or manpower. Note which one you have your headquarters in, then mark down a ring of watchfires surrounding it – including one that has just gone dark.

Fungal Fellowship: Your family members tend mushroom groves in each settlement. One of them is suffering an outbreak of a terrible disease – tell us what its initial symptoms are. Also mark down a ruin that scouts tell you is home to a strange new organism, and tell us what rumours you've heard about it.

The Echoes: Mark down the research facility you call home, and decide its power supply – nuclear, wind, or geothermal. Say how it's starting to fail. Also mark the position of a horde of creatures starting to encroach the homeland, far better adjusted to the darkness than humanity and grown strange in the eternal night.

Marisol Clan: Your family is nomadic – mark where they currently are, between two settlements. Draw 'safe' routes between each settlement, clear of debris and wide-open so that wraiths can't hide

from your caravan's lights. On a previous journey you spotted something some way from the path – mark it down and say the bounty you suspect it promises.

GM: A strange light has started glowing far in the distance. Mark it on the map, and say what makes it strange – is it flashing, shifting colours, moving in patterns, or something else?

For an example map, see the next page.

FAMILY HISTORY

Each Family adds a few extra details to flesh out their relationships with the other Families. Take turns to answer a question from the History section of your playbook, adjusting your stats and Treaty on the other families as appropriate.

GM: Pay attention to the details the players create. These are the threads you can pull on to flesh out the setting and add threats and drama.

HOSPIK

A PLACE OF HEALING, LIT BY A HUMMING BASEMENT GENERATOR. SELLS MEDICINES TO THE REST OF THE HOMELAND.



SCARCROFT

THREE HIGH-RISE BLOCKS OF FLATS, CANDLE-LIT. CURRENTLY SUFFERING A STRANGE PLAGUE.



MARISOL CARAVAN

ON THEIR WAY BACK TO THE OLD CITY.



SPOTTED BY THE MARISOLS; AN OLD MUSEUM?

OLD CITY

HOME OF THE LEGION, SOURCE OF THEIR MANPOWER.



A SIGNAL FIRE, RECENTLY GONE DARK.



THE FELLOWSHIP THINK SOMETHING NEW IS LIVING HERE.

A STRANGE NEW LIGHT.

STOCKTON

A COMPLEX OF OLD PETROL STATIONS, NOW TAPPED FOR FUEL AND SPARE PARTS.



MCALLEN RESEARCH FACILITY



HOME TO THE ECHOES, POWERED BY A FAILING NUCLEAR REACTOR.

A HORDE OF CREATURES DEVOURING EVERYTHING THEY CAN FIND.

PLAYBOOKS

THE WATCHFIRE LEGION

Reach 0 **Grasp** +2 **Sleight** -1

Mood -1 **Tech** 0 **Data** 0

ASSETS

- Heavy pistols (Weapon: ranged, brutal)
- Improvised armour (Outfit: tough, utility).
- Watch officers (Followers: 1 Quality, Scouting and guarding).
- Any weapon with melee or ranged, and any outfit with camo, regal or utility.

RESOURCES

Surpluses: Defences, Recruits

Needs: Weaponry, Transport, Leadership.

MOVES

RIGHTEOUS VIGILANTES

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

SETTLED

Your family is known as the local law, and your judgements in all matters are respected.

LAYING DOWN THE LAW

You draw strength from your code of ethics.

Members of your settlement always deserve protection. Your family and character have advantage while protecting them.

Hoarders always deserve your justice. You have advantage while pursuing them.

Your code prevents you from denying anyone your light. If you ever cast someone out into the darkness or take their light, all your rolls have disadvantage until the GM thinks you've made amends.

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.

ALLIANCE

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

INHERITANCE

Watchfire Characters add 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 studying an object, the GM will tell you: what it's made of, marks its history has left on it, signs of its owners.

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'.

HISTORY

Ask the other players:

Which of you did we save from wraith attack? Say what pushed the wraiths back and get 2 Treaty on them.

Which of you has a family member we're hunting? Say what crimes the fugitive committed and get 1 Treaty on them.

AKACHI THE SURVIVOR

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

Look: You're clearly not from around here, but you're not saying where. You're wiry and scarred, with cold eyes that light up only in combat.

Gear: Add a free tag to a weapon, and say who you took it from.

Backstory: Ask for a volunteer for each one.

_____ *reminds me of someone lost long ago.*

_____ *will need my help to survive.*

I saved _____ from certain death.

ROLE: LEADER

The nightwraiths are doing something new – something you remember them doing just before your old life was destroyed. Say what it is, and how the Watchfire Legion will need to change to survive.

MOVES**THE THINGS I'VE SEEN**

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

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.

HARM

- ☐ Bruised
- ☐ Stressed
- ☐ Bleeding
- ☐ Crippled (-1 Force)
- ☐ Dead

DEATH MOVE

When you die, choose one of those present to learn your lessons 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'll wake up in a place of safety with their Dead box healed.

THE FUNGAL FELLOWSHIP

Reach +2 Grasp 0 Sleight -1

Mood -1 Data 0 Tech 0

ASSETS

- Nearly-pristine labcoats (Outfit: regal, comms).
- Pedigree animals (Vehicle: land, mount).
- Chemical grenades (Weapon: area, many).
- Any weapon with melee or ranged, and any outfit with camo, regal or utility.

RESOURCES

Surplus: Crops, Progress

Needs: Land, Morale, Medicine

MOVES

CULTURE

When your family starts cultivating a new product, erase Surplus: Progress, Land, or Barter Goods. After a few months, harvest the crop and 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 a slow but steady rise in population growth. At the end of the age, if you still have the surplus, gain Surplus: Recruits.
- **Barter Goods:** Get Surplus: Livestock and 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 straight to the harvest.

NATURE'S ACOLYTES

So long as you only consume the food and drink you've produced, you won't fall ill or be attacked by mundane wild animals.

DISPERSED

Your family borrows space in others' land for their cultivations, giving you up-to-date information on each family/faction's food supply.

RECYCLING

*When your character brings back the body of an unnatural creature, your surgeons can extract organs or fluids worth 1-Tech. In addition, your family can sacrifice Surplus: Medicine, Crops or Livestock to activate **Culture** to make one of the other two surpluses.*

ALLIANCE

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

INHERITANCE

Fellowship Characters add 1 to Sway or Lore. Quick Characters can pick an Inheritance Move:

Hardy: Automatically reduce by 1 the first Harm you take each day.

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 more: *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 treatment, you can clear all of a patient's Harm boxes. With all your effort, you can delay the onset of their Dead box.*

HISTORY

Everyone has a need for your food – take 1-Treaty on the other families. Ask the other players:

Which of you gives us supplies vital for cultivation? Work out what the supplies are and give that Family 2-Treaty on you.

Which of you has promised to help us save the environment? Agree on what they promised to do, and take 1-Treaty on them.

HARDY THE SCAVENGER

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

Look: You wear a gas mask, layers of rags, and a heavy pack bulging with jars and survey tools. Under all that you're surprisingly young and energetic.

Gear: Add a free tag to your outfit.

Backstory: Ask for a volunteer for each one.

_____ *has much to learn about life in the wasteland.*

_____ *is why I come back to civilisation.*

_____ *shares my lust for discovery.*

ROLE: AGENT

You're hunting for a new organism to splice into your crops to heal the plague affecting your people. Say what trait it needs to have. Also say who else is looking for it, and why.

MOVES

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.

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 the ruin.
- Find a way to use the ruin as a weapon.

HARM

- ☐ Sprained
- ☐ Wounded
- ☐ 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 2 years' worth of food and water.

THE MARISOL CLAN

STATS

Reach 0 **Grasp** -1 **Sleight** +2

Mood -1 **Data** 0 **Tech** 0

ASSETS

- All-weather travel gear (Outfit: utility, thermo)
- Light-covered Caravans (Vehicle: land, transport)
- Traders (Companion: 1 Quality, Entertaining and haggling)
- Any weapon with melee or ranged, and any outfit with camo, regal or utility.

RESOURCES

Surplus: Artisans, Prestige

Needs: Barter Goods, Medicine, Recruits

MOVES

TRADERS IN STORIES AND SONG

Whenever your Family performs for a community, you gain fleeting advantage dealing with them.

NOMADIC

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

STOCK IN TRADE

Your Family trades in mementos of the World Before, art, music, and culture. You can expect to have these 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+.

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.

ALLIANCE

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

INHERITANCE

Marisol Characters add 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.*

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 rescued us when a deal went south? Give them 2-Treaty on you.

Which of you failed to punish someone who stole from us? Get 1-Treaty on them for their failure.

FRANCIS MARISOL THE ELDER

Force -1 Lore 0 Steel +1 Sway +2

Look: The first thing people notice when they see you is the rare signs of a life well lived. You're stocky if not overweight, spry if not energetic, and lined with wrinkles and creases that indicate decades of laughter and good food. You even look tanned, thanks to an unearthen stock of bronzer you hoard as your most prized possession.

Gear: Add 1 to the Quality of a group of Followers when you **Tool Up**.

Backstory: Ask for a volunteer for each 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...

ROLE: REBEL

You've diverted your caravan back to the Watchfire Legion's main settlement after getting close to that strange light that appeared recently. What effect did its light have on the wraiths? And who are you hoping can help you understand it?

MOVES**LOYAL STAFF**

Everywhere you go, your trusted agents go with you. You have:

- Corbal, a **Scholar**: get +1 Lore when you listen to his advice.
- Lara, a **Courtier**: get +1 Sway when she sweet-talks your target first.

When you take harm, you can decide they suffer it instead. They're taken out. To heal their harm slots, convince someone equally skilled to join you, or spend time healing them in a place of safety with access to a relevant surplus.

STATESMAN

When you draw on your reputation in someone else's court, roll **+Sway**. On a 10+, everyone seeks out and values your opinion. On a 7-9, choose one group that schemes against you: the person in charge, their advisors and allies, or the lesser masses.

HARM

- ☐ Trembling
- ☐ Fearful
- ☐ Lose Corbal
- ☐ Lose Lara
- ☐ Dead

DEATH MOVE

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

THE ECHOES

Reach +1 **Grasp** +1 **Sleight** -1
Mood -1 **Data** 0 **Tech** 0

ASSETS

- Hit-and-run tactics (Weapon: melee, elegant).
- Powered exoskeletons (Outfit: powered, mobile)
- Crepuscular scavengers (Followers: 1 Quality, Finding things in the dark).
- Any weapon with melee or ranged, and any outfit with camo, regal or utility.

RESOURCES

Surplus: Safety, Scouts.

Needs: Morale, Recruits, Fresh Water.

MOVES

LAND ANIMALS

Your phenotype is ideal for speed and endurance. You will not grow tired before your prey or pursuer does.

SCAVENGERS

Your Family descend from omnivores. You have advantage infiltrating and scavenging for resources.

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.

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.

ALLIANCE

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

INHERITANCE

Echo 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.

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.

ANZOR THE UNTAMED

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

Look: You're part-wolf, part-bat, held together by gene tweaks and the implanted exoskeleton all Echoes receive when they come of age. You're most at home in the darkness, where your natural gifts give you unsurpassed skill, and nobody can see your scars.

Gear: Add 1 free tag to a weapon when picking gear.

Backstory: Ask for a volunteer for each 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?

ROLE: OUTSIDER

Your hunger for greater challenges has gradually made you an outsider among the Echoes. What are you hunting now? One of the Echoes left with you – who are they, and why are you happy they came?

MOVES

KEEN SENSES, KEENER REFLEXES

You can't be surprised by anything short of a miracle. *If attacked*, you can always react before the first blow strikes.

HALE BEYOND MEASURE

You have +1 Armour. *While outnumbered by overwhelming forces*, you gain an extra +1 Armour.

HARM

- ☐ Indifferent
- ☐ Energised
- ☐ Enraged
- ☐ Winded
- ☐ Dead

DEATH MOVE

When you die, 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.

FOR THE GM

YOUR FIRST SCENES

Start with a zoomed-in scene starring a couple of the characters working on their Role mission – maybe one of them has approached the other for help, or an inciting incident shows the two of them the importance of each other's missions.

Here's some possibilities:

Akachi and Hardy: Akachi is leading a patrol on the outskirts of the Watchfire Legion's HQ as a pack of wraiths break through the firelight perimeter and attack some travellers. Among those travellers is Hardy, who quickly finds their medical skills tested.

Hardy and Francis: Hardy, searching for a plague cure, has come to try and get the Marisols to lend their brightly-lit wagons to an expedition out into the darkness. What sort of price will Francis ask for this? What will Hardy offer?

Francis and Anzor: Anzor has heard rumours that the Marisol saw something new out in the darkness on their last trip, and is now following their caravan from a distance to see if something new and terrible saw them too. What has Anzor glimpsed in the Marisol's caravan of wonders that's filled them with surprising emotion? When the caravan comes under attack, how will Francis lead their people, and will Anzor help them fight the monsters back?

Anzor and Akachi: The two best fighters of the homeland meet in hostile terrain. Will hard-won discipline respect untamed strength? What is Akachi planning that requires the beast's assistance? What terrible foe have they seen to tempt Akachi with?

Once you're done with that scene, bring the other character(s) in – either see what they're all up to together if there's more than one of them, or have them explain how they're trying to get the other family's/character's assistance on their own quest. Once everyone has had their character on screen and it feels like the time scale can broaden out a bit, ask them what they want their families to do. Give everyone a turn to trigger a Family move, then weave the result of those together with your Fronts to create a situation that needs the characters to intervene. Keep going like this, weaving between the two levels: use the families' actions to sketch out the world and its threats and create opportunities for characters to be heroes, and use the characters' actions to solve their families' problems and engage in heroics.

FRONT: CLAWS OF DARKNESS

With fuel sources dwindling, the wraiths haunting the darkness are becoming more daring.

The players' contributions during game setup should give you plot threads to pull on, but here are some suggestions if you want some pre-prepared threats. Each front has:

Reveal: A way to introduce it to your game as a GM reaction.

Reactions: Problems the threat causes as it grows. Remember, these are used when someone rolls a 6-, or when everyone looks to you to say what happens next.

Resolution: Ways players can deal with the threat.

Fallout: What the threat will do if it isn't stopped. Activate this if you've checked all three Reactions and it makes sense in the fiction.

CLAWS IN THE DARKNESS

On the threshold between light and dark, wraiths live. And in the largest of the survivor's settlements, there are plenty of dark places between the watchfires...

REVEAL

A cry goes up – a corpse has been found, in the heart of a settlement. Three impossibly narrow rents split their flesh, far sharper cuts than any human weapon could make. A wraith is hunting in the shadows.

REACTIONS:

Add a Need. The wraith's hunt strikes fear into the populace, adding Need: Morale.

Put Someone in a Spot. A group of residents accost a character and demand they do something about the attacks.

Inflict Harm. The wraith pulls a character into the shadows, dealing 2 Harm. It'll whisper questions about the settlement, twisting its claws to encourage information.

RESOLUTION

Burn enough fuel to fill the settlement with light; bait it into a dark area and confront it; evacuate the settlement.

FALLOUT

The wraith has identified the settlement's power sources, and tears them apart. The entire settlement is plunged into darkness, defenceless against the wraiths.

THE ONCOMING HORDE

After a century of sunless darkness and the predations of wraiths, the world's surviving wildlife has grown strange. Those that remain have been drawn by the survivor's resources, and are reaching a critical mass.

REVEAL

An expedition outside a settlement comes across a fox picking through the ruins, but its eye sockets are empty. Then they see a second fox, then a third, then a whole flock of blind crows silently perching on nearby ruins. The animals simply watch the characters.

REACTIONS

Take away their stuff. On the road or after making camp, a character checks their gear to find that a pack's been torn open and something's missing. It looks like an animal got into it, but only took one particular thing.

Offer an Opportunity. A member of the Echoes is found with their eyes clawed out. They say the strange animals did this – and now they can hear the horde's whispers, urging them to bring tools and food.

Remove a Surplus. The horde overwhelms a family's defences, seizing as much as they could of a surplus and vanishing back into the darkness.

RESOLUTION

Reach a diplomatic agreement with the horde; break whatever is holding their alliance together; confront them in open battle.

FALLOUT

The horde claims a settlement as their own, taking the resources it provided and keeping the (mutilated) residents to serve as their mouthpieces.

A RAINBOW IN THE DARK

The darkness has changed. More and more survivors have reported strange colours shifting in the blackness, invisible to others – too many now to dismiss it as mass hysteria. What are these individuals seeing?

REVEAL

One of the characters starts glimpsing swirling colours in the sky above them. If they ask around, only one other person in the area can see them, and is relieved to hear the character can see them too.

REACTIONS:**Reveal an Unwelcome Truth.**

Settlements across the homeland report people going missing. On further investigation, all of the missing people could see the colours.

Separate Them. An affected character wakes up miles distant from where they went to sleep. Looking up, they see the sky burning bright with colours, all converging at a certain point.

Show a Remnant of the Past, Used in New Ways. A towering ruin, so tall it scrapes the clouds, is newly lit up with torches and industry. Some of the missing people have converged here, under the nexus of the colours, and are renovating it to some purpose.

RESOLUTION

Cure the affected with exposure to well-lit areas; help the affected build their spire; evict them from the spire.

FALLOUT

The clouds part around the spire, revealing a shifting aurora of colours that illuminates the spire for a moment. Then the spire collapses, killing those within and cutting a swath of devastation across the homeland.

GETTING INSPIRATION

All or none of these details may be present in your game – they're placed here to help the group get inspired.

NOTABLE PEOPLE**THE WATCHFIRE LEGION**

Joyce: an elderly strategist retired from active duty, still willing to offer advice.

Parsons: a guard of the Legion exiled to tend one of the signal fires as punishment for an unspecified crime.

Lane: a recent recruit to the legion, making trouble as they use their new position to enrich themselves.

THE FUNGAL FELLOWSHIP

Julian: A trader who travels with the Marisols, selling new psychoactive mushroom varieties to customers.

Nils: An expert mycologist who engineers new strains in their scratch-built laboratory.

Camber: A doctor trying to treat the new plague, currently exhibiting its first symptoms.

THE MARISOL CLAN

August Marisol: A musician and jester, who puts on a travelling show at each settlement the caravan visits.

Luna Marisol: The caravan's driver, a skilled navigator but a bit of a show off.

Luca Marisol: Luna's twin, an electrician who manages the caravan's generator and light strings and is constantly testing new light rigs.

THE ECHOES

Coal: the wolf/crow hybrid surgeon who implants the uplift technology that grants sentience, speech and mobility into the Echoes' young, and retrieves the implants from the dead.

Ember: an uplifted urban fox who serves as the Echoes' chief lorekeeper and de facto diplomat.

Krisk: a scavenger, spy, and squirrel who leads the Echoes' salvage efforts.

DEVICES

Remember: when a character picks up a device, give them some clues what it can do. When they zoom out, if they still have the device, cash it in as a point of Tech for the character's family.

The Crystal Eye: A clear sphere about 3 inches across, lit by a silver fire burning within that illuminates nothing outside the sphere. When wraiths are near, the sphere glows brighter, and its light starts outlining their forms. Perhaps it's only useful as a wraith detector, or maybe it has more functions – freezing their forms, communicating with them, even making them see you as one of them?

Network Node: A small device, about the size of a shoebox, with one face taken up by a screen. The battery's dead, but once charged up it connects wirelessly to dozens of facilities around the world, spitting out figures that seem useless, but may contain the seeds of something useful.

Beam Rifle: A relic of the old world's final desperate struggle against the wraiths. Hooked up to a strong enough power source, it'll project a beam of golden light that scythes through wraiths.

Bone Charm: A carved bone claimed to have been taken from a Wraith's corpse. As you touch it you feel deathly cold,

and strangely distant from the world around you. Take it into absolute darkness and you'll find yourself moving as the wraiths do, flowing through the world as an insubstantial ghost. Be careful to stop before you hit light...

THE DARKNESS' INHABITANTS

Each of these threats has custom reactions. You can use these as well as your normal reactions when the threat's in play.

WRAITHS (DEALS 4 HARM IN DARKNESS, 2 IN LIGHT).

These bestial creatures appear almost insubstantial in darkness, save for their gleaming silver claws and teeth. Exposure to light hardens their smoke-like bodies into a consistency like sodden peat, and renders them sluggish – but still dangerous. The silver flames in each eye socket burn with feral cunning, and their voices whisper terrible threats and secrets from the darkness.

Threat reactions: Lunge into the light and drag them back into the darkness, call for more wraiths, fit through a pinhole gap.

NIGHT-BORN BEASTS (DEALS 1 HARM INDIVIDUALLY, 3 AS A GROUP).

After a century of night, the creatures of the wild are blind, pale and hostile. Attuned as they are to the sounds and scents of the wild, their reaction to the bright lights and thrumming engines of humanity's remnants is always hard to predict. Some lash out, some flee in fear, and others become obsessed.

Threat reactions: snatch an item and flee, attract attention with barks and screeches, lash out with claws and beaks.

WRETCHES (DEALS 2 HARM WITH SCAVENGED WEAPONS).

What happened to those people who didn't have generators, bulbs and candles? Common wisdom is that they died long ago, but that's a myth that explorers travelling beyond the lights can't afford to believe. Maybe they survived by finding some way to hide from the wraiths, or maybe they swore some dark pact – either way, they're a dangerous threat to travellers.

Threat reactions: bait a character into a trap, beg for aid, ambush in a coordinated strike.

THE FLOW OF THE GAME

The movement between family and character levels gives Legacy a natural ebb and flow. When you're at the family level it's the player's opportunity to get more information and change the world in broad strokes: adding to the map with data, learning new things with diplomacy, and changing your family's fortunes by claiming new resources. Family moves don't tend to resolve plots, though: they give you more information, and give characters more resources to draw on when they go to seal the deal.

The character level is where the really pivotal things happen. Characters can make allies out of enemies, coax incredible power from the anomalies and devices of the wasteland, and bring down towering titans. They still need appropriate gear and the right position in the fiction to make the most of their strengths, of course. As characters act, they should realise there are issues they're not in a position to deal with: complex threats that need careful study to unpick, problems far distant on the map, and foes that retreat to strike back at a later date.

Your time at the character level should snowball, building up tension higher and higher until the situation is resolved and you zoom back out to the family level.

Don't be stingy with tech points: remember that they can take the form of strange artefacts of the wraiths just as easily as forgotten hypertechnology from the sunlit world. Make sure that every time you zoom back out to the family level the group has at least one or two Devices to return to their family's stocks.

As this quickstart is a contained experience, have ideas in mind for ways the players can bring lasting change to the night lands. Bear in mind that each character has built-in stakes from their goals and their family:

Will Akachi lose another family to the threat in the darkness, or can they rally the Legion to defeat the threat?

Will Hardy find a cure to the plague? What other new life will they find in the darkness?

Will Francis Marisol understand the truth of the light? Can they get rich using it? Should they?

Will Anzor find a hunt that satisfies them? Or learn to find satisfaction from other things?

And finally:

What new form will the Wraiths take under the rays of the strange light or parted clouds?

WRAPPING UP

Once these stakes have been answered to the group's satisfaction, it's time to bring the session to a close. Every family rolls **+Mood**.

On a 10+ the player says one fortune the family experiences over the next few decades, and the GM says another. On a 7-9, they describe either a fortune or trial they face, and the GM says the other. On a 6-, they say one trial they face and the GM say another.

FORTUNES:

New insights, intermarriage, trade, resource windfall, building safety, wars of conquest, a web of influential agents.

TRIALS:

Enslavement, plague, persecution, self-sacrifice, internal division, natural disaster, wraith attack.

Each player describes one custom or ritual their family has developed to remember this time, and this age of history is finished.

If you'd like to continue this story, there's a few things you'll need to do:

1. Grab the full family playbooks and fill them out, changing options as you like to fit the family you've developed in play. Remember to note down your Treaties, Surpluses, Needs, Data and Tech.
2. Read over your family playbook's Doctrines and Lifestyles and decide if you'd like to change them from the quickstart playbook.
3. Expand your map, showing the new threats, opportunities and anomalies that have arisen since the previous age.
4. Describe a relic your character from the previous age left behind, and pick one of their moves to be tied into it.
5. Build a new character, pick a role for them and use this to describe the family's new position in the world.
6. Begin play!

Aaron "Mage-ou" Alberg, Aaron Berger, Aaron Brown, Aaron DeRosa, Aaron J. Schrader, Aaron Lim, Aaron Marks, Aaron Polans, Aaron Potheary, Aaron Silverman, Aaron Vincent, Abhishek Raj, Acceleron, Adam, Adam (in the Shadow of the Mountains), Adam Burgess, Adam Clayton, Adam Corey Chance, Adam Day, Adam Foster, Adam Johnston, Adam Makey, Adam Nittel, Adam Rajski, Adam Robichaud, Adam Shepherd, Adam Strzelczyk, Adam Whitcomb, Addó, Aditya A.W., Adrian Johnson, Adrian Praetorius, adumbratus, Aedynion, Agent Paperclip, Aggie Ninencepe, Aina, Ajax Novacaine, Al Billings, Alain Vendevoegel, Alan Barclay, Alan Graham, Alan K Pulfer, Alan Scott, Alasdair Watson, Alberto Nogueira Alferez, AlbintheDude, Alceithenecromancer, Alexis Grau Pons, Aleksander Wójcik, Aleksandra Menio, Alessandro Cattini, Alex "MonsterChef" Neilson, Alex Ficaro, Alex Gregorie, Alex Hopton, Alex Powell, Alexander Gräfe, Alexander Kuhl, Alexander Michael Fleetham, Alexander R. Corbett, AlexanderTF, Alexandre L. 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GLOSSARY

Age: A snapshot in the time of your world, one era that you play in before another comes. Legacy is structured to have story play out in sequential ages, usually with at least a few generations of time passing between each one.

Advantage and Disadvantage: These come when factors outside your stats make it more or less likely you'll succeed. For both, you roll 3 dice instead of 2: Advantage means you add together the two highest dice to get your result, Disadvantage means you add together the two lowest. *Fleeting* Advantage or Disadvantage also does this, but for only one roll. (12)

Assets: The stuff your family has or wears, adding to their aesthetics and effectiveness.

Character: An individual that the Player controls, usually a central and important part of their Family. They're important for the emotional heart of your game. (Chapter 8)

Data: Your knowledge of the world, brought back by scouts or scientific researchers. (37, 65)

Devices: Strange and peculiar items, often of the Time Before. (64)

Fall, the: The collected (or single and very destructive) events that led to the end of the world. How did civilization decline to the state it's at when the game begins? That's the Fall.

Family: The whole faction that one Player controls. They facilitate big, plot moving actions in a short period of game time, and you get to watch them grow and evolve as the Ages Turn. (Chapter 7)

Game Master: The member of the group who runs and facilitates the game. See a brief description on p. 11-12, and the details of this role in Chapter 10.

Gear: The equipment your character can use, including weapons, armor and clothing, vehicles, followers, intel, and Devices. The specifics of these are dependent on what has happened in game, your family's assets, and your character playbook's gear options. (Chapter 4)

Harm: Damage done to your character. Usually this heals over time, with the help of moves or Surpluses. (56)

Homeland: The map the known and safe world, where, for the most part, all of the characters live. You will modify it in play. (20)

Inheritance Moves: Special abilities that Families grant to their members. Quick Characters pick one, and full player Characters can choose to gain one as one of their starting moves.

Mood: Your family's well-being. This is calculated by subtracting the number of needs a family has from their surpluses, and triggers special effects when it would go below -3 or above +3. (36)

Player Agenda: These are your rules to live by! Things players should keep in mind for an active and exciting game. (18)

Quick Characters: These are player characters built for the short term. They don't get a full playbook, and are used to supplement a scene where not all of the characters have a reason to be present. (68-69)

Relic: An item imbued with a character's legacy in the event of their death. (57)

Resources: The key things your family needs or have in surplus. These can be in any kind of category, from food to morale. (see 31-32 for a list)

Resource Tracks: These are quantified tracks that record how much "stuff" you have. Split into Mood, Tech, and Data, you will occasionally use them to modify rolls. These are distinct from a families' Resources, though they may affect one another - for instance, the number of surpluses and needs your family has are used to calculate Mood.) (24)

Roles: The relationship your character has with the rest of their family. These help supplement the color already provided by the main themes of your playbook. (55)

Stats: aka Statistics, these are what quantify how good your character or your family is at doing stuff. Families use Reach (influence), Grasp (force), and Sleight (manipulation and subterfuge). Characters use Force (physical might), Sway (social prowess), Steel (survival skills) and Lore (knowledge). (24, 42)

Tech: Your hoard of technological wonders and relics of the time before. (37, 65)

Treaty: Your connections with other people, through a web of debts and alliances. It's a mechanical way to say "I owe you one." (37)

Turn of Age: After you've conquered (or fallen to) the trials of an Age, it's time to move on. End the current time period and move ahead a few generations. (73)

Wasteland: Part of the general play map. The space outside of the homeland, dangerous and unexplored territory. Here there be dragons (or radiation monsters, your pick). (20)

Wonders: Vast, incredible projects that your Family can work towards building. The building of a Wonder results in changes that affect the entire Age, and all Ages to come. (39)

World Before, The: This is how the game refers to the world before the apocalypse. What civilization existed before the ruins your characters currently inhabit? How did they go, and what was left behind?

Zoom In/Zoom Out: The action in this game exists on the character level and the family level. When you're looking at overarching family interactions, you are "zoomed out," and when you're looking at the smaller details of what individual characters are doing, you are "zoomed in."

