

CREATING AN ELDER

To create your Elder, choose a name, looks, stats, backstory, moves, and gear.

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

BACKSTORY

Fill in the names of the other characters in at least one.

I've known the likes of _____ many a time.

_____ is wise beyond their years.

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

STATS

- Choose one starting array:
- Force -1, Lore +1, Steel 0, Sway +2
- Force -1, Lore 0, Steel +1, Sway +2
- Force 0, Lore +1, Steel -1, Sway +2

GEAR

- In addition to what you get from your family, pick three:
- A powerful weapon from your younger days (*melee* or *ranged*, *brutal*, *hi-tech*).
 - Barely-fitting old armour pulled out of storage (Armour 1).
 - A box full of mementos of your long life and your family's history.
 - A case of medical supplies (3 uses, -2 to Shake It Off per use).
 - A third area of expertise for Loyal Staff.

THE ELDER

You've lived longer than anyone else and guided your dynasty through crisis after crisis. 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.

NAME

FORCE

Fiercely Assault

LORE

Activate Forgotten Lore

STEEL

Wasteland Survival

SWAY

Forge a Treaty

HARM

- ☐ Trembling
- ☐ Fearful
- ☐ Dazed (-1 Lore)
- ☐ Mangled (-1 Force)
- ☐ Dead

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

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

INVENTORY AND NOTES

ADVANCEMENT

When you learn something new that shakes up your understanding of the world, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Elder Move
- ☐ Get a new Elder Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick two*

☐ LOYAL STAFF

After a long life of service you're the one giving orders and deciding the Family's course, and have Family members to do your work for you. These helpers form a group of Followers with Quality +2 and two of the following areas of expertise, each provided by a named head of staff:

- **Bodyguards:** protection, escort, security, retreat.
- **Scholars:** lore, useful trivia, engineering, scavenging.
- **Spies:** infiltration, coercion, thievery, disguise.
- **Artists:** performance, merrymaking, gossip, minor magic.

When you send your trusted attendants to perform a task for you, use the Under Orders move (page XX). If the Quality of your staff drops you may repair it by spending time recruiting new heads of staff; each significant new member you recruit gives them +1 Quality up to their original value.

☐ THE VOICE OF EXPERIENCE

When you give someone advice on their current situation and following it to the letter brings them success, both of you can take an advance.

☐ STATESMAN

When you draw on your reputation in someone else's court, roll +Sway. On a 10+, everyone there seeks out and values your opinion. On a 7-9, choose one group that rejects and schemes against you: the person in charge, their advisors and allies, or the lesser masses.

☐ 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* as the change is accepted only grudgingly.

☐ TOUGH OLD SOUL

You've survived a lot more than your Family might believe. When you suffer Harm, tell everyone about the last time this happened to you and take +1 forward acting on this past experience.

CREATING AN ENVOY

To create your Envoy, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, concealed, ambiguous
Smooth face, handsome face, striking face
Calculating eyes, arresting eyes, frosty eyes, welcoming eyes
Muscular body, angular body, gorgeous body, slim body

BACKSTORY

Fill in the names of the other characters in at least one.
_____ showed me the truths of their family in confidence.
_____ will make a good bodyguard.
I suspect _____ is stealing my secrets for their family.

STATS

Choose one starting array:
Force +1, Lore 0, Steel -1, Sway +2
Force +2, Lore -1, Steel 0, Sway +1
Force 0, Lore +1, Steel -1, Sway +2

GEAR

In addition to what you get from your family, pick three:

- Fine jewellery and eye-catching clothing.
- Exotic preserved foods and other intriguing gifts.
- Duelling weapons, both close-up and ranged (*melee, ranged, elegant*).
- Majestic transport (vehicle or animal).
- Trail rations and lucidity tablets (no need to sleep for up to a week, double need for an equal time after).

THE ENVOY

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

NAME

FORCE *Fiercely Assault*

LORE *Activate Forgotten Lore*

STEEL *Wasteland Survival*

SWAY *Forge a Treaty*

HARM

- ☐ Dashingly Scarred
- ☐ Angry
- ☐ Bleeding (-1 Force)
- ☐ Shell-Shocked (-1 Steel)
- ☐ Dead

Even when you mark off your Dead box, you still have one more deal to complete. Hand one of your companions a message or sigil to deliver, and say what the recipient will do if they deliver it successfully.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

ADVANCEMENT

When you successfully broker a deal between others, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Elder Move
- ☐ Get a new Elder Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick 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.

☐ 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 also helped one of those parties in a major way in the past. Say how.

☐ A MATTER OF HONOUR

When you win a duel (of swords, riddles, acrobatics, whatever), roll +Sway. On a hit you’re seen by the audience as the correct, or at least most honourable, party. On a 10+, choose one:

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

☐ 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, get +1 to Forge a Treaty, but the deal is conditional on the secret staying hidden.

INVENTORY AND NOTES

CREATING A HUNTER

To create your Hunter, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, concealed, ambiguous

Scarred face, blunt face, bony face, gaunt face

Mad eyes, cunning eyes, sad eyes

Hard body, stocky body, stringy body, compact body, huge body

BACKSTORY

Fill in the names of the other characters in at least one.

_____ has fought shoulder to shoulder with me.

_____ once left me for dead.

_____ is smart enough to be worth keeping around.

STATS

Choose one starting array:

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

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

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

GEAR

In addition to what you get from your Family, pick three:

- Camouflage paint and a short-burst invisibility drive (3 uses)
- A long-range weapon (*ranged*, two of *silent*, *area*, *hi-tech*, *nonlethal*).
- Something for close-up work (*melee*, two of *brutal*, *inconspicuous*, *nonlethal*, *elegant*).
- Compact and durable body armour (Armour 1).
- An assortment of baits and traps for all creatures.

THE HUNTER

What do you do when a rippling 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.

NAME

FORCE

Fiercely Assault

LORE

Activate Forgotten Lore

STEEL

Wasteland Survival

SWAY

Forge a Treaty

HARM

- ☐ On the defensive
- ☐ Out of ammo
- ☐ Blood-soaked
- ☐ Enraged (-1 Steel)
- ☐ Dead

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

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

INVENTORY AND NOTES

ADVANCEMENT

When you take down a memorable foe, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Hunter move
- ☐ Get a new Hunter move
- ☐ Get a move from another playbook

Each advance can only be chosen once.

MOVES *Pick two*

☐ A SHADOW IN THE WIND

When you focus on moving stealthily, nothing and no-one will notice you so long as they haven't already spotted you. Even when you attack, there'll be a period of confusion for you to exploit.

☐ HUNTER FOR HIRE

When you Forge a Treaty to take down a target (man, beast, or horror) you can roll +Force instead of +Sway.

☐ HUNTER'S LORE

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

- 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?

When you act on this information, take +1 forward.

☐ ETERNAL ARSENAL

You always have more weapons. If your main weapon is taken out you'll have lesser replacements (*melee* or *ranged, inconspicuous*) within easy reach, and even if those are taken from you you'll be able to improvise replacements given 5 minutes.

☐ 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 your 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.
- Realise what would need to happen to allow you (or your allies) to Fiercely Assault them.

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

CREATING A REMNANT

To create your Remnant, choose a name, looks, stats, backstory, moves, and gear.

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, patchwork body

BACKSTORY

Fill in the names of the other characters in at least one.
I still remember the look of fear on _____'s face when they saw me.
_____ welcomed me as one of their own.
_____ made me do something terrible.

STATS

Choose one starting array:
Force -1, Lore +2, Steel +1, Sway 0
Force -1, Lore +1, Steel 0, Sway +2
Force -1, Lore +2, Steel 0, Sway +1

GEAR

In addition to what you get from your family, pick three:

- A keepsake whose origin is forgotten.
- Tattered clothing of an unknown style.
- An indestructible artefact of mysterious purpose.
- Another Remnant much less human but fiercely loyal (Follower Quality +2, Expertise: animalistic savagery).
- A bag of stones that form strange patterns when you roll them.

THE REMNANT

The Fall wasn't all crashing stars and ravenous swarms. As the alignments fractured and the catastrophic energies discharged, some people were twisted and altered into things eternal and inhuman. As one of these Remnants, you have found an adoptive family willing to look past your oddities and grateful for the services you bring.

NAME

FORCE

Fiercely Assault

LORE

Activate Forgotten Lore

STEEL

Wasteland Survival

SWAY

Forge a Treaty

HARM

- ☐ Shapeshifting
- ☐ Angry
- ☐ Hallucinating (-1 Steel)
- ☐ Exhausted (-1 Force)
- ☐ Dead

Even mortal injury cannot stop the chaos within you. Choose: cut loose in a frenzy of destruction then flee into the wasteland insane and bestial, or collapse, insensate, as your body and mind transform into something new.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

ADVANCEMENT

When you forge a human relationship despite your strange ways, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Remnant Move
- ☐ Get a new Remnant Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick two*

☐ PROTEAN FORM

Your entire form was twisted and altered by the Fall, and after a long struggle you have learned how to master it, at least partially.

When you contort it into a new configuration, roll +Steel. On a hit, you stay in control and hold 2. On a 10+ hold 3. Spend hold to:

- Grow protrusions that give you +2 Armour against one hit.
- Travel to anywhere in sight by inhuman means.
- Shift a limb into a wicked weapon with tags *hi-tech*, *brutal*, *area*, *melee*.
- Break or slip through any obstruction.

☐ ETERNAL MEMORIES

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

☐ PAINFULLY IMMORTAL

When you mark a Harm box, you take +2 Armour forward as your body reflexively protects itself.

☐ ARCANE ABERRATIONS

You've gained a measure of control over the energies embedded in your body. When you let them emerge and force them 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.

☐ INHUMAN ELEGANCE

When you spend time alone with someone, they can become fixated on you. Roll +Sway. On a 10+ hold 3, on a 7-9 hold 2. You can spend your hold to have them:

- Give you something you want.
- Spy for you.
- Protect you from harm.
- Introduce you to someone.

INVENTORY AND NOTES

CREATING A SCAVENGER

To create your Scavenger, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, concealed, ambiguous

Gas-masked face, pretty face, grimy face

Squinty eyes, calm eyes, appraising eyes, guilty eyes

Lithe body, scarred body, worn body, athletic body

BACKSTORY

Fill in the names of the other characters in at least one.

_____ has much to learn about life in the wasteland.

_____ is why I come back to civilisation.

_____ shares my lust for discovery.

STATS

Choose one starting array:

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

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

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

GEAR

In addition to what you get from your family, pick three:

- A bulky hazardous environment suit (1 Armour, 2 vs. chemicals, fire and radiation).
- A box of glow-rods and flares.
- A pseudo-intelligent intangible familiar, able to understand simple commands (Follower Quality +1, Expertise: ghostly scouting).
- A bandolier of arcane bombs, each with their own odd effect (3 uses, *unreliable, area, inconspicuous*).
- An insulated, camouflaged, crush-resistant, water-collecting tent.

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.

NAME		
FORCE		<i>Fiercely Assault</i>
LORE		<i>Activate Forgotten Lore</i>
STEEL		<i>Wasteland Survival</i>
SWAY		<i>Forge a Treaty</i>

HARM

- ☐ Sprained
- ☐ Winded
- ☐ Hallucinating (-1 Steel)
- ☐ Terrified (-1 Force)
- ☐ Dead

When you mark off your Dead box you leave behind clues to the location of your greatest stash. If found, it will hold at least: 2 Tech, one powerful weapon (any four tags), and enough food to feed someone for 10 years. Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

INVENTORY AND NOTES

ADVANCEMENT

When you bring a new wonder back to civilisation, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Scavenger Move
- ☐ Get a new Scavenger Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick two*

☐ SCRAPHEAP INGENUITY

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

- Sensors that can detect any trace of _____, however miniscule.
- 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 all the way up to and during its activation.
- It'll require some potent energy source.
- It needs to charge up before it triggers.

☐ TECH ATTUNEMENT

Whether through some inborn talent or years of experience spotting tell-tale signs, you can always detect the advanced tech of the World Before. Whenever it's within a few hundred meters, the GM will tell you how much there is and roughly where to look.

☐ ARCHITECTURAL EYE

When you take an hour or so to scrutinise and plan 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:

- Find a path around a blockage or obstacle.
- Work out what dangers are active in the ruin.
- Find a way to use the ruin as a weapon.

☐ BAGFUL OF TRICKS

When you search around in your rucksack for something to assist in the current situation, roll +Steel. On a hit you pull something out that'll definitely help. On a 7-9, choose one:

- You spend a while rooting around, and something makes use of the distraction.
- You have to make do with a similar item, of the GM's choice.
- There's a quirk to using it that'll need your concentration.

☐ RUIN SURVIVOR

When you find a bolthole in a ruin, no-one will find you if you don't want them to.

CREATING A SEEKER

To create your Seeker, choose a name, looks, stats, backstory, moves, and gear.

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

Fill in the names of the other characters in at least one.

- I fear _____ hates what they don't understand.
- _____ can guide me to the truth.
- _____ will be soon lost without my technology.

STATS

- Choose one starting array:
- Force -1, Lore +2, Steel +1, Sway 0
 - Force 0, Lore +2, Steel +1, Sway -1
 - Force -1, Lore +2, Steel 0, Sway +1

GEAR

- In addition to what you get from your family, pick three:
- Small thought-crystals, embedded with memories of the world before (3 uses, +1 to Activate Forgotten Lore on use).
 - A sturdy walking staff (*inconspicuous, nonlethal*).
 - A metal detector.
 - Ceramic earplugs, able to block out more than sound.
 - A food and water purification kit.

THE SEEKER

Barely any fragments of the world before survived the Fall, and those that weren't smashed by fearful zealots were hoarded in secret by withdrawn misers. Then you came along. Armed with keen insight and a head full of half-remembered cantrips, you will piece together the broken shards, pry out the hidden treasures and set back into motion the mystic machinery of the world.

NAME

FORCE

Fiercely Assault

LORE

Activate Forgotten Lore

STEEL

Wasteland Survival

SWAY

Forge a Treaty

HARM

- ☐ Winded
- ☐ Glitching Aura
- ☐ Terrified (-1 Steel)
- ☐ Mind-Scrambled (-1 Lore)
- ☐ Dead

When you mark off your Dead box, your tech goes haywire. Everyone has a few minutes to flee before the entire area is wracked by devastating energy and becomes a scorched, deadly wasteland forever after.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

ADVANCEMENT

When you uncover a revelation of the World Before, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Seeker Move
- ☐ Get a new Seeker Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick two*

☐ **VISIONARY ARCHAEOLOGIST**
When you come upon the ruins of a device 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 built to do, and what's happened since it was destroyed?
- How was this broken, and how can I repair it?

☐ **CURATIVE ADMIXTURE**
When you improvise a device to tend to someone's wounds, spend 1-3 Tech. For every Tech spent, choose one:

- They heal 1 Harm over the next few hours.
- They ignore all wound effects until they next rest.
- They gain -1 ongoing to Shake It Off until they next rest.

☐ **WORLD TRAVELLER**
You have an innate sense of direction, boosted by your encyclopaedic knowledge of the world. When you navigate to somewhere you've been before with Wasteland Survival, roll +Lore rather than +Steel.

☐ **DUCK AND COVER**
While you seek shelter and hide instead of fighting, take +1 Armour.

☐ **EXPERIMENTAL ENERGY PROJECTOR**
You have several chunks of scavenged technology, wired together into a deadly if unstable weapon (*ranged, area, hi-tech*). 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 will need to be recalibrated in a place of safety.

INVENTORY AND NOTES

CREATING A SENTINEL

To create your Sentinel, choose a name, looks, stats, backstory, moves, and gear.

LOOKS

Masculine, feminine, concealed, ambiguous

Handsome face, blunt face, hidden face, scarred face

Wise eyes, merciless eyes, judging eyes

Huge body, muscular body, stocky body, compact body, scarred body

BACKSTORY

Fill in the names of the other characters in at least one.

I have sworn to protect _____ is a trusted comrade in arms.

_____ is soft, but I will make them an asset to their family.

STATS

Choose one starting array:

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

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

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

GEAR

In addition to what you get from your family, pick three:

- A keen blade (*melee, brutal*) and shield (+1 to Holding Back the Tide).
- An ornate flame projector from the Before (*hi-tech, area, ranged, unreliable*).
- Bulky and well-worn plate (1 Armour).
- Binoculars and camouflage netting.
- Stim tablets (3 uses, +1 forward to Force but 1 Harm on use).

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 bulwark on which your families' foes break, the unblinking eye they cannot hide from, and the keen blade that stops them hurting anyone else.

NAME

FORCE *Fiercely Assault*

LORE *Activate Forgotten Lore*

STEEL *Wasteland Survival*

SWAY *Forge a Treaty*

HARM

☐ Bruised

☐ Drained

☐ Angry

☐ Crippled (-1 Force)

☐ Dead

When you mark off your Dead box, you plant your feet and make your last stand. No matter what, you remain up and fighting until your companions are safe and the danger has passed – only then do you finally succumb to your wounds and die.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

ADVANCEMENT

When you stand firm and push back a threat to you and yours, take an advance:

☐ Get +1 Steel

☐ Get +1 Force

☐ Get +1 Lore

☐ Get +1 Sway

☐ Get a new Sentinel Move

☐ Get a new Sentinel Move

☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES

Pick 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 the blows that rain 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. You may spend this hold at any point to:

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

☐ **ARMOURED IN VIGILANCE**

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

☐ **ARMOURED IN GLORY**

When you give someone an order or warning, roll +Force. On a 7+ they must do it, freeze, get out of there, or attack you. On a 10+, you make the choice for them.

☐ **STEEL RAIN**

When you ambush your enemies with a coordinated strike, take +1 forward to Fiercely Assault.

INVENTORY AND NOTES

CREATING A SURVIVOR

To create your Survivor, choose a name, looks, stats, backstory, moves, and gear.

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

Fill in the names of the other characters in at least one.

_____ reminds me of someone lost long ago.

_____ will need my help to survive.

I saved _____ from certain death.

STATS

Choose one starting array:

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

GEAR

In addition to what you get from your family, pick three:

- A weapon taken from the body of a friend (choose any three tags).
- Armour scavenged together from the bodies of monsters (Armour 1).
- A box of medical supplies (3 uses, -2 to Shake It Off per use).
- Respiratory equipment.
- Hand-drawn maps of secret routes through the wastelands (3 uses, +1 to Wasteland Survival per use).

THE SURVIVOR

This world's thrown everything it has at you, and through 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 barbarity of the present to get them what they need.

NAME

FORCE

Fiercely Assault

LORE

Activate Forgotten Lore

STEEL

Wasteland Survival

SWAY

Forge a Treaty

HARM

- ☐ Bruised
- ☐ Stressed
- ☐ Bleeding
- ☐ Crippled (-1 Force)
- ☐ Dead

When you mark off your Dead box, choose one of your companions. No matter what, they will survive long enough to get back to a settlement and safety; the next time their Dead box would be checked, they do not die, and instead will wake up later in a place of sanctuary. This does not trigger their Death move.

Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

ADVANCEMENT

When you teach someone a vital lesson about surviving in this world, take an advance:

- ☐ Get +1 Steel
- ☐ Get +1 Force
- ☐ Get +1 Lore
- ☐ Get +1 Sway
- ☐ Get a new Survivor Move
- ☐ Get a new Survivor Move
- ☐ Get a move from another playbook.

Each advance can only be chosen once.

MOVES *Pick two*

☐ THE THINGS I'VE SEEN

You've survived things others can barely comprehend. Choose what destroyed your life:

- **The Monsters Birthed by the Fall:** When a horrific monstrosity attacks, name one thing that'll help you survive it, and take +1 forward when you use it.
- **The Insane Magic of the Before:** When energies are raging out of control, take +1 forward to using Defuse to get out of harm's way.
- **The Barbaric Excess of Mankind:** When you Fiercely Assault a gang of barbarians or bandits, take +1 to the roll if you choose to drive them away rather than kill or capture them.

☐ LONE SURVIVOR

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

☐ 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.
- Take +1 ongoing to escaping the cause of the Harm.
- Ignore the effects of 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. The next day, they can take +1 when your story is relevant to the situation.

☐ ABLE GUIDE

When you Forge a Treaty and offer to lead someone through dangerous territory, roll +Steel instead of +Sway.

INVENTORY AND NOTES