

THE TRAITOR ROLE

CORE BOOK

- ❑ **The Elder:** Mark when you depose the leaders you advise. The GM will say who else you need to hurt or sacrifice to assert control. Name who will step in to take over and purge their weakness.
- ❑ **The Envoy:** Mark when you approach your most vicious foes with an offering of peace or alliance... behind your leaders' back. Name a rising faction among your foes who is ready to listen. The GM says who you will need to betray to seal this deal.
- ❑ **The Firebrand:** Mark when you sacrifice the oppressed to raise your power across the Homeland. Name the leaders who come to listen to your principles. The GM will tell us about those who have seen through your actions and vowed bloody vengeance upon you.
- ❑ **The Hunter:** Mark when you hunt for the last exemplar of a species. Describe the trophy you seek and the powers it grants. The GM will tell us of your quarry's lair: pristine, remote, or hostile.
- ❑ **The Machine:** Mark when you embark on a genocidal crusade. State your target and say what this awakens in you: hot fury or lethal efficiency.
- ❑ **The Promethean:** Mark when you decide to hold the Homeland hostage. Describe the doomsday weapon you built and make your demands. The GM will tell us of those who will rise against you.
- ❑ **The Reaver:** Mark when you purge a bountiful land of its inhabitants. Say who in your Family turns a blind eye to your predations so they can get rich. GM says how the bloodshed curses the land.
- ❑ **The Remnant:** Mark when you sabotage the future in the name of a power or principle from Before. Say whose hopes you will crush. The GM will lead you to a yet-undiscovered source of ancient power or wisdom - your choice.
- ❑ **The Scavenger:** Mark when you hoard resources others desperately need. Describe your lair's defences: is it well hidden, too dangerous, or far out the way? The GM will say how your hoard beckons to dark hearts and monstrous foes.
- ❑ **The Seeker:** Mark when you weaponize one of the wasteland's grand structures. Describe the destruction it can unleash. The GM will tell us what you still need to operate it safely.
- ❑ **The Sentinel:** Mark when you let the wolves at the door in. Name the critical tactical or strategic advantage you get from your betrayal. The GM will name two things you hold dear to be ravaged by the attack, pick one.
- ❑ **The Survivor:** Mark when you steer the thing you survived towards your foes. Say how they were never prepared for this. The GM will tell us how it will rage out of your control.
- ❑ **The Untamed:** Mark when you bully the weak and desperate into doing your bidding. Say how they make you proud at the eleventh hour. The GM will say how they became stronger, enough to stand up for themselves in the future.

THE TRAITOR ROLE

THE ENGINE OF LIFE

END GAME

- ❑ **The Beacon:** Mark when you sell out your artistic vision to suit the tastes of those in power. Describe the influential patron who will support and protect you. The GM will cancel the lasting effects of one of your Roles, as fans lose faith.
- ❑ **The Historian:** When the lingering effects of the Fall bring horror and havoc, describe the Tome that chronicles and explains the Fall. The GM tells us about the cult that will do anything for this Tome as soon as it's unveiled.
- ❑ **The Matchmaker:** Mark when you see the tumult a relationship will bring to the world. Name someone who will help you thwart it. The GM tells you whose heart they need to break to follow your plans – and their inevitable revenge.
- ❑ **The Prodigy:** Mark when you sacrifice a key to the future or a place of power to banish a threat. The GM will say how this will greatly endanger those who believe you can save the future.
- ❑ **The Saint:** Mark when you take advantage of a disaster to fight for the future. Tell us of the timely calamity that will hit your foes. When you charge into this calamity, you can gain the benefits of Saint moves even if your goal isn't to "save lives". The GM will tell us of the calamity's victims.
- ❑ **The Scout:** Mark when you find a seemingly -inexhaustible resource. Tell us why locals haven't exploited it, and the reason it's valuable to you. The GM will describe the place of solace and beauty you must ravage to reap these valuables.
- ❑ **The Storyteller:** Mark when you fabricate a story to demonise and vilify. Tell us how widespread acceptance of this story destroys your target. The GM will tell us what part of your monstrous depiction they live up to as a result.
- ❑ **The Foundling:** Mark when you sacrifice your tribe to save someone else. The GM will say what crime you must carry out against your own kind to balance the scales, and what curse will be introduced to your bond if you refuse.
- ❑ **The Hellion:** Mark when you invite wicked things into the Homeland. Tell us who they will bring ruin to. The GM says what in them surprises you: their numbers, their wickedness, their power.
- ❑ **The Herald:** The Villain. Shift to this role when someone needs to be brought to heel. When your methods appal your Family, add +1 to any two stats. The GM will tell us about the innocents who embraced your wicked ways for good.
- ❑ **The Martyr:** Mark when you meet the greatest tormentor of this Age. To win their heart and soul you must give yourself fully to them. Say if it's a lesson you must learn or must teach.
- ❑ **The Road Warrior:** Mark when you abandon those who love you for a hopeless cause. Tell us about the path of terror you carve among your foes. The GM will say which loved one followed in secret amidst the carnage.
- ❑ **The Warlock:** Mark when the lack of unity takes the homeland to the edge of precipice. Forge unseen bounds to enslave their leaders to your will. Name the token they will carry as a sign of your control. The GM will say how the tokens make you vulnerable.



QUICK CHARACTER

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

STATS

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

RELATIONSHIP

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

LOOKS

Masculine, feminine, concealed, ambiguous

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

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

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

NAME

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

NAME: _____

FORCE

LORE

STEEL

SWAY

ROLE MOVES:

☐ LEADER

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

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

☐ AGENT

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

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

☐ REBEL

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

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

☐ OUTSIDER

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

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

☐ PROPHET

When someone acts in a way contrary to your Family's Doctrine, ask the GM how it'll bring them ill fortune. When you act on this information, roll with Advantage.

When you die, name a Faction you preached to. That Faction will honour your Doctrine above all others from here on out.

☐ TRAITOR

When you betray kith and kin, hold 3. Spend hold to gain access to: a critical location, secret lore, a device that can be weaponised, or a leader in their moment of weakness. It must always belong to your sworn allies, but for the last hold, to be spent on your truest nemesis.

When you die, name an enemy that will relent on their aggression thanks to your influence. Tell the backstory behind this.

INHERITED MOVE:

HARM

☐ DRAINED

☐ WINDED

☐ HURT (-1 TO A STAT)

☐ MANGLED (-1 TO EVERY STAT)

☐ DEAD

GEAR AND NOTES

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GEAR AND NOTES

THE FOUNDLING



The feral child, raised among wolves. The changeling child, raised among people. The xenophile who can only understand the strangeness in themselves among alien kind. The atavist who has lost a part of what made them human and turned to less human company. Whatever you are, you were lost and then were found.

STATS

Choose one and add your family and tribe bonus:

- ☐ Force -1 Lore 1 Steel 0 Sway 1
- ☐ Force 1 Lore -1 Steel 1 Sway 0
- ☐ Force 2 Lore 0 Steel 0 Sway -1

LOOK

Choose one of each:

Masculine, feminine, concealed, ambiguous

Savage features, not entirely human, shifting features, unremarkable

An accessory evoking your family.

An accessory evoking your adoptive tribe.

BACKSTORY

Ask for a volunteer for at least one:

____ knew me before my bond became clear. They appeal firmly to my humanity.

____ might actually understand my relationship with my tribe, and that frightens me.

____ has had something they love taken by my tribe.

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

FOUNDLING MOVES

Take **Kith & Kin** and one more:

■ KITH & KIN

In addition to your family, you've forged a bond with some of the native creatures of the homeland. They may be animals, machines, monsters, behemoths, or something stranger, but you can communicate with them, and they accept you as one of their own. Pick a family playbook to represent them, and gain a stat boost from them in addition to your family.

Name your tribe: _____.

When you **Find Common Ground** with your tribe, roll with advantage.

□ CATALYST

Through your bond, you become a key to deeper powers. When a member of your tribe permits you to lay hands on them and channel arcane energies, you may **Unleash Power** as though they were a device.

□ CHANGELING

Your bond is transformative, letting you become more than an honorary member of your tribe. When you take a moment to emulate their visage and abilities, roll **+Roles marked**. On a 10+, 3. On a 7-9, 2. On a 6-, still choose 1.

- ✱ Where your tribe goes you can follow. You can emulate their mode of locomotion, and you do not suffer disadvantage in any environment where they would not.
- ✱ You can fight shoulder-to-shoulder with your tribe. Pick up 2-3 weapon tags to reflect the way your violence mirrors theirs.
- ✱ Your foes will recognize you only as a member of your tribe.
- ✱ You do not inherit the native weaknesses and vulnerabilities of your tribe.
- ✱ Your bond does not give you a compulsion to fulfil or otherwise alter your mind.

□ SUMMONER

Where you go, your tribe can follow. In any scene where their presence has not been otherwise established, you may narrate a member of your tribe arriving or revealing themselves. Conversely, in any situation where your tribe is present but you are absent, you may arrive on the scene whenever you feel you are needed most.

The bond is mutual; the GM may, as a reaction, say that members of your tribe appear unbidden at your side, or try to compel you to appear before them.

□ AMBASSADOR

When others follow your lead to navigate interactions with your tribe, you may extend to them the benefits of **Kith & Kin**.

Should a member of your party benefiting from this provoke your tribe, or if you voluntarily rescind your protection from someone, roll **+Sway**. On a 10+, only the offending party draws their ire. On a 7-9, all of your followers suffer. On a miss, even you temporarily lose the benefits of **Kith & Kin**.

□ CRYPTID

Your bond is a subtle, haunted one. At least one member of your tribe may always go unseen, unnoticed, or unrecognised in your company. You can communicate with them subtly and silently, and if you use **Under Orders** with a covert companion in this way, they can only be detected if you select "There'll be unfortunate consequences," on a 7-9 hit.

□ INHERITANCE

Gain a quick character move from your family or your tribe.

ROLE MOVES

Trigger one at character creation:

- **Leader:** Mark when you forge an alliance between your family and your tribe. The GM will say how this alienates your family from their own kind.
- **Agent:** Mark when you disguise your family's activities by using your tribe as a proxy. Say who you intend to fool. The GM says who will hold the secret as leverage against you.
- **Rebel:** Mark when you take up arms against your own family in defence of your tribe. Say why anyone who wishes to harm them must go through you first.
- **Outsider:** Mark when you give up some of your Family identity to be closer to your tribe. Name someone important who this horrifies; the GM will name someone who is determined to emulate you, cost and danger be damned.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, narrate an epilogue using some of your Death move or a coda via your final role.

HARM

○ Rescued by your tribe

○ Drawn away

○ Feral (Cut off from your family)

○ Lost (Cut off from your tribe)

○ Forsaken

When you mark off your Forsaken box, decide which side you finally choose. If you return to your family, spirit broken, say what wisdom, power, or trait from your tribe you nevertheless pass on to them. If you vanish among your tribe, become the face of a GM threat and name an individual/group/institution your tribe will always watch over... or hunt. You may also decide which group others must visit if they hope to trigger your **Eulogy**.

GEAR AND NOTES

You have an especially close companion or circle from among your adopted tribe. Give them a specialty and Quality 1.

THE HELLION



What can you do? With a brat like that always on your back, What can you lose, lose? - The Ramones, Beat on the Brat

STATS

Choose one and add your family bonus:

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

LOOKS

Choose one of each:

Masculine, feminine, ambiguous, concealed.
Gas masked face, dirty face, wicked face, playful face.
Goggles, mischievous eyes, mysterious eyes, naughty eyes.
Chubby body, deformed body, slender body, supple body.

BACKSTORY

Ask for a volunteer for at least one:

_____ gave me shelter when I was a runaway.
_____ knew my real parent(s).
_____ is also haunted by monsters.

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

HELLION MOVES

Choose one of these:

☐ A DEADLY GAME

No one ever needed to teach you these rules! *When you have a moment to study your enemy and tell your plan to your allies, say what you are ready to sacrifice:*

- The battlefield
- The respect of your friends
- Something precious to you
- Another bit of your humanity

And what you are set to destroy:

- The enemy's means of escape
- The enemy's dignity
- The enemy's perception of reality.

When you enact your plan, roll +Steel. On a hit the plan comes through. On a 7-9, your allies choose something else you sacrifice. Also, gain a harm slot:

☐ Saved by contingency plan.

☐ MY PET MONSTER

Your best friend in the whole wide world is an otherworldly monster. Describe them and say their name.

Choose two monster tricks: Choose two problems:

- | | |
|--|--|
| ☐ Nobody can see it. | ☐ It's jealous. |
| ☐ It goes where no one else can. | ☐ It has lots of friends. |
| ☐ Only kids and other monsters can hurt it. | ☐ It's greedy. |
| ☐ It can deal out a monstrous beating. | ☐ It's really lazy. |
| | ☐ It's destructive. |

When you set your monster loose, give it your orders and roll +Lore. On a 10+ manifest both tricks and one problem. On a 7-9, use one trick and both problems. Also, gain a harm slot:

☐ Saved by my monster.

Pick one more from the following.

☐ THE TREE HOUSE

You have a secret place where you feel safe. It's yours and it's cool and not everyone can get in. Choose two and tell us about it:

- ☐ Even you find it hard to reach.
- ☐ It's hidden from everyone, even monsters.
- ☐ It's stocked and spacious.
- ☐ It's safe: you need a password.
- ☐ It's funny - time and space plays tricks on you there.

☐ THE WEIRD STARE

When you let loose the energies boiling inside you to protect, banish or wreak havoc, roll +Sway. Say what you'll wreck to get it done:

- ☐ The whole place!
- ☐ Another bit of your humanity.
- ☐ Your health.
- ☐ The respect of your friends.

On a hit, you do it. On a 7-9, the GM chooses another thing you wreck.

☐ THOSE WHO LOVE ME

Somehow they love you. Choose one and tell us who they are:

- ☐ Your folks, parents and stuff.
- ☐ Those who created you.
- ☐ The gang who has your back.
- ☐ A cult that reveres you.

They are 1-Quality Followers with 5 Loyalty. When you suffer harm in their presence or they lose Quality, you can instead lose 1 Loyalty. When you spend quality time with them, recover 1 Loyalty.

ROLE MOVES

Trigger one at character creation:

- ☐ **Leader:** Mark when you vow to protect a gang or family. Say who or what is haunting them. It will never see you coming.
- ☐ **Agent:** Mark when you are sent against monsters. State two facts about them. The GM will secretly decide which one is true.
- ☐ **Rebel:** Mark when you radically change your clothes and hair style. Say what you are angry about, and the GM will tell you who's drawn to start following you.
- ☐ **Outsider:** Mark when you return home. Tell us about the dark forces that kidnapped you. The GM tells us about the place of your captivity.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, narrate an epilogue using some of your Death move or a coda via your final role.

HARM

☐ **Wrung by the Neck**
(-1 in Steel & Force)

☐ **Out of your League**
(-1 in Sway & Lore)

☐ **Dead**

When you mark off your Dead box, everyone who has backstory with you gains lasting Advantage to destroy or overcome whatever killed you.

GEAR AND NOTES

Add 1 to the Quality of a group of your Followers when you **Zoom In**.

THE HERALD



What do you desire? To find every scrap of lore left behind on the symbols and stories of the World Before. To immerse yourself in them, to let them all wash over you... until someone else stares back from the mirror.

STATS

You have 0 in each, plus your Family bonus.

LOOKS

Choose one from each:
Androgynous, transgressing, concealed.
Sardonic glances, cold stare, piercing gaze.
Menacing aura, peaceful aura, haunted aura.
Husky voice, mellow voice, raspy voice.

BACKSTORY

Ask for a volunteer for at least one:
_____ and I met at a secret crossroads, hunting for lost knowledge.

I loved _____ before, under a different name.

_____ is helping me usher in my full potential.

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

HERALD MOVES

You get this move:

☐ WITH A THOUSAND FACES

You gain power by embodying an icon: the gruff sheriff, the martial artist, the femme fatale, etc.

This power has four sources:

Props: When you first use an item to make your appearance more like the icon, gain 1 charge.

Stage: When a scene from the icon's myth comes to pass - a duel at high noon, an experiment in a lightning storm, a foot-chase through a market - gain 1 charge.

Actor: When someone becomes a key part of your role's narrative - mentor, sidekick, beloved, nemesis etc - gain 1 charge.

When you risk your life to act like the icon would, spend 1 Charge to get advantage on a roll.

CHARGES: ☐

Start with one of the moves below. Spend 5 charges to unlock a new move.

☐ THE MYTHIC DIMENSION

You have a den where props from the icons you've embodied are reverently displayed. *So long as you store props from an icon there, you don't lose charges when you move from it to a new icon.*

☐ METHOD ACTOR

When you play a role, you fool the entire world. You may spend a charge to fully submerge yourself in a role: for the next hour, no-one will recognise you as anyone other than the icon.

☐ THE HERO'S JOURNEY

When an actor starts helping you, mark a second role. Combine the two and say what hidden depths the actor has revealed in the icon. To use this again, you must shift to another icon.

☐ THE MASKS OF GOD

If a piece of your gear is also a prop for your current icon, you may spend 1 charge to give it a tag relevant to the icon's myth.

☐ LOCAL HERO

Get an Inheritance move from your Family. Take a new one each time you shift icons.

ICON MOVES

Instead of a role, choose the kind of icon you're emulating at character creation:

- ☐ **Mentor:** Shift to this role when you act as a mentor for a prodigy, and add +2 to Lore or Sway. The GM says what the homeland hopes they'll accomplish.
- ☐ **Hero:** Something must be found, rescued or conquered. Shift to this role when you take on the quest to find it, and add +2 to Force or Steel. Say how your family will suffer if you fail.
- ☐ **Antihero:** A terrible threat must be confronted. Shift to this role when you draw first blood, and add +2 to Sway or Steel. The GM says what you'll have to sacrifice to overcome it.
- ☐ **Trickster:** Shift to this role when you trick a figure of authority, and add +2 to Lore or Force. Tell us why your family is complicit in the authority's injustices.

When you shift icons, lose all stat raises and charges. You do not increase a stat or gain a new move, but do apply the stat raise from the new icon.

HARM

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ Dead

When you mark a harm slot, give it a label that suits your icon; get 2 charges if you give it a penalty. Clear labels when you change icons. *When you die, lose all charges and return to consciousness in a safe location. If you die with no charges, you die for real.*

GEAR

When you **Zoom In**, describe the icon you're hunting and gain 1 Data to use on finding their memorabilia.

THE MARTYR



"We are not permitted to choose the frame of our destiny. But what we put into it is ours. He who wills adventure will experience it – according to the measure of his courage. He who wills sacrifice will be sacrificed – according to the measure of his purity of heart"

- Dag Hammarskjöld

STATS

Choose one and add your family bonus:

- ☐ Force Ω , Lore 0, Steel Δ , Sway 1
- ☐ Force 1, Lore 0, Steel Ω , Sway Δ
- ☐ Force Ω , Lore 0, Steel 1, Sway Δ

See Harm for further details on Ω and Δ .

LOOKS

Choose one of each:

Masculine, feminine, transgressing,
ambiguous.
Bent body, wiry body, flabby body,
lanky body.
Dead eyes, fiery eyes, sad eyes,
steady gaze.
Weathered face, dime a dozen face,
stern face, scarred face

BACKSTORY

Ask for a volunteer for at least one:

_____ has experienced loss,
but bears their scars with pride.

Does _____ even realise the
harm they've caused my people?

I respect the wisdom of
_____ 's cult. Why keep it a
secret?

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

MARTYR MOVES

Pick Clear Eyes and one more:

■ CLEAR EYES

When you stand on the brink of defeat with a filled Ω track, you become **Sanctified**. So long as you're **Sanctified**, you gain the undying respect of those who witness you facing your ordeal. Friend or foe, they will from now on defend your reputation, marked by the strength of your devotion.

When you witnesses a tragedy related to your cause with a filled Δ track, you become **Rapturous**. So long as you're **Rapturous**, you grant new strength and courage for the weak and despairing when you make a stand, and fill the heart of tormentors with fear and doubt if you attack.

Both states end when any Harm on their tracks is healed.

□ CANDID GAZE

When you shield another from death, gain 2-Armour. When you have a quiet moment to tend for the wounded and despairing, heal them of all emotional and psychological harm and take it for yourself - marking 1 harm box for each box of theirs you heal.

ROLE MOVES

Trigger one at character creation:

- **Leader:** Mark when your people face extreme hardship and want. The GM tell us what you need to sacrifice to show them how to endure with wisdom. Tell us how they are inspired by your example.
- **Agent:** Mark when there is a job so dirty or so hard that no one will willingly accept it. Take it and tell us how it is even worse than anyone expected. The GM tells us how performing this task will reveal a mysterious treasure or golden opportunity.
- **Rebel:** Mark when your people are set on their comfortable, safe ways. The GM tells us of two forces that will resist change at all costs. Confront them openly and say how your people change once you resist everything they throw at you.
- **Outsider:** Mark when you embark on a journey of (self) discovery. Ritually sacrifice a symbol of your past, your present and your future. The GM will describe those who will leave everything behind to join your quest for wisdom.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, narrate an epilogue using some of your Death move or a coda via your final role.

□ GLAZED SIGHT

When you find wisdom in pain and sorrow, roll $+\Delta$ instead of $+\text{Lore}$. When you are hurt while Rapturous or Sanctified, gain 1-Data.

□ HOLLOW STARE

When you confront a tormentor, bring up flashbacks of pain and sorrow to draw one wicked response from your opponent, GM's choice:

- ✱ They gloat over their power.
- ✱ They seek to humiliate you.
- ✱ They go out of their way to cause you more pain.

Each can only be picked once in a given confrontation. If you can evoke all three, describe the fatal weakness they finally exposed.

□ FIERY GLARE

Every time you pass the opportunity to heal your Harm, gain $+1$ Armour on top of any Armour you already have. Lose 1 Armour every time you take a hit until this bonus is gone.

HARM

Stats marked by Ω and Δ start at -1 . For each harm listed in their tracks their value goes up by 1, up to $+3$.

When you suffer Harm, check one box from either column of your choice. You can only mark your Death Box when both tracks are fully marked. To heal any Harm, you must receive **Professional Care**.

Ω
☐ Twisted joint

☐ Torn flesh

☐ Broken bones

☐ Blinding pain

Δ
☐ Anguished

☐ Fearful

☐ Hopeless

☐ Despairing



Dead

When you finally mark your Death box, you infuse any witnesses with some of your fervour. They gain a new additional Harm box of their choice, **Sanctified** or **Rapturous**, which can be marked when only their Death box is unmarked. They gain the associated benefit for as long as they don't heal any Harm box.

GEAR AND NOTES

In addition to what you get from your Family, you start with a memento of a time of turmoil. Spend it to assure a 10+ on one **Find Common Ground**.

THE ROAD WARRIOR



Driven by crippling loss and a skewed sense of justice, you roam the wastelands from lost cause to lost cause. No one can tell if you are chasing an impossible dream or escaping from your past, not even yourself.

STATS

Choose one and add your family bonus:

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

LOOKS

Masculine, feminine, concealed, transgressing.

Weathered face, hoary face,

scarred face, tattooed face.

Battle fatigues, dusty leathers, tactical jumpsuit, ratty jeans.

Haunted gaze, steely gaze, vacant stare, wise eyes.

Athletic body, husky body, rugged body, lascivious body.

BACKSTORY

Ask for a volunteer for at least one:

_____ and I are the only survivors of a warband.

_____ defended a place I couldn't.

I could stare at _____'s eyes forever...

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

WARRIOR MOVES

Pick Clad in Steel and one more:

■ CLAD IN STEEL

You own the mightiest ride in the wastelands - a Vehicle with 5 tags. In addition to the standard tag list, you have the following options:

- ✱ **Armoured.** Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get +1 Armour when these deal harm to you.
- ✱ **Imposing.** Get fleeing advantage to **Find Common Ground** when you first arrive in your Ride.
- ✱ **Stealth.** Get advantage when you Defuse by avoiding detection.
- ✱ **Cargo.** Your ride can safely haul another Vehicle, plus personnel.
- ✱ **Comms.** Integrated comms let you send and receive audio, and limited digital data.

Additionally, ill fortune of the worst kind befalls anyone who steals your ride.

TAGS

HARM

☐ Dinged

☐ Twisted (-1 to all stats)

☒ Busted (cannot move).

□ INHERITANCE

Get one of your Family's Inheritance moves.

□ LIVING LEGEND

When you first meet someone important, roll the amount of Roles you have marked. On a hit they've heard of you - tell us what they've heard. On a failure, the GM will instead say the reason of your notoriety.

□ THE BEATEN PATH

When you navigate to a new and perilous location, roll the amount of Roles you have marked, up to +3. On a hit, you have been there before. Tell us in two words what you lost there, then each other player must ask you a follow up question about the event. Answer truthfully, saying why you'd rather never go back there again. Those who act on this past experience gain fleeing Advantage on their roll.

□ HUNTED & HAUNTED

When you take action during a chase, bring up flashbacks of battle and loss to add a complication to your opponent's path, forcing them to do one of:

- ✱ Risk harm to keep up with you
- ✱ Lose ground
- ✱ Be exposed to an attack

If you evoke all three, you decide where the chase ends.

□ FIGHTING WINDMILLS

When you vow to fight for a cause, you gain +1 Armour and your Ride gains one extra Dented harm slot. If the cause is hopeless, gain those benefits again.

ROLE MOVES

Trigger one at character creation:

- **Leader:** Mark when you lead your Family's escape from calamity or persecution. Describe the route and obstacles that can be used to your advantage. The GM says who will do anything to stop you all.
- **Agent:** Mark when your Family is at war and you single out their champion. Tell us two of their strengths and the GM will tell you of their weaknesses. Beat them to break your foe's morale.
- **Rebel:** Mark when you walk away from your Family on the eve of battle, and tell us why your Family foes will focus on hunting you down instead.
- **Outsider:** Mark when you offer help to strangers in need for no apparent reason and without expecting compensation. Say who (from either side of the conflict) will fall in love with you. The GM tells us who will resent you for that.

When you change roles, add 1 to a stat or get a new move. If you mark all roles, narrate an epilogue using some of your Death move or a coda via your final role.

HARM

☐ Busted Eye

☐ Blood Soaked

☐ Limping Badly (-1 Steel)

☐ Shell Shocked (-1 Steel)

☐ Dead

When you mark off your Dead box, your Ride will be somehow destroyed as well. Later you will return in secret, fully healed and on a new Ride, for one last mission. If you ever reveal your identity or refrain from revenge, all your harm boxes except Dead are immediately filled again.

GEAR AND NOTES

You get your ride, in addition to what you get from your Family. Ain't that enough, pal?

THE WARLOCK



"Humanity is a bawling beast, bleeding in the uncaring cosmos. And there are things out there on the prowl, closing in on every side. I've seen them. I know them. Trust me, we don't have much longer."

STATS

Set one stat at **+3** and another at **-2**, describing each stat's weird tells. The last two stats start at 0.

LOOKS

Choose one of each:

Masculine, feminine, transgressing, inhuman; decide then if eerily beautiful or hideous.

No eyes, cyber implants, goggles, inhuman eyes.

A voice in their heads, translating synthesizer, laboured breath, a buzz coming from your chest.

A persistent cold breeze, a tainting shadow, whispering echoes, flocks of beasts of bad portents.

BACKSTORY

Ask for a volunteer for at least one:

I foresaw _____'s fate, and it still awes me.

_____ 's bargain for power might have doomed us all.

Does _____ know of the monsters among them?

NAME: _____

FORCE ☐

LORE ☐

STEEL ☐

SWAY ☐

WARLOCK MOVES

Pick two:

☐ FORBIDDEN PATHS

When you traverse the dark paths of the world, you can always find a way to the forbidden places of this world and beyond. Decide if you travel unnaturally fast or protected from the horrors below. Perform a rite there to:

- ✱ Discover something only the monsters would know.
- ✱ Find a long-forgotten place of power, a source of solace and beauty.

Monsters will hound whoever dallies there or loses their way.

☐ WEAPONISED ENIGMA

You can always tell the direction to the nearest wound in the world. When you stand in it and direct its energies, roll **+Steel** to use it as a weapon (Far, Aberrant, Area). On a 10+ pick one, on a 7-9 pick two:

- ✱ It takes some time to go off.
- ✱ There is wide unintended collateral damage.
- ✱ The wound spawns Hostile Grounds around it.
- ✱ You must sacrifice a source of hope for the world.

Pick one extra to turn the attack into a disaster that will consume the countryside, bring down infrastructure, and hurt even Behemoths.

☐ BEYOND THIS MORTAL COIL

When in a place of power, you can beckon to Behemoths and Monsters and command their attention. Roll **Find Common Ground** with them with fleeting Advantage.

Also, when you encounter an inhuman civilization, roll **+Lore**. On a 10+, they accept you as one of their own. On a 7-9, you are fluent in their language and culture.

☐ BLACK HEARTS

When a Character of any Family becomes a Traitor or a Prophet, they are drawn to you like a moth to a flame. Gain lasting Advantage to any Sway rolls with them and provide the story details for their Role Move normally contributed by the GM

☐ DON'T REST YOUR HEAD

When you do one common thing unnaturally well, roll with fleeting Advantage and take 1 Harm. Suffer no penalties from the harm slot.

When you do something impossible for a human, for the length of a drawn breath, take 1-Harm.

☐ INHERITANCE

Get one of your Family's Inheritance moves.

ROLE MOVES

Choose your Role in the Family

- ☐ **Leader:** Mark when you gather allies to confront a horror. Describe the strange place you must go and the sacrifice you must make to stop the menace.
- ☐ **Agent:** Mark when people need a symbol to give them hope or direction. Name a treasure of the next world to help them. The GM will pick someone you love or respect as an obstacle; they'll try to stop you or must be sacrificed, your choice.
- ☐ **Rebel:** Mark when you declare war on a group that gave in to corruption. Name the eldritch force you bargained with to bring them down. The GM will name the terrible price the force asks of you.
- ☐ **Outsider:** Mark when you stand watch against darkness and what lies beyond. The GM will tell us how you keep those things at bay. Name one emotion you will sacrifice and never ever feel again.

HARM

☐ **Beset (-1 Lore)**

☐ **Twisted (-1 Force)**

☐ **Haunted (-1 Sway)**

☐ **Hounded (-1 Steel)**

☒ **Sequestered**

When you mark off your Sequestered box, you are yanked out of this world and locked in your own personal nightmare realm. You can't escape on your own. But all of those who die with you in the same scene will end up there as well. With their help, you may as well all come back to life.

GEAR AND NOTES

In addition to what you get from your family, you get the start, middle, or end of a rite of great power.

THE ASCENDANT AFFLICTED



As the world around us burned, we burned from the inside. Yet just as others learn to live with a world gone mad, the pathogens that laid us low now coexist within our bodies. We are the children of the White Horse, and just as we won the war within, we shall win the war without.

REACH

GRASP

SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: When another group sees the intellect beneath your monstrous façade, gain 1-Treaty on them.

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME: _____

STATS

Choose one:

- ☐ **If the original pathogen devastated whole swathes of the Homeland before burning itself out:** Reach -1, Grasp 2, Sleight 0.
- ☐ **If the original pathogen rapidly evolved in the wild, constantly changing vectors and developing new resistances:** Reach 0, Grasp 1, Sleight 1.
- ☐ **If the original pathogen's spread was subtle and insidious with a long incubation period:** Reach -1, Grasp 0, Sleight 2.

TRADITIONS

Choose one from each, or make something else:

Populace: the beloved dead arisen, fungal symbiotic hosts, vectors of a sentient pathogen.

Style: filthy rags and mementos of the lost, cancerous growths and visible mutations, the lab coats of those who fought the pandemic in vain.

Governance: viral hive-mind, cabal of prophetic leaders, pack hierarchy.

LANDMARKS

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

BEFORE

- ☐ A haunted asylum.
- ☐ An overrun research hospital.
- ☐ A gigantic, damaged water plant.

THE FALL

- ☐ A failed quarantine zone.
- ☐ A tomb city where the remains of patient Zero are said to reside.
- ☐ A stasis facility.

A THREAT

- ☐ A cult of fanatical plague doctors.
- ☐ A savage nation, ready to invade.
- ☐ A deadly fungus spreading from a single fruiting body.

HISTORY

Then, ask the other Families:

Which of you helped stabilize the original pathogen in the distant past? Give them 2-Treaty.

Which of you had a prominent scion contract the infection? You took them in, ensuring their survival. Get 1-Treaty on their family.

Who among you hunted us like dogs in the past? When did you realized we could be saved?

Exchange 1-Treaty on each other as guilt and fear waxes and wanes.

DOCTRINE

Choose one:

- ☐ **Blight.** At the beginning of every Age Transfer Surplus: Recruits from any Family or Faction without Surplus: Medicine to yourself.
- ☐ **Adaptation.** If you recover the body of your dead Character, add an extra Harm slot to your next Character with a descriptor related to the cause of death. A Character can have only one such extra Harm slot.
- ☐ **Dormancy.** At the start of each age, gain 1-Data for each Family or Faction without Surplus: Medicine as their infected defect to you.

LIFESTYLE

Choose one:

- ☐ **Nomadic.** The newly-infected must be cared for carefully over a few days of constant medical attention, but this care gives characters 2-Armour against environmental hazards.
- ☐ **Dispersed.** Your people spread the contagion purposefully. Gain Advantage when infiltrating other factions.
- ☐ **Settled.** Enemies in your territory become infected and slowly turn on each other.

RESOURCES

Pick two as Surpluses and take the rest as Needs: *Recruits, Scavengers, Medicine, Leadership, Land*

Your characters get +1 to Lore or Force. Quick characters pick one:

- ✱ **Venus Flytrap.** Regardless of your cosmetic appearance, others see you as a pleasant and soothing presence.
- ✱ **Sins of the Fathers.** The infection has extended your lifespan dramatically. You start with 3 Data.
- ✱ **Children of Sin.** All your melee attacks gain the tag Brutal and you have 1 Armour.
- ✱ **Protean.** Replace your two last Harm slots with "Adapted" and "Atavistic", removing any Stat penalty.
- ✱ **Typhoid Mary.** You look perfectly normal and healthy, but live under the effects of Survive or Perish.

AFFLICTED MOVES

Pick two:

☐ SURVIVE OR PERISH

Evolution is an imperfect and often violent process. Describe the Affliction's first symptoms as a Harm slot descriptor, and give it a Stat penalty of your choice.

When anyone has any sort of physical contact with you (including combat), they must replace a penalty-free Harm slot with your Affliction. You and anyone else infected by your Affliction are immune to other pathogens.

☐ THE HORDE

Little by little it grows, from a pack to a mob, and as the affliction spreads the horde slowly becomes an unstoppable tide of flesh. You can have multiple instances of Surplus: Recruits, as the masses of infected march to your beck and call.

This has several effects:

*If you have 2 or more Surplus: Recruits, roll **Claim by Force** with Advantage.*

*When you roll 10+ on **Claim by Force**, gain Surplus: Recruits as your fallen foes raise to join the infected horde.*

Add the following to **Claim by Force** options: "The shambling horde takes the brunt of the damage: lose one Surplus: Recruits"

☐ BLOOD REMEMBRANCE

When you commune with the infected dead, convert an instance of Surplus: Recruits into 3 Data as you dig deep into the memories of the endless plague victims swirling in your bloodline.

If other families take part in the ceremony, they may convert Surplus: Recruits into Surplus: Researchers, Scouts, Operatives, Warriors, etc. as knowledge spreads like an infection

☐ ECLIPSE PHASE

They think they are in control? They have no idea what you are capable of. *When you roll **Subterfuge**, gain one extra thing your agents can achieve, even on a miss. Also add the following options to the **Subterfuge** list:*

- ✱ "They weaken their agents: turn Surplus: Artisans, Scouts or Scavengers into Surplus: Recruits."
- ✱ "They subvert social order: if the target has Surplus: Recruits, you can Erase a Surplus of theirs: Motivation, Morale or Leadership"

☐ BLOOD BONDS

The Afflicted share a rudimentary hive mind. *As long as your people regularly submit their consciousness to the demands of the Affliction, roll **Hold Together** with Advantage.*

*If other Families partake in the ceremony, they get fleeting Advantage on their next **Hold Together**.*

☐ GESTALT

There is strength in unity and clarity of purpose, and no one can hope to match yours. Welcome to the top of the food chain.

When your character melds the flesh and bone of their Followers with theirs, form one entity - an organic engine of destruction. Sacrifice the Follower's Quality to gain Hold, 1-for-1. Spend this Hold to:

- ✱ Boost any Force roll to 10+
- ✱ Gain 3 Armour vs one attack.

If all Hold is spent your Companions are dead, consumed to keep you alive. Otherwise, your companions can disentangle safely and unharmed.

Your character has a personal treatment regimen that keeps the infection at bay. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ Mono-filament flagella clouds (Far, Area)
- ☐ Overstimulated adrenals (Melee, Brutal)

- ☐ Microbial saliva (Ranged, Aberrant)
- ☐ _____

HOW ARE YOU DEFENDED?

- ☐ Hardened carapace (Utility, Tough)
- ☐ Swarm intelligence (Mantle, Comms)

- ☐ Boosted musculature (Implanted, Mobile)
- ☐ _____

HOW DO YOU TRAVEL?

- ☐ Vast tunnel networks (Land, Transport)
- ☐ In massive symbiotic organisms (Land, Mighty)

- ☐ Aerodynamic restorative cocoons (Air, Med Bay)
- ☐ _____

WHAT USEFUL EXPERIENCE CAN YOU DRAW UPON?

- ☐ Epidemiologists (Quality 1, Diseases)
- ☐ Asymptomatic carriers (Quality 1, Scouting)

- ☐ Deathspeakers (Quality 1, Genealogy)
- ☐ _____

THE BONDED PACK



Once upon a time there were men who rode the souls of beasts, who saw through their eyes and killed with their teeth. When the final nights fell, they lifted their faces to the skies and howled in sorrow and defiance. Now there is no division between beast and man - if you challenge one of them, you will face the Pack.

REACH

GRASP

SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: When you help another family bring down foes too dangerous to be faced alone, gain 1-Treaty on them.

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

- ☐ **If the Before's majestic beasts returned from near-extinction to sit atop the food chain:** Reach 0, Grasp +1, Sleight -1.
- ☐ **If artificial creatures now dominate the Homeland's food chain:** Reach -1, Grasp +1, Sleight 0.
- ☐ **If urban scavengers now thrive in the ruins:** Reach -1, Grasp 0, Sleight +1.

TRADITIONS

Choose one from each, or make something else:

Populace: high-tech descendants of a tribal culture, animistic remnants of a black ops unit, a shamanistic cult.

Style: cybernetic implants and tribal tattoos; leathers, feathers and lots of guns; matted hair, exotic blades and scarification.

Governance: a council of elders, a feral pack structure, shared consciousness democracy.

LANDMARKS

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

BEFORE

- ☐ The last great wilderness.
- ☐ The inner city, reclaimed by nature.
- ☐ An isolated ecosystem, wholly artificial.

THE FALL

- ☐ The site where few fought many – and won.
- ☐ Forlorn lands refugees had to retreat to.
- ☐ A battlefield pocked with unexploded munitions.

A THREAT

- ☐ A mutated beast, built to hunt humans.
- ☐ A large settlement, hungrily consuming natural resources.
- ☐ The last redoubt of a hostile army.

HISTORY

Justified or not, everyone fears your practices. Take 1 Treaty on each other Family and Faction.

Then, ask the other Families:

Which of you shares our ancestry? Work out what is shared and how much you've managed to preserve. Take 2-Treaty on each other.

Which of you tried to wage war on us, unprepared for our bloody retaliation? Work out what caused bloodshed and how peace was achieved. Take 2-Treaty on them.

DOCTRINE

Choose one:

- ☐ **Soul Riders.** Your family can hijack animals and see through their eyes. Your Subterfuge actions can't be traced back to you, but on a 7-9 your familiar's instincts cause issues.
- ☐ **One Clan.** You are never alone, but the bonds binding your menagerie and your kin are respectful and distant. Get advantage on Hold Together.
- ☐ **Brothers to Beasts.** Each family member is ritually bonded to a chosen familiar. You can trade character harm and familiar Quality loss, 1-for-1.

LIFESTYLE

Choose one:

- ☐ **Nomadic.** Your people can keep pace with their familiars. When moving through the wilds, no one can find or outrun you.
- ☐ **Dispersed.** Your people's bonds stay strong across vast distances. They can always choose to see through each other's eyes.
- ☐ **Settled.** Your familiars keep watch over your settlements and hunt intruders. Interlopers in your lands must pay a bloody price, usually a Need of the GM's choice.

RESOURCES

These are your **key resources** - you can have multiple instances of each. Take any three as Surpluses, and take one other as a Need: *Hunters, Scavengers, Spies, Leadership, Scouts.*

Your characters get +1 to Force or Steel. Quick characters pick one:

- **Hunter.** You can always tell the last being to cross this location and where it went from here.
- **Scout.** When you first reach a location, your companion finds you a perilous vantage point, a dirty shelter or a unpleasant escape route, your choice.
- **Scavenger.** Add the tag unreliable and a tag of your choice to Armoury or Outfit.
- **Spy.** While in a settlement, you may spend a few hours hijacking people's senses. If you do, say two facts you discovered about a traitor here. The GM chooses which one is true.
- **Tamer.** You can wordlessly talk to – or hijack – any animal.

PACK MOVES

Get Stalk the Land and pick one:

☐ STALK THE LAND

Bonded with their familiars, your rangers roam the land unseen and unchallenged. *When you gain one of your Key Resources*, put a token on the map. At any time you can reveal the marker to perform an action appropriate to the surplus it represents:

- **Surplus: Hunters.** If there's a battle in their vicinity, you may give an involved Family or Faction Need: Recruits.
- **Surplus: Spies.** If someone attempts diplomacy or espionage in their vicinity, you gain 1 Data.
- **Surplus: Scouts.** If you Uncover Secrets in their vicinity, pick 2 details to add to the map. If you put them in an unexplored area, gain 1 Data.
- **Surplus: Scavengers.** If a Family becomes Flush with Resources in their vicinity, you gain the erased Surplus.

Once a marker's revealed, they're vulnerable to attack: if they're wiped out, you lose the Surplus. You can move them with a few day's notice, or sooner by triggering **Hold Together**.

☐ THE MENAGERIE

With each beast that joins the pack, its hunters multiply in strength. *When you hold Key Surpluses*, unlock these bonuses:

- **Surplus: Hunters.** Add "Your ambush is terrifying: gain 1-Treaty on a witness' Family" to the character list of Fiercely Assault options.
- **Surplus: Spies.** Gain 1-Data on any Familiar Face hit.
- **Surplus: Scouts.** Gain 1-Data on any Wasteland Survival hit.
- **Surplus: Scavengers.** Gain 1-Tech on any Wasteland Survival hit.

☐ BLOOD HUNT

You have learnt to prowl and hunt with your familiars - to bring down the weakest prey first. *When you roll 7+ on Subterfuge*, you can spend 1-Data to tie one of your target's Surplus to a specific character within their organisation. If you can kill, incapacitate or recruit the character, they lose the Surplus.

☐ A MOUNTAIN TALLER

Your traditions would die with you should you fall. The world would lose its soul, the sun and moon would weep and the wilds would burn. So you stand. *When you roll 7+ on a Hold Together to fend off attackers*, give your attacker a Need of your choice.

☐ RITES OF THE MOON

Your people painstakingly reproduce every aspect of the rites handed down by your ancestors. They are the past and the future of the Pack - the chain that binds every hunter to every familiar.

WHEN DOES YOUR FAMILY PERFORM BONDING RITUALS?

- ☐ By the full moon.
- ☐ After great loss of life.
- ☐ When a new leader is chosen.

WHERE DO THEY NEED TO BE?

- ☐ On the top of a bare hill.
- ☐ On a clearing, deep in the woods.
- ☐ Around a large bonfire.

When you gather under these conditions, you can strengthen your bonds with your familiars. Spend 1-Tech to gain Surplus: Hunters, Scouts, Spies or Scavengers.

Your character always has a well-trained and loyal familiar. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ Hunting rifles (Far, Ranged)
- ☐ Bows (Ranged, Silent)

- ☐ Blades, fangs and talons (Melee, Elegant)

☐ _____

HOW ARE YOU DEFENDED?

- ☐ Tactical armour (Camo, Armoured)
- ☐ Familiar's senses (Mantle, Camo)

- ☐ Leathers and furs (Thermo, Tough)

☐ _____

HOW DO YOU TRAVEL?

Your beasts have the Land and Mount tags. What else do they have?

- ☐ Speed (add the Swift tag)
- ☐ Strength (add the Mighty tag)

- ☐ Other movement (add Air or Water)
- ☐ Intelligence (can follow complex commands.)

WHAT FAMILIARS CAN YOU CALL ON?

- ☐ Wolf (Quality 2, Track & Hunt)
- ☐ Falcon (Quality 2, Spot & Hunt)

- ☐ Large dog (Quality 2, Keep watch & track)

☐ _____

THE DEATHLESS ELITE



Immortality, the oldest human desire! Many have sought it through the ages by deeds and mighty works, in vain screaming: "We were here! Forget us not for we were worthy". Not you, though - as the heirs to wealth and power beyond imagining you had vanquished death long ago, and not even the Fall changed that.

REACH

GRASP

SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: When another Faction or Family realises your current character played a key role in their history, gain 1-Treaty on them.

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

- ☐ **If the Before's elite transcended the world and watched it burn:** Reach 0, Grasp +1, Sleight 0.
- ☐ **If the ravenous appetites of the Before's elite caused the Fall:** Reach -1, Grasp +1, Sleight +1.
- ☐ **If the philanthropists among the Before's elite averted extinction:** Reach +1, Grasp +1, Sleight -1.

TRADITIONS

Choose one from each, or make something else:

Populace: Direct descendants competing to earn immortality, hereditary worshippers and servants, perfected clones of the elite.

Style: Black velvets, lace, fishnets and tinged leathers; animal masks, diaphanous smart materials and heavy jewellery; black rubber and latex dripping in hooks & chains.

Governance: A council of flickering holograms, the demanding voice in their heads, mumblings and dreams of cryogenically preserved elders.

LANDMARKS

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

BEFORE

- ☐ An artificial island bathed in eternal sunlight.
- ☐ A fortress of glass and stone perched in a remote location.
- ☐ A gigantic forest of symmetry and beauty.

THE FALL

- ☐ A luxurious space shuttle, crashed.
- ☐ Crazed weather battering a sterile land.
- ☐ A slender tower turned into a haven for the desperate.

A THREAT

- ☐ A violent revolutionary for the destitute.
- ☐ A ring of memory traffickers.
- ☐ A gang of body and organ harvesters.

HISTORY

Ask the other families to volunteer for each:

Which one of you first found power in the confines of the Redoubt? They say the price they paid for that power and give you 2-Treaty.

Which one of you was saved by an inhuman traveller? Give them 2-Treaty as you crave to know more about this wanderer.

Whose kin suffer as our thralls? Give them 2-Treaty, and they say why the thralls can't leave.

DOCTRINE

Every Deathless Character starts with an extra Move or +1 to a Stat, but they must choose one:

- ☐ **Eternal Passion.** Name an object of their adoration - a person, a place, a treasure. You would rather die than see it harmed.
- ☐ **Echoes of the Past.** Describe a set of actions from the past and repeat it in ritual fashion whenever possible.
- ☐ **Predators of Dust.** Name one thing you must take from others for consumption.

LIFESTYLE

You inhabit the Last Redoubt - a looming and ominous fortress. Choose its main feature:

- ☐ **Lords of the Domain.** Your Redoubt can always keep in an internal threat imprisoned, or keep out an external threat.
- ☐ **The Haunted Castle.** The Redoubt's ghostly defenders relentlessly hunt intruders.
- ☐ **Travellers of the Labyrinth.** The Redoubt's ever shifting halls can take you to the dark places of this world and beyond.

RESOURCES

Pick two as Surpluses and get the rest as Needs: *Defences, Engineering, Progress, Leadership, Rare Materials.*

Elite characters gain +1 in Lore or Sway. Quick characters pick one:

- ⚙ **Reanimator:** revive characters who forfeit their Death move, at the cost of 1 Sway (min. -2).
- ⚙ **Mercenary:** in battlefields you roll Familiar Face and Find a Path with lasting advantage.
- ⚙ **Diplomat:** you can spend 1-Treaty to roll Familiar Face and Unearth Forgotten Lore with fleeting advantage.
- ⚙ **Chamberlain:** when you roll Call for Aid you are considered to have a relevant backstory with every character.
- ⚙ **Chauffeur:** gain advantage on Defuse rolls while driving a vehicle for someone.

THE ELITE'S MOVES

Take Last Redoubt and pick one:

☐ LAST REDOUBT

You can't ever hope to occupy all its levels, and you have forgotten more of its secrets than you will ever know.

Chose an amazing but unreliable feature:

- ☐ Its sprawling halls present a lavishing feast.
- ☐ Its ghostly servants offer wise counsel.
- ☐ Its vanishing gardens provide solace.

Chose an uncontrollable defence:

- ☐ Deadly wails that echo on and on.
- ☐ Automated shells that kill with brutal precision.
- ☐ Mists that lead the unwary astray.

Chose a lurking threat:

- ☐ A curse upon all who venture too deep.
- ☐ Monsters that infest the lower levels.
- ☐ A genius loci guarding a key location.

☐ BLACK CELEBRATION

When you host an event in the Redoubt, those invited can't help but oblige, or else lose 2-Treaty on you. Once there, the Redoubt's amazing but unreliable feature will perform splendidly and its defences will lower to allow the guests in.

Describe the grand and decadent festivities that shape the guest's mood to Sorrow, Belligerence, Horror or Revelry for as long as they remain.

☐ PARLIAMENT OF GHOSTS

Those who consult the preserved remains of your ancestors roll **Uncover Secrets** and **Unearth Forgotten Lore** with advantage when following their advice - they know much about the past.

Also, when **The Age Turns**, they reveal a previously unknown landmark or custom from the past.

☐ LIFE EVERLASTING

A deserving member of your family can live forever. Your character starts with a Role fulfilled and can always be brought back to action, age after age (also, see your Alliance Move).

When you take the dead and the dying to the Redoubt's labs, provide **Professional Care** regardless of Surpluses, though they lose 1 Sway to a minimum of -2. You can even revive them, as long as they have not yet triggered their Death move.

☐ STORM LORDS

As long as the majority of those in the Redoubt are gripped by profound emotions, its ancient systems hear and obey, shaping the Homeland's weather. The resultant weather system is centred around the Redoubt, spreading a day's travel in each direction and doubling in size each day. Cancel all listed Surpluses in the affected area for as long as the weather persists.

- ✱ **Sorrow:** a frigid fog or simmering haze (Scouts & Safety)
- ✱ **Belligerence:** a fierce wind that will whip dust, sand, snow, etc into a storm (Crops & Trade)
- ✱ **Horror:** raging thunder and lightning (Morale & Leadership)
- ✱ **Revelry:** a fae wind that inebriates the senses (Recruits & Justice)

All your character gear gains the *precious* tag - the item is precious beyond their useful value and would be considered a princely gift. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ A blasting bronze staff (Melee, Ranged, Area)
- ☐ Voice amplification torc (Ranged, Aberrant, Area)
- ☐ Rings of power (Melee, Brutal, Area)
- ☐ _____

HOW ARE YOU DEFENDED?

- ☐ Kinetic shield belt (Regal, Mantle, Hardened)
- ☐ Cybernetic upgrades (Mobile, Implanted, Comms)
- ☐ Ornate power armour (Regal, Powered, Sealed)
- ☐ _____

HOW DO YOU TRAVEL?

- ☐ Death on Wings (Air, Swift, Turret)
- ☐ A land fortress (Land, Transport, Durable)
- ☐ A hyper bred charger (Land, Mount, Mighty)
- ☐ _____

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- ☐ Bodyguards (Quality 2, Escort & Protect)
- ☐ Nurses (Quality 2, Treat & Care)
- ☐ Stewards (Quality 2, Manage & Purchase)
- ☐ _____

THE EVOLVED SURVIVORS



Once upon a time, cutting edge tech bled to the gutters and dark alleys, into the unwise hands of misfits, rebels, and criminals. When the world ended, those lowly places became a horror show of deprivation and perversity. Countless died there. The strongest survived. And you? You evolved.

REACH

GRASP

SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: When you share your secrets with another Family or Faction, gain 1-Treaty on them.

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME: _____

STATS

Choose one:

- ☐ **If the Before's cutting edge tech was the melding of man and machine:** Reach -1, Grasp +2, Sleight 0.
- ☐ **If the Before's cutting edge tech was genetic grafting and remodelling:** Reach -1, Grasp 0, Sleight +2.
- ☐ **If the Before's cutting edge tech was the unlocking of psionic powers:** Reach -1, Grasp +1, Sleight +1.

TRADITIONS

Choose one of each, or create something else:

Populace: criminals who embraced their own prohibited tech, technicians from a doomed habitat, a band of rebels who pushed tech beyond its ethical limits.

Style: robes and neon jewellery, cloaks and practical leathers, vivid body art and little more.

Governance: the tyranny of an inhuman creature, a council of runaway AIs, priests worshipping an alien artefact.

LANDMARKS

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

BEFORE

- ☐ A souk of forbidden technology.
- ☐ A den of perversity and vice.
- ☐ A sprawling hive of tunnels and vast chambers.

THE FALL

- ☐ Extreme weather, somehow kept in check.
- ☐ Debris still raining down from orbit.
- ☐ Vast life support systems, now septic.

A THREAT

- ☐ A cult worshipping the monsters below.
- ☐ A derelict corporation, on the hunt for your body parts.
- ☐ A new drug that links the addicted to a monstrous intelligence.

HISTORY

Then, ask the other Families:

Which one of you uses our tech in rites and ceremonies? They say how, and you gain 2-Treaty on each other.

Which one of you did we guide into the dark places of the world? They describe the dark secret they learned there, and give you 2-Treaty on them.

Which one of you hunts the monsters that plague us? They describe their chosen hunters and their sacrifices, and get 2-Treaty on you.

DOCTRINE

Your Doctrine must differ from Before's cutting edge tech (defined in Stats). Choose one:

- ☐ **Machine Monks.** Your people have a virtual temple accessible with a moment's meditation. So long as you keep no secrets from each other, get advantage on **Uncover Secrets** and **Hold Together**.
- ☐ **Bio-Commandos.** For a new, horrifying world, an upgraded human species. Your upgrades mean that your people can oppose forces many times larger on equal terms.
- ☐ **Psychic Warriors.** You're veterans of a shadowy war for the fate of mankind. Gain advantage on attempts to pry secrets from minds and places using your powers.

LIFESTYLE

Choose one:

- ☐ **Nomadic.** You travel the dark paths of the world. No one but the monsters will see you coming or going.
- ☐ **Dispersed.** You haunt the forbidden places. When someone performs a rite of any sort, you will have an agent there, watching in secret.
- ☐ **Settled.** Those who try to invade your hives can only escape if they're a Character, and even they become Mad (-1 Sway).

RESOURCES

Pick two as Surpluses and take the rest as Needs. *Artisans, Defences, Energy, Justice, Progress*

Evolved characters get +1 to Lore or Steel. Quick Characters pick one:

- ⚙️ **Labyrinth Runner:** You always know when monsters are coming, and they fear you for that.
- ⚙️ **Fixer Witch:** With a few hours' work you can heal all minor harm from synthetic beings and/or one critical harm box from organics.
- ⚙️ **Machine Mind:** If you connect your brain to Devices and the infrastructure, gain 1-Data on an Unleash Power hit.
- ⚙️ **Veil Wizard:** When you conjure digital ghosts and other remnants of the past, you have lasting Advantage to Find Common Ground with them.
- ⚙️ **Storm Rider:** When you commune with a place of power its energy bursts free and does roughly what you wanted, but there are always unintended side effects decided by the GM.

EVOLVED MOVES

Get Dwellers in Darkness and one more:

■ DWELLERS IN DARKNESS

You know the Homeland's nooks and crannies like no one else, and its dangers and secrets often threaten you first. *Gain 1-Darkness when you:*

- ✱ Defeat a monster.
- ✱ Face hardship thanks to your adaptations/taboos.
- ✱ Learn a secret of the Fall.

Burn 2 Darkness to add one of the following to a scene or the map:

- ✱ Monsters on the hunt for something precious.
- ✱ A perilous route through the dark places of the world.
- ✱ A natural disaster related to your Hostile Grounds.
- ✱ A sign of the next world, source of beauty and solace.
- ✱ A wound of the world, overflowing with power.

You can avoid it or exploit to your advantage - facing it or unleashing upon your foes. In any case, only you know enough about them to act before it strikes.

DARKNESS

□ BUILT ON TABOOS

Define a tradition of you people contrary to another Family's Doctrine. *As long as you abide by this taboo tradition, their **Conduct Diplomacy** and **Subterfuge** rolls against you have Disadvantage.* At any point the game is Zoomed Out, you can spend 2-Treaty on another Family to declare a new tradition that offends their Doctrine for the same benefits.

□ LITANY OF SORROWS

When the Age Turns or a Wonder is unleashed, you may take a Trial instead of a Fortune to gain 5 Darkness points.

□ NO LONGER HUMAN

When you take this move, pick a settlement or landmark that doesn't belong to a Family and draw Hostile Grounds around (or beneath) it. Describe:

- ✱ Its environmental hazard.
- ✱ How it impedes travel.
- ✱ How it clouds the senses.

Your people may be adapted to 1-3 of these elements. *For each adaptation, choose one aspect of your humanity irrevocably replaced or changed by your evolution:*

- ✱ Some of your limbs.
- ✱ Your face and skin.
- ✱ Your bipedal posture.
- ✱ Your voice and language.

When your adaptations give you an edge, roll with advantage.

At the start of a new Age, you can sacrifice an intact aspect of your humanity to gain another adaptation, or further mutate an already-altered aspect to change the adaptation it provides - possibly targeting a different Hostile Land altogether.

□ MONSTER HUNTERS

When monsters or behemoths threaten the Homeland, your misfits and pariahs prove their worth. *When you **Tool Up** and/or **Zoom Out**, you may pick one extra choice.* Also, *when you **Power Up**, you can burn Darkness instead of Tech.*

Your Character can always have a tool or secret to help evade the monsters. In addition, pick 3:

HOW DO YOU FIGHT?

- Monster-hunting chainsaw (Melee, Brutal)
- Reinforced bones (Melee, Hidden)

- Psychic amplifier (Ranged, Aberrant)
- _____

HOW ARE YOU DEFENDED?

- Decaying power armour (Utility, Powered)
- Boosted muscles (Implanted, Mobile)

- A cloak of nanoparticles (Camo, Mantle)
- _____

WHAT SPECIAL VEHICLES DO YOU HAVE?

- Manta ray submarines (Water, Turret)
- Prowler tricycle (Land, Silent)

- Heavy gunship (Air, Mighty)
- _____

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- Harvester (Quality 1, Scavenge tech)
- Reaper (Quality 1, Invasive medicine)

- Swarmer (Quality 1, Charge and overwhelm)
- _____

THE ELDritch SERVANTS



We were the last myths of an age - studying and serving things most believed were simply impossible. Then the stars aligned and the world Fell to the eldritch powers. Our survival was assured back then... we were not madmen and cultists, but visionaries. Now? Now, all bets are off.

REACH

GRASP

SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: At the beginning of each Age, secretly decide if you are Devoted, Infiltrated By or Hostile towards the Eldritch Powers. Gain 1-Treaty on any Family or Faction who shares your current stance when you support them.

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Your starting stats are **Reach 0 Grasp 0 Sleight 0**. Choose what the Eldritch Powers are:

- ☐ **Behemoth gods older than time:** you always roll Reach with Advantage.
- ☐ **Monstrous species from the world's secret places:** you always roll Grasp with Advantage.
- ☐ **Dark forces from beyond this world:** you always roll Sleight with Advantage.

TRADITIONS

Choose one of each, or create something else:

Populace: the jaded and cynical rich from yore, outcasts from an ethnic minority, scientists or artists driven insane by occult findings.

Style: As you'd expect from your Populace, but either immaculate or dishevelled.

Governance: Your true masters are something different from your rank and file. When you pick a Doctrine option, also pick one of the other two to be your masters. For example, if your Family is mainly Arcane Cultists, their true leaders may be Monstrous Servants or members of a Twisted Bloodline.

LANDMARKS

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

BEFORE

- ✱ An isolated and ancient town, your refuge.
- ✱ A primeval temple for bloody sacrifices.
- ✱ An urban hellhole for the poor and shunned.

THE FALL

- ✱ A cyclopean temple that invaded our reality.
- ✱ A rift connecting this timeline to the end times.
- ✱ A city whose population was whisked away to an unknown plane.

A THREAT

- ✱ A memetic virus spreading devotion.
- ✱ A sentient disease bent on conquering this ecology.
- ✱ Temporal hunters from an advanced timeline.

HISTORY

Each other Family or Faction discloses their stance in the shadow war:

Devoted: They say what secret practices they hold to honour the Eldritch Powers. You say how they are rewarded. You give them 2-Treaty.

Infiltrated: They say who among their people worship the Eldritch Powers. You tell us how. Exchange 2-Treaty.

Hostile: They say how they battle against the Eldritch Powers. You tell us how you helped them survive this far. Take 2-Treaty on them.

DOCTRINE

Each of your doctrines augment **Enlightened Madness**. What are you to the Eldritch Powers?

- ✱ **Arcane Cultists.** You use the Powers' knowledge for power. Count the boxes next to Pride and Wealth as if they held a 3.
- ✱ **Twisted Bloodline.** The Power's eldritch energy sings in your blood. Count the boxes next to Faith and Mirage as if they held a 3.
- ✱ **Monstrous Servants.** You are twisted and uplifted by the Powers' gifts. Count the boxes next to Lore and Echoes as if they held a 3.

Your Doctrine must change when **The Age Turns**.

LIFESTYLE

Choose one:

- ✱ **Nomadic.** When you leave a settlement you can shepherd the bold and the mad to follow you forevermore into the Endless City.
- ✱ **Dispersed.** Your people's states and holdings are all interconnected by the Endless City. The bold and the mad can travel freely and secretly between them.
- ✱ **Settled.** Your settlement is an expression of the Endless City, fleetingly touching this plane. You can perform a ritual to dissolve your settlement in the cover of night or mist, just to reappear somewhere else on the map.

RESOURCES

Pick two as Surpluses, take the rest as Needs:

Leadership, Luxury, Prestige, Rare Materials, Spies

Servant characters all get an Inheritance move. Quick Characters also pick one:

- ✱ **Night Stalkers.** You can see perfectly and move silently in the utmost darkness - but you become a carrion eater.
- ✱ **Scaly Dancer.** You can hypnotize others with your swaying motions - but you are bound to always keep a treasure of the next world safe.
- ✱ **Dream Lurker.** You can visit other people's dreams - but you must embrace an addiction to a forbidden drug of your choice.
- ✱ **Deep Dweller.** You can live and travel without complaint in a particular type of hostile land (sea, void, radiation, etc) - but you have a compulsion to lure others there despite their inability to survive.
- ✱ **Storm Rider.** When you commune with a place of power, its energy bursts free and does roughly what you wanted - but there are always unintended side effects decided by the GM.

THE ELDRITCH MOVES

☐ ENLIGHTENED MADNESS

You have a special ritual to beckon the Eldritch Powers into the world. *The next time your Family or Character discards a 1, 2 or 3 thanks to Dis/ Advantage*, place it in one of these slots:

FAITH	☐	☐	☐	☐	☐	PRIDE
LORE	☐	☐	☐	☐	☐	WEALTH
ECHOES	☐	☐	☐	☐	☐	MIRAGE

Once any row has a sequence from 1 to 3 in any direction, the stars align and you are considered **infused** with the quality next to the 3.

Set all infused dice to 6: *when you invoke this power before your family or character takes action*, spend an infused dice to set one of the dice to 6 without rolling. Once all infused dice are gone, you are no longer considered infused.

☐ BLASPHEMY & RITUALS

When you pronounce judgement on disbelievers, spend 2-Treaty on them to give them your infused quality as a Need.

When a Family or Faction garners 3 such Needs, the Eldritch Powers turn their horrific gaze upon them as a behemoth visitation, monster assault or uncanny disaster of your description. Gain 1-Treaty from every Devoted Family & Faction.

☐ INSANE WONDERS

Once the Enlightened Madness sequence is complete, you gain the infused quality as a Surplus. When used in a Wonder this Surplus can replace any of its regular requirements - tell us how the project was warped in eldritch ways.

Take Enlightened Madness and pick one more:

☐ ENDLESS CITY

Your domains extend to secret places beyond this world, into an infinite city of arcane design. Chose two sectors from the Endless City and place them on the map:

- ☐ A Bizarre Bazaar
- ☐ A Defiled Temple
- ☐ A Secret Street
- ☐ A Den of Vice
- ☐ An Arcane Library
- ☐ Corrupted Gardens
- ☐ The Ancestral Home

Tell us how these places pervert mundane expectations and give us a sign of their alien power and wisdom. There you can activate Enlightened Madness with a brief incantation and pick another Stat to roll with Advantage.

You can change sectors or their location at the beginning of every Age. You may erase infused qualities to gain more sectors, on a one-for-one basis.

☐ INVOCATIONS & PRAYERS

When other Families join in with your rituals, they can give you 2-Treaty to gain your infused quality as a Surplus.

As long as they have this Surplus, you can remove the discarded die from their Dis/ Advantage rolls as well to invest in **Enlightened Madness**.

Once at least three infused Surpluses are present in the world, you can perform a secret rite with or without the other Families' help to erase 3 infused Surpluses and banish and forbid Eldritch Powers from the land during this Age. Gain 1-Treaty on every Hostile Family & Faction.

Eldritch characters gain a spell to evoke Hostile Grounds of their choice in the current scene at the cost of 1-Harm. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ Carving blades (Melee, Brutal).
- ☐ Words of madness and power (Ranged, Hidden).

HOW ARE YOU DEFENDED?

- ☐ Entropic halo (Mantle, Regal).
- ☐ Scale armour (Regal, Plated).

HOW DO YOU TRAVEL?

- ☐ Grafted wings (Air, Implanted, Swift).
- ☐ Transport worms (Land, Transport, Mount).

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- ☐ Inquisitors (Quality 1, Exposing heresy).
- ☐ Legates (Quality 1, Enforcing the hierarchy).

- ☐ Interdimensional hounds (Ranged, Aberrant).
- ☐ _____

- ☐ Sustained by the void (Sealed, Implanted).
- ☐ _____

- ☐ Void walkers (Space, Air, Mount).
- ☐ _____

- ☐ Magistrates (Quality 1, Negotiating pacts).
- ☐ _____

THE FAILED GUARDIANS



Intelligence fails because it is human, no stronger than the power of one mind to understand another.

- Tim Weiner.

*There was once a shadow war for the fate of the world. Its soldiers toppled governments, arranged wars and fomented revolutions. And when the Seed of the Fall starting bringing it all down, they were too busy fighting each other. We're their contingency plan. Their last shot at redemption. **The Seed is left for you to define, but it should be something that fits as the root cause of your group's Fall.***

REACH

GRASP

SLEIGHT

ALLIANCE MOVE:

TREATY

FACTION

YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

- ☐ **If the Guardians had contingencies in place for the Fall:** Reach -1, Grasp 0, Sleight +2.
- ☐ **If the Guardians failed to predict and prepare for the Fall:** Reach 0, Grasp -1, Sleight +2.
- ☐ **If the Guardians had weaponised the Seed of the Fall:** Reach -1, Grasp +1, Sleight +1.

TRADITIONS

Choose one of each, or create something else:

Populace: a community of sleeper agents, a death squad, master spin doctors.

Style: carefully casual but for their shades, covered in cryptic tattoos, tactical black with a skull motifs obsession.

Governance: independent cells guided by cryptic oracles, an efficient corporate structure, a fascist police state.

LANDMARKS

All your Landmarks are secret. Tell the GM where to find one from each category, or invent your own. At the beginning of each Age secretly add a threat on the map and explain to the GM how it is an expression of the Seed.

BEFORE

- ☐ A computation center where the comms flow used to be monitored.
- ☐ A bunker hidden under the rubble of a mighty command center.
- ☐ A facility destroyed by Before's cutting edge tech research.

THE FALL

- ☐ The ground zero for an WMD used on civilians.
- ☐ A perfectly preserved death camp.
- ☐ A weaponised infrastructure node.

A THREAT

- ☐ The remnants of a rogue state, still waging their conquest war.
- ☐ An upcoming resurgence of the Seed.
- ☐ An ancestral conspiracy controlling the land.

HISTORY

Then ask the other families:

Which one of you did we cultivate as a backup force? They say when they became aware of your interference; exchange 2-Treaty with each other.

Which one of you fought as our proxy against the Seed? Tell us how the experience scarred your people forever and we tell you the horrible fate we averted. We give you 2-Treaty.

Which one of you do we provide with critical intel and assets? Tell us about those among you who are unaware of this relationship and we tell you why it must remain a secret. Give us 2-Treaty.

LIFESTYLE

Choose one:

- ☐ **Nomadic.** You always know when someone adds a location to the map using **Uncover Secrets**. Spend 1-Data to show up in numbers at that location, as if you were waiting nearby.
- ☐ **Dispersed.** You live double lives hidden in each of their communities. The clue you leave behind on a **Subterfuge** 7-9 result points to internal betrayal in the targeted Family or Faction - expect a witch hunt!
- ☐ **Settled.** Only you and the GM know the borders of your holdings. When someone invades your perimeter, you can always have evidence of two of: their identity, their location, or the time of the breach.

DOCTRINE

Choose one:

- ☐ **Dogs of War.** You fight those who prey upon the lingering remnants of Humankind. When you target them, add "Erase one of the target's Surpluses" to the Subterfuge list.
- ☐ **Hellhounds.** You fight the Seed still, and only your research on cutting edge tech can give you an edge. Your Characters can **Power Up**, and the Family can use **Information is Power**.
- ☐ **Watch Dogs.** You failed to protect the Homeland once, you won't be caught unaware ever again. Add "Gain 2 of their Data, stolen or copied" to the **Subterfuge** list.

RESOURCES

Pick two as Surpluses and take the rest as Needs: *Prestige, Justice, Safety, Defenses, Morale*

Guardians Characters and Quick Characters gain a cover identity in any other Family in play. They can pick Inheritance moves from the infiltrated Family freely. Different Characters may pick different Families.

GUARDIAN MOVES

Take two:

☐ SMOKE AND MIRRORS

You have infiltrated every Family & Faction in the Homeland. Choose an extra thing your agents achieve on any **Subterfuge** hit.

If **Build the Future** is in play, when you invest a *Surplus* to build a *Wonder* you gain pick two extra options from any list. If not, when anyone else invests their first *Surplus* in a *Wonder*, gain 2-Treaty on them.

☐ A WILDERNESS OF MIRRORS

All secret agents use your techniques. *Whenever anyone gains Surplus: Spies*, gain 2-Treaty on them. *As long as your camps keep training recruits*, gain *Surplus: Spies* at the beginning of every Age.

☐ THROUGH A GLASS DARKLY

You have administrator rights to a secret cyberspace, still active from Before. With a short authentication ritual, you can communicate safely and instantly with others sharing the cyberspace across the Homeland. Tell us about those that haunt it still and the scars it bears from the Fall.

When a contact pledges to support the war on the *Seed*, you may grant them entrance to the cyberspace. Those within can spend 1-Treaty on you to gain fleeting Advantage on **Conduct Diplomacy** rolls targeting other members of the cyberspace.

☐ THE RAZOR'S EDGE

You can reveal a stash of gear where you need the most. Once per session, you may reveal a cache and **Tool Up** a character mid-expedition. You always find out when a Traitor Character of any Family comes into play, and you can reach them through your Family's secret means of communication - whether they like it or not.

☐ FOG OF WAR

When you move all your assets in a carefully planned action, you can roll **Subterfuge** in parallel to a **Claim by Force**, **Conduct Diplomacy** or **Lend Aid** roll, so long as both moves target the same Family or Faction.

Guardian characters gain means to secretly communicate with the rest of the Family; give it two from *instant*, *safe*, or *long-ranged*. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ Holstered pistol (Ranged, Silent, Hidden).
- ☐ Fighting Dagger (Melee, Silent, Elegant).

- ☐ Sniper Rifle (Far, Silent, Elegant).
- ☐ _____

HOW ARE YOU DEFENDED?

- ☐ Armoured Clothes (Utility, Tough).
- ☐ Infiltration Gear (Camo, Comms).

- ☐ Experimental Hazmat Suit (Utility, Hardened).
- ☐ _____

HOW DO YOU TRAVEL?

- ☐ Black Helicopter (Air, Transport).
- ☐ Extraction vehicle (Land, Swift).

- ☐ Armoured car (Land, Durable).
- ☐ _____

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- ☐ Local Assets (Quality 2, navigating the terrain and one other defined by the GM).

THE DOOMSDAY RIDERS



In peace the cry is for mobility, in war for weight of shell.

- Field Marshal Lord Alanbrooke

The Riders are the last armoured divisions of once mighty armies, heirs to weapons so potent and vile that by all rights they should never have existed in first place. But don't let the heavy ordnance fool you: theirs is a job of precision and timing, of rationale and dissuasion. If the Riders ever stopped holding back, they would leave only ruins and mangled bodies on their wake - alone in pyrrhic victory.

■ REACH

■ GRASP

■ SLEIGHT

TREATY

FACTION

ALLIANCE MOVE: When you assault an enemy to save another Family or Faction, gain 2- Treaty on them.

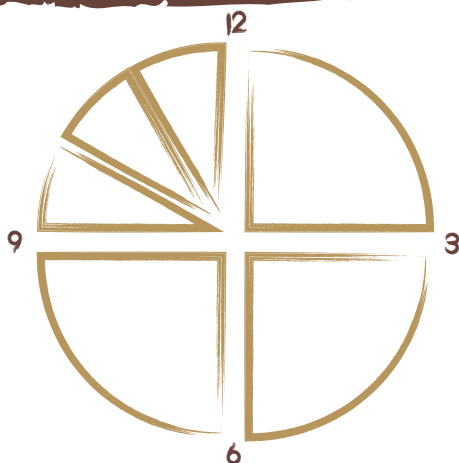
YOURS ØN
THEM

THEIRS ØN
YOU

SURPLUSES

DØOMSDAY

NEEDS



MOOD

DATA

TECH

NAME:

STATS

Choose one:

- ☐ **If doomsday weapons were used against the source of the Fall:** **Reach +2**, **Sleight 0**, **Grasp -2**.
- ☐ **If doomsday weapons were widely used by all sides of conflict during the Fall:** **Reach +1**, **Sleight 0**, **Grasp -1**.
- ☐ **If doomsday weapons were never unleashed during the Fall:** **Sleight +2**, **Reach 0**, **Grasp -2**.

TRADITIONS

Choose one of each, or create something else:

Populace: obscenely jacked up soldiers, pious engineers, elderly heroes of too many wars.

Style: dark uniforms with AR helmets, colorful fatigues and intimidating tribal trophies, military exoskeleton suits.

Governance: a council of elders, a brutal religion of penance and sacrifices, interpretations of an instruction video log.

LANDMARKS

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

BEFORE

- ☐ A stern memorial to Before's greatest war.
- ☐ A vast and venerable military academy, sadly vandalized.
- ☐ A holographic war room replaying doomsday scenarios.

THE FALL

- ☐ A mighty underground shelter for civilians, savaged from the inside
- ☐ Borderlands turned into a nightmare landscape by countless battles.
- ☐ A mass of desperate and terrified refugees, streaming from the wastelands.

A THREAT

- ☐ An escalating conflict between two settlements.
- ☐ A corrupted warmind programed to bring order by destruction.
- ☐ A metropolis, spiritually twisted by the sudden death of millions.

HISTORY

Then ask the other families:

Which one of you holds the most heroic veteran of the Homeland? They describe the battles they won and those they saved. You say how you were always there for them. Exchange 2-Treaty.

Which one of you survived a siege thanks to us? They say when and where this siege took place and you describe those who felt the weight of your wrath. They give you 2-Treaty.

Which one of you holds a festival that is key to our culture and values? They describe the Festival and you say how it became so important. You give them 2-Treaty.

LIFESTYLE

Choose one:

- ☐ **Light Riders.** Your column's speed and endurance assures that no other force can hope to keep up with you - though you must secure a steady energy supply for your vehicles.
- ☐ **Armoured Knights.** Your units can battle much larger forces on equal terms. The oppressed and desperate know that, and seek your help first.
- ☐ **Bunkered Artillery.** Fear the thunder! Those who march upon you must first **Hold Together** or gain Need: Morale.

DOCTRINE

Choose one:

- ☐ **Destroyers.** Depending on the mission specs, your operations can range from the blunt to the insidious. Add "Inflict a Need on those in the perimeter" to **Doomsday Arsenal** options.
- ☐ **Guardians.** You vowed to secure these devices and use them only as a last resort. Your Characters gain lasting Advantage on **Unleash Power** and **Unearth Forgotten Lore** rolls when they deal with doomsday weapons.
- ☐ **Defenders.** Fortune favors the bold! When you fight a hopeless battle or war, you roll the next **The Age Turns** with Advantage.

RESOURCES

Pick two as Surpluses and take the rest as Needs: *Prestige, Engineering, Morale, Defenses, Transport*

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

- ☐ **The Cover of Night.** *When deep into enemy territory under the cover of darkness or weather, gain fleeting Advantage to attack one of: your foe's local command, their logistics supply, a critical part of their defense. Choose two targets if you have the cover of both darkness and weather.*
- ☐ **Shock & Awe.** *When you go on an all out Fiercely Assault, you always pick "You inflict savage, terrifying harm, frightening and dismaying your foes" for free.*
- ☐ **Scorched Earth.** *When you unleash a campaign of fire, poison or radiation, choose if you want to create a Hostile Ground or to erase a Surplus.*
- ☐ **Hearts & Minds.** *When you tend to the needs of those affected by war, someone among them will tell you in confidence about: an incoming attack, the location of a dangerous foe, a spy among your ranks - GM's choice.*
- ☐ **Razor's Edge.** Gain lasting Advantage when you **Defuse** or **Forge a Path** driving or piloting under extreme conditions.

RIDERS MOVES

■ DOOMSDAY ARSENAL

Take Doomsday Arsenal and one more:

Describe your weapons of mass destruction:

- ☐ Ultimate bombs.
- ☐ Autonomous mecha.
- ☐ Unseen killers.

Every time you use but a fraction of their power, advance the Doomsday Clock and state the objective:

- ☐ Destroy vital infrastructure.
- ☐ Kill a Behemoth.
- ☐ Decimate a horde.

And choose your collateral damage:

- ☐ Unleash a disaster.
- ☐ Bring ruin to civilians.
- ☐ Create Hostile Grounds.

When the clock advances:

Past 3 (2+ marks): Switch the values of bolded stats, but you galvanise your foes against you.

Past 6 (3+ marks): double all treaty rewards, but civilians start fleeing in panic from the conflict zone.

Past 0900 (4+ marks): choose two objectives per strike, but a Faction of the GM's choice acquires doomsday weapons of their own.

If you ever reach 12: there will be an exchange of doomsday weapons strikes. Set the clock back to 06.

These effects are cumulative. Set the clock back 1 segment when **The Age Turns**.

□ RIDE TO RUIN

Wherever you are, whoever you fight... the Riders stand ready to save the day. Your allies can spend 2-Treaty on you in order to draw joint battle plans. *When they engage in field battle against a powerful foe, they may:*

- ⚙ Withstand a spirited assault.
- ⚙ Retreat to a more defensible position.
- ⚙ Counter attack against all hope.
- ⚙ Evacuate your civilians.
- ⚙ Concede critical parts of the battlefield.

Once they evoke three elements, the Riders charge in from an unexpected angle, crippling the targeted force: you can invoke **Doomsday Arsenal** without advancing the Clock.

□ AID IN DANGER

When you brave Hostile Grounds in a rescue mission, your troops negate all environmental Disadvantages there.

When you brave a war zone to help the affected populace, erase any Need other Families or Factions there have that you have as a Surplus.

When you successfully perform any of these missions, set the Doomsday Clock back a tick.

□ SEARCH & DESTROY

When you establish a perimeter and concentrate your forces to guard it, gain 1 Alert Level per Surplus invested in the perimeter (max 3).

When an intruder breaches the perimeter, they suffer one consequence of your choice per Alert Level:

- ⚙ Your sentries hurt them
- ⚙ Your defenses slow them
- ⚙ Your patrols pick up their trail
- ⚙ Your barriers halt their advance
- ⚙ Your alarms isolate them

Intruders can act to minimize the consequences, but must a different method (e.g. Move, Resource) each time. *When all Alert Levels are triggered, roll +Grasp. On a 10+ you surround the Intruder, on a 7-9 you just drive them away, on a 6- Invaders destroy or steal an invested Surpluses of their choice.*

□ HAMMER & ANVIL

When you meet another army in battle, roll +Grasp to determine: the terrain, the weather, any escape routes, and the presence of civilians.

On a 10+ you choose three elements, then your opponent chooses one. On a 7-9, both of you choose two elements. *When you use up an element you control, gain fleeting Advantage on a move or to negate one of your foe's moves.*

Riders Characters gain 2 extra tags on their Vehicles or Outfit. In addition, pick 3:

HOW DO YOU FIGHT?

- ☐ Heavy machine gun (Ranged, Area, Brutal).
- ☐ Missile launcher (Far, Brutal, Elegant).

- ☐ Laser designator (Far, Area, Unreliable).
- ☐ _____

HOW ARE YOU DEFENDED?

- ☐ CBRN war suit (Camo, Hardened).
- ☐ Tank commander uniform (Regal, Comms).

- ☐ Military exoskeleton (Utility, Powered).
- ☐ _____

HOW DO YOU TRAVEL?

- ☐ Amphibious vehicle (Land, Water).
- ☐ Troop carrier (Land, Transport).

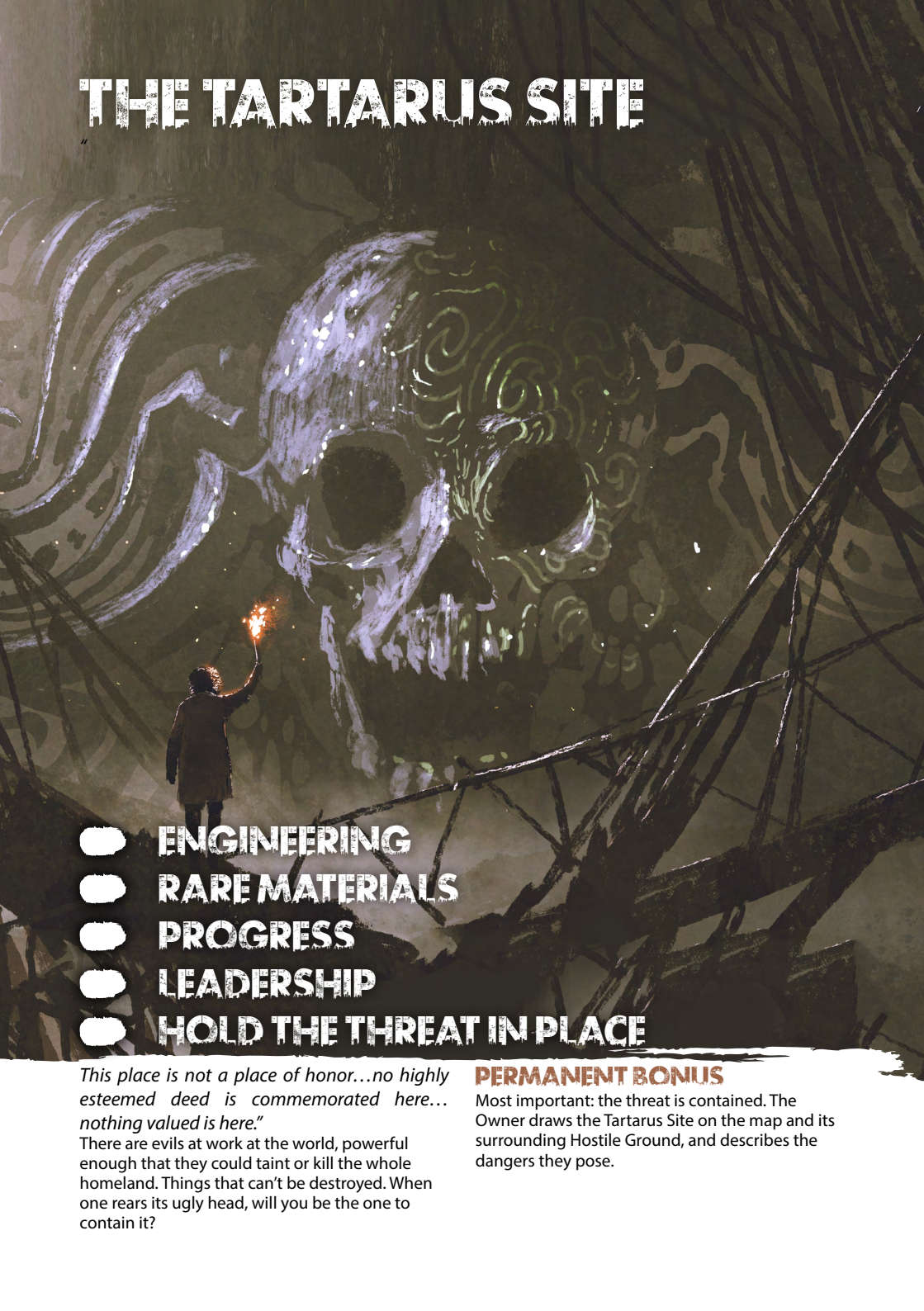
- ☐ Anti-aircraft vehicle (Land, Turret).
- ☐ _____

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

- ☐ Mechanics (Quality 1, Fixing heavy gear).
- ☐ Comms Officer (Quality 1, Scanning frequencies).

- ☐ Navs Officer (Quality 1, Tactical use of terrain).
- ☐ _____

THE TARTARUS SITE



- ENGINEERING
- RARE MATERIALS
- PROGRESS
- LEADERSHIP
- HOLD THE THREAT IN PLACE

This place is not a place of honor...no highly esteemed deed is commemorated here... nothing valued is here."

There are evils at work at the world, powerful enough that they could taint or kill the whole homeland. Things that can't be destroyed. When one rears its ugly head, will you be the one to contain it?

PERMANENT BONUS

Most important: the threat is contained. The Owner draws the Tartarus Site on the map and its surrounding Hostile Ground, and describes the dangers they pose.

TRIALS

Each trial can be put to an end by a member of a specific playbook. *To succeed in this quest*, a Character of the indicated playbook must fulfill two Role conditions with the specific goal of solving the problem. *When it's solved*, everyone affected by the linked Needs erases them and gains the unlocked Surplus.

- ✱ **Pilgrimage:** There are those who come from far and wide to worship the salvation brought by the Site. The Owner draws on the map the routes pilgrims take and the slums they now inhabit. At the start of each age, any Family or Faction bordering the Site gains Need: Energy or Luxury. This can only be stopped by an Elder, who unlocks Surplus: Recruits if successful.
- ✱ **Tainted Land:** There was no way to stop the poison seeping into the land around the Site. The Owner tells how quickly the Hostile Grounds are growing. At the start of each age, any Family or Faction bordering the Site gains Need: Land or Freshwater. This can only be stopped by a Seeker, who unlocks Surplus: Crops if successful.
- ✱ **The Doomsday Cult:** There will always those who ignore warnings and defences to live off ruins and misery. The Owner tells us what these cultists revere. At the start of each age, any Family or Faction bordering the Site gains Need: Safety or Trade. This can only be stopped by a Sentinel, who unlocks Surplus: Prestige if successful.
- ✱ **Grave Robbers:** There are those who lust for the perceived riches the Site might contain. The Owner tells us about the lowlife behind this vilified gang. At the start of each age, any Family or Faction bordering the Site gains Need: Rare Materials or Defenses. This can only be stopped by a Hunter, who unlocks Surplus: Trade if successful.
- ✱ **Exodus:** The memories of the horror won't leave you: your only choice is to leave it behind. The Owner tells us about your destination and the trials you face on their journey. At the start of each age, your Family gains Need: Morale or Recruits. This can only be stopped by an Envoy, who unlocks Surplus: Leadership if successful.
- ✱ **Cursed Lineage:** The twisted forces contained by the Site mutated some of your people into wretches who banded together for mutual protection... and bloody revenge. The Owner tells us about the powers this lineage now wields. At the start of each age, your Family gains Need: Medicine or Justice. This can only be stopped by a Promethean, who unlocks Surplus: Progress if successful.

FORTUNES

- ✱ **A Shadow of the Past:** You can feel it calling you and your people. You are certain it can be tamed and used for the greater good. State a Wonder that if completed will unleash the Threat once again into the Homeland - though in a different form. As you start work on the Wonder, visions will lead your Family to 3 of the Surpluses needed to complete it.
- ✱ **The Journey:** It's not over! The Threat might return, and you and your people must finish what the Owner has started. Start the next age as the Remnant, the Sentinel or the Promethean. If you manage to fulfill all four Roles you may neutralize the Threat once and for all. Gain 2-Treaty from every Family and Faction across the Homeland if successful.
- ✱ **The Fortress:** Your Family will stand watch over the Site as long as needed. Draw your fortress overlooking the Site. Name 3 Surpluses that will always be available to whoever holds the fort, and the Owner names a Surplus that must be erased each age in order to maintain it.
- ✱ **The Engineering Crew:** Some of your people worked side by side with the Owner to build the site. Start the next age as the Survivor, the Seeker or the Elder, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.
- ✱ **The Groundskeepers:** Your Family formed an order to maintain the Site and fend off invaders who might breach it. Start the next age as the Hunter, the Reaver or the Scavenger, picking an extra move when building them. Others can start with an extra move as one of the other two Characters if they give you 2-Treaty.
- ✱ **The Prophecy:** From your Family came a vision of how to heal the land. Name 4 Roles distributed between at least two, and no more than four, different Character playbooks. If at any point those roles are all marked, the characters can erase the Hostile Grounds and place 3 Surpluses of your choice there.

THE WATCHTOWER



- ☐ ENGINEERS
- ☐ ENERGY
- ☐ PROGRESS
- ☐ RARE MATERIALS
- ☐ SAFETY

You have reached up, high into the heavens, with a tall monument to your people's ingenuity. Built upon mysterious tech some would deem best left forgotten, its gaze reaches from horizon to horizon... and beyond. Under its shadow you are safe.

PERMANENT BONUS

The Owner can Disconnect or Reconnect Families and/or Characters at will.

All Trials & Fortunes can only be chosen once. Families that get a Fortune are considered Connected, as are their Characters.

TRIALS

- ✱ **Stir the Slumbering:** The Tower signal awakens a hostile behemoth in your holdings. Over the next Age, Characters of all affected Families gain a bonus Survivor move. The Owner tells us of the behemoth's unique strengths, looks, hungers and capabilities.
- ✱ **The Eldritch Sign:** The Tower beckons elder and hostile forces from the void. Tell us of the alien's unique strengths, looks, hungers and capabilities, and the Owner choses a wonder in play for them to hijack. Every Age the Tower still stands they hijack a new Wonder... unless confronted, of course.
- ✱ **Whispers Everywhere:** The Tower connects everyone, giving people the tools to record and broadcast falsehoods in all open channels. Those without Surplus: Spies roll Subterfuge with Disadvantage over the next Age.
- ✱ **All Along the Watchtower:** Disconnected life remains harsh and unforgiving, but you take pride in your freedom. Your Family permanently loses Connected status, but if you start the next age as the Firebrand (*Legacy: Life Among the Ruins*, p. 174) you gain an extra move when building them. Another Disconnected Family can start as the Reaver (*Legacy: Life Among the Ruins*, p. 190) with an extra move if they give you 2-Treaty. Both must start as Rebels.
- ✱ **Plague of Ghosts:** The Tower unleashed phantom signals, causing havoc in comms and devices. As long as the Tower stands, all connected Families & Factions gain a special Need: Plague. Erase 3 instances of Surplus: Engineers, Spies and/or Progress to finally fix the glitch and erase the Need.
- ✱ **Calamity Warning:** The Tower sounds the alarm of a disaster in your holdings. It comes right on time to save lives, but too late to avoid widespread havoc and loss. All affected Family & Factions gain Need: Luxury & Safety, and their next Character gains a bonus Saint move (*The Engine of Life*, p. 80). The Owner describes the disaster's nature.
- ✱ **Eyes Everywhere:** Derelict remains of infrastructure awaken under the Watchtower, serving as its agents. All Families & Factions lose Surplus: Spies.

FORTUNES

- ✱ **Red Alert:** The Tower gives an early warning of your foe's movements. All Claim by Force moves targeting Connected Families have Disadvantage.
- ✱ **The Comms Grid:** A web pinned by the Tower connects you all. Connected Families & Characters can communicate freely and instantly across the Homeland among themselves. Also, **Diplomacy** between Connected Families & Factions happens instantly and rolls with advantage.
- ✱ **The Topographical Map:** The Tower maps the whole Homeland in real time. Connected Characters have advantage when Fiercely **Assaulting** a disconnected enemy or **Defusing** their attacks.
- ✱ **A Wilderness of Mirrors:** In the etheric webs of the Tower a silent war of secrets and codes rages. All Connected Families can spend 1-Tech to change Surplus: Recruits into Surplus: Spies or Scouts.
- ✱ **The Lighthouse Effect:** Regardless of distance, travellers are never alone under the Tower's watchful gaze. All Connected Characters gain 1 Data on a Wasteland Survival hit. As soon as a Connected Character rolls Wasteland Survival, their Family immediately gains Surplus: Scouts if they don't have it already.
- ✱ **The Information Network:** A silent war of secrets and codes rages in the etheric webs of the Tower. Connected Families add "Gain 2 of their Data - stolen or copied, your call!" to the Subterfuge list.
- ✱ **Radio Numbers:** You found a mysterious transmission, lost in the ether. It streams a constant flow of ciphered data, hinting at the Watchtower tech's origins and purpose. Start the next age as the Historian (*The Engine of Life*, p. 72), the Machine, or the Seeker (*Legacy: Life Among the Ruins*, p. 182, p. 202), picking an extra move when building them. If others give you 2-Treaty and start as one of the other Characters, they get an extra move too.

THE RACE TO THE STARS



- ☐ ENERGY
- ☐ ENGINEERS
- ☐ SCIENCE
- ☐ RARE MATERIALS
- ☐ LEADERSHIP

We might be escaping this hellish cage of our design... or simply returning to our pilgrimage. One thing is certain though: a species' long-term survival can only be assured once it leaves the host planet and spreads through the universe. We will not return, even if we become nothing but shadows among the stars.

THE RACE DOESN'T USE A ROLL

Instead, check each and every Wonder ever unleashed with the list below. Only one Race to the Stars can ever be built.

TRIALS

The Owner of each of these Wonders must erase 4 points Treaty on the Owner, or donate 4 Data or Tech to them. They can mix and match if they wish.

- ❖ **The Age of Discovery:** Decide if the newfound land will become the construction hub of the star fleet, or the source of its working force. If construction hub, the Owner explains the incredible benefits of placing it there. If the workforce, the Owner describes how the Void change the local's culture.
- ❖ **Revolution:** Decide if the precepts of your Revolution infect the workforce in the Void or the colonists among the Stars, and how they now have become a threat. The Owner tells us of the force that keeps the order and how it opposes the rebels.
- ❖ **The Rising Faith** (*The Engine of Life*, p. 106): Decide if your zealots wholeheartedly embrace or refute the Stars. If they embrace them, the Owner tells us how the Void defiles their creed. If they refute them, the Owner tells us how a new radical Faction will plague the Homeland.
- ❖ **Tartarus Site:** Tell us how the forces contained by the Site were just the tip of the iceberg, and how you now see its full horrors across the Void. Characters still in a Site Quest add the Void tag to their Vehicles, and the Sealed and Hardened tags to their Outfits. The Owner tells us how they become the seed of a Faction, dedicated to oppose this new Nightmare.
- ❖ **Total War:** The regime that once led you to battle resurges! Decide if it tries to conquer the Void or stands watch against it. The Owner describes the most advanced piece of their arsenal, and the cutting edge tech used to keep them in check.
- ❖ **The Aerie** (*The Engine of Life*, p. 100): The once mythic Visitant returns... and they are not alone. Decide if you are intruding in their realm or if they multiplied across the stars. The Owner tells us about those who achieved a delicate balance with them and at what terrible cost.

FORTUNES

The Race Owner and the Owner of each of these Wonders must mutually erase 2 Treaty or give 2 Treaty to the other party.

- ❖ **The Capital:** You gain a new building, The Congress, where Families & Factions engaged in space exploration gather in council. Your Characters and the Owners collect double the usual Treaties when they trigger Alliance Moves there. The Owner describes the Congress' charter and rites.
- ❖ **The Crucible:** The Subject seeks shelter and isolation across the Void. The Race's Owner decides if they return as a conquering culture or a different species altogether. The Subject tells us how they diverged even further after that. The Crucible's Owner says how you plan to reign in the Subject's might now.
- ❖ **The Energy Revolution:** Your research reaches the Stars. Say if your planet-bound resources fuel the Race, or if you harness energies from the Void. You and the Owner double all Tech earnings in habitats and colonies across the Stars. The Owner places and describe one alien relic uncovered by your projects.
- ❖ **The Great Network:** Your Network conducts a radical experiment in the Void. Tells us where it takes place and name one Hostile Ground or Nightmare it is supposed to neutralize. The Owner tells us what needs to be sacrificed to run this experiment and the dangers of failure.
- ❖ **The Green Defiance** (*The Engine of Life*, p. 102): You nurture our species in the great beyond. Decide if our colonies are habitats in the Void, or terraforming a new planet; the Owner describes your shared culture there. You can both send them two Surpluses per Age, and receive any two Surpluses of your choice in return.
- ❖ **The Transportation Hub** (*The Engine of Life*, p. 104): Draw two new connectors, and in a new intersection draw and describe a Relay that connects the Homeland to the habitats and colonies of the Stars. Describe the Faction that controls both ends of the Relay, choosing two of: its name, a unique advantage, a characteristic tradition, a cultural taboo. The Owner states the unchosen options.
- ❖ **The Watchtower:** You Connect all Families & Factions across the Void: extend all benefits to the offworld habitats and colonies. The Owner describes the inhuman message the Tower detects as it listens to the Void.

THE CRUCIBLE



 MEDICINE

 SCIENCE

 PROGRESS

 PRESTIGE

 A KEY TO YOUR SUBJECT'S VERY BEING

CHOOSE THE SUBJECT:

Your own Family: The change draws a rift between you and your old allies. Mutually erase 2-Treaty on every Family & Faction. Regain 2-Treaty on those to whom you prove (truly or falsely) your unchanged essence.

Another Family, without their player's consent: The change affects just a fraction of their numbers, who set out to form a new Faction. Everyone Transfers as much Treaty as they like on you or the Subject to this new Faction.

A Faction, or another Family with full Player consent: you unleashed the change upon the Subjects to become either a feared scourge or their wise benefactor. Gain 2-Treaty on each other.

DECIDE ON THE METHOD

If the Owner pushed The Crucible on another group, tell us how they did it...

- ☐ By convincing them to embrace it?
- ☐ By forcing it upon them?
- ☐ By quietly infecting them with it?

The Owner gains lasting Disadvantage on the relevant Stat (respectively Reach, Grasp or Sleight) for the next Age, as the rest of the Homeland becomes warily defensive of their actions.

DESCRIBE THE CHANGE

The Owner describes the traumatic process the Subject went through; they tell us how it affected their culture.

For a lesser change, the Owner chooses a Hostile Ground in the Homeland where the Subject now acts with Advantage. The Subject can choose other Hostile Grounds to adapt to, but for each adaptation they choose one aspect of their essence irrevocably changed:

- ☐ What they consume to live.
- ☐ Their face and skin.
- ☐ One of their senses.
- ☐ Their voice and language.

For a greater change, the Owner states one fundamental fact of the Subject's nature that has changed. The Subject decides how they mutated, up to and including completely changing their Family Playbook.

DESCRIBE THE CULTURAL SHIFT

The further the Subject evolves, the more they seem to belong to a different world.

The Subject may redistribute Treaty points on all Families & Factions as alliances shift under the strain of transformation. For every 3 points of Treaty the Subject decides to erase on any Family or Faction, they can gain one these permanent benefits:

- A new Family Move from any Playbook.
- A new Family move to represent their new outlook. Build this collaboratively with your GM and/or group.
- Replace their Doctrine or Alliance Move with one from a Family in play
- Their Prodigy, Hellion or Foundling Characters start with an extra Character move.

TELL THE SUBJECT'S STORY

The Subject then asks the other Families:

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

Which one of you uses our new art in one of your most important rites? They describe the ceremony and give you 2-Treaty.

Whose youth is enthralled by our new form... and ideas? They say what draws their kids to you like moths to the flame, and give you 2-Treaty.