

NAME:

PRONOUNS:

1ST IMPRESSION

Empty box for 1st impression.

STATS

MOVES

EFFECTS

AGGRO

Confront someone

○ EXPERIENCE

COOL

Act under fire

Charm or deceive someone

○ EXPERIENCE

HARD

Do battle

○ EXPERIENCE

SHARP

Read someone

Read a situation

○ EXPERIENCE

WEIRD

Open your brain to the world's psychic maelstrom

○ EXPERIENCE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

Hx

Help someone
Interrupt someone
○ ○ EXPERIENCE

THE BRAIN-PICKER

When they burned the world down, they didn't know what would grow in its ashes. They didn't know that we would be born, we with our eager, hungry brains, our unblinking eyes, our whispering, dangerous voices.

IMPROVEMENT

Mark 4 EXPERIENCE >> ○○○○ >> Improve:

- Get +1Aggro (max Aggro+2).
- Get +1Cool (max Cool+2).
- Get +1Sharp (max Sharp+2).
- Get a new Brain-picker move.
- Get a new Brain-picker move.
- Get 2 new Brain-picker gear.
- Establish a **venue** and get **wealth**.
- Establish a **following** and get **devotion**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.
- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

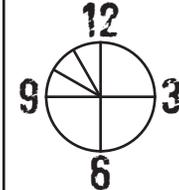
SCAVENGE

Choose 1:

- You're known, and feared by some, but you won't use your psychic abilities just to exploit or extort people. You have **2-barter**.
- When your resources run thin, you're more than willing to use your psychic abilities to exploit and extort people. You have **3-barter**.

HARM

Countdown ○ EXPERIENCE



○ Stabilized ○ Die.

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.

BRAIN-PICKER MOVES

- **Deep brain scan***: When you have time to study someone, you can read them more deeply than usual. **Read someone**, but roll+Weird, and in addition to the usual questions, you can choose from these:
 - What was your lowest moment?
 - What unfinished business do you have, and with whom?
 - What is your deepest secret fear?
 - How could I really get my hooks into you?
 On a miss, their brain freaks out and they suffer Ψ-harm instead.
- **Embrace the maelstrom**: You get +1Weird (max Weird+3). You get +1Ψ (max 2-Ψ).
- **In-brain puppet strings***: When you have the time and opportunity to work on someone, you can put psychic puppet strings into their brain. Roll+Weird. On a 10+, hold 3 against them. On a 7-9, hold 1. From then on, whenever you want, you can spend 1 of your hold to whisper an order directly into their brain. If they follow it, good. If they resist, they suffer Ψ-harm instead, but your hold is still spent.
- **Mesmerizing whisper***: When you whisper gently to someone, you can **charm or deceive** them, but roll+Weird. Furthermore, when they choose how to respond, they can't choose to call you out to your face.
- **The maelstrom, manifest**: You can unleash the world's psychic maelstrom as a destructive physical force: *environ=Ψ, close-far, can't be brought to bear on a specific target.*

OTHER MOVES

* This is a **highly interruptible** move.

BRAIN-PICKER GEAR

- **Brain frequency resonator** (*hi-tech, worn*)
Gives the wearer +1Ψ (max 2-Ψ).
- **Deep earplugs** (*hi-tech, worn*)
Protects the wearer from all Brain-picker moves and gear, and from many other sources of Ψ-harm.
- **Engineered nerve tick** (*hi-tech, touch*)
Apply to someone's skin. Embeds itself into their nerve pathways. From now on, simple proximity to them counts as the time and opportunity to work on them. (Applies to **in-brain puppet strings** and potentially to other moves and effects.)
- **In-eye brain-lenses** (*hi-tech, worn*)
For the wearer, casually watching someone for a moment counts as taking the time to study them. (Applies to **deep brain scan** and potentially to other moves and effects.)
- **Pain-wave projector** (*1-harm ap, area, hi-tech, loud, reset*)
Goes off like a reusable grenade. Hits everyone but you.
- **Psychic overload chamber**
You have an enclosed chamber that acts as a psychic antenna, giving you access to **augury**.

SMALL FANCY WEAPONS

- **Antique handgun** (*2-harm, close, loud, reload, valuable*)
- **Handmade silenced handgun** (*2-harm, close, hi-tech*)
- **Hidden knives** (*2-harm, hand, hidden*)
- **Ornate dagger** (*2-harm, hand, valuable*)
- **Scalpels** (*3-harm, hi-tech, intimate, valuable*)

CLOTHING, LIVING SPACE & INCIDENTALS

THE BRAIN-PICKER

To create your Brain-picker, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

Smith, Jones, Jackson, Marsh, Lively, Burroughs, or Gritch.

Joyette, Iris, Marie, Amiette, Suselle, or Cybelle.

Pallor, Sin, Charmer, Pity, Brace, or Sundown.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Awkward, beautiful, cold, courteous, creepy, distracted, hungry, impatient, implacable, inquisitive, kindly, nervous, restrained, secretive, serious, staring, strange, sweet, unhealthy.

STATS

Choose a set:

- Aggro-2, Cool+1, Hard+1, Sharp+1, Weird+2
- Aggro+1, Cool=0, Hard=0, Sharp=0, Weird+2
- Aggro-1, Cool+1, Hard-2, Sharp+2, Weird+2
- Aggro-1, Cool+2, Hard-1, Sharp=0, Weird+2

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but your gear and moves might give you 1-Ψ or 2-Ψ.

You have Barter per your Scavenge.

By default you have 0-environ, but your moves might give you 1-environ or 2-environ.

MOVES

You get all the basic moves. Choose 2 Brain-picker moves.

GEAR

You get:

- 2 Brain-picker gear.
- 1 small fancy weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge and moves.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1 or both:

- *Are any of you actually, honestly uncomfortable hanging out with me?*
For those characters, write Hx+3.
- *Do any of you seem dangerous and unpredictable to me?*
For those character, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You have weird insights into everyone.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 4 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 5 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

NAME:

PRONOUNS:

1ST IMPRESSION

STATS MOVES EFFECTS

AGGRO Confront someone

COOL Act under fire Charm or deceive someone

HARD Do battle

SHARP Read someone Read a situation

WEIRD Open your brain to the world's psychic maelstrom

Hx Help someone Interrupt someone

THE MEDIC

When you're lying in the ashes, burned and smashed and spilt, what do you hope for? More time, revenge, restitution, to finish what you started, to undo what you did, to do what you didn't? A second chance? Friend, here it is.

IMPROVEMENT

Mark 4 EXPERIENCE >> Improve:
Get +1Sharp (max Sharp+3).
Get +1Aggro (max Aggro+2).
Get +1Cool (max Cool+2).
Get a new Medic move.
Add an option to your sanctuary.
Get a move from an unused playbook.
Get +1 to any stat (max stat+3).
Unlock a gamechanger.
Create an additional character to play.
Retire your character to safety.

SCAVENGE

Choose 1:
People support you out of appreciation, and you turn all their support back into resources for providing more care. You have 0-barter.
People support you out of appreciation, and you're able to live a little comfortably on their gratitude for your care. You have 2-barter.

HARM

Countdown 12 9 6 3
When life becomes untenable:
Return to play with -1Hard.
Return to play with +1Weird.
Return to play with a new playbook.
Stabilized Die.

MEDIC MOVES

- Field medic: When somebody's suffered harm, you can help. Roll+Sharp. On any hit, you stabilize them: their injuries won't get worse, and you can safely move them. On a 10+, they recover 1harm as well. On a miss, you see at once that there's nothing you can do for them. Choose 1:
I do my best for them, even though it won't make a difference.
I break it to them compassionately and stay with them.
I walk away.
Guardian angel: When you kneel over someone who has fallen, you and they both get +2armor.
Healing touch: Put your hands on someone injured and roll+Weird. On a 10+, choose 3. On a 7-9, choose 2:
Your touch takes their pain away.
Your touch heals their tissue damage and stops their bleeding.
Your touch knits their bones back together.
Your touch removes their disease or purges their infection.
...And ask the MC whether they heal 1harm or 2harm. On a miss, you take their pain away, but they heal 0harm.
Know your enemy: When you read a situation, as a free additional question, always ask:
How might this situation turn [more] violent?
Sixth sense: At the beginning of the session, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 1. Any time during the session, spend 1 of your hold to ask the MC what your sixth sense is telling you. The MC should answer with a warning, an assurance, a clue, or an insight of some kind. On a miss, your sixth sense makes you paranoid and mistrustful. Choose another player's character and take -1 to your Hx with them.

OTHER MOVES

* This is a highly interruptible move.

SANCTUARY

You have a sanctuary where people can live, work, and heal. It includes (choose 4):

- **Access to unexplored underground chambers**
Vast, ancient, echoing, and mysterious.
- **Armed guards** (*gang: small, 2-harm 1-armor*)
You also get **leadership**.
- **Armored walls**
Provides a +1armor bonus to defenders.
- **A cult** (*following: small; devotions: comfort, worship; demands: teaching, worship*)
Worshippers of the (circle 1) ghosts / life / gods that your sanctuary represents to them. You also get **devotion**.
- **A garden of green, growing plants**
Providing healthy food and simple medicines.
- **Life support & medlab** (*workspace: healing*)
You also get **tinkering**.
- **A reliable source of fresh, clean water**
A beautiful fountain, giant collection tanks, or just a cracked underground pipe that somehow runs clear.
- **A security system of some kind**
Cameras & motion detectors, or else tripwires, booby traps, and rigged floors.
- **Skilled assistants**
Give them names, looks and outlooks with the MC.
- **A thoughtful NPC caretaker** (*advisor*)
You also get **insight**.

DEFENSIVE WEAPONS

- **Big knife** (*2-harm, hand*)
- **Crude handmade pistol** (*2-harm, close, loud, reload*)
- **Stun gun** (*s-harm, hand, reload*)

CLOTHING, LIVING SPACE & INCIDENTALS

THE MEDIC

To create your Medic, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

Dou, Bon, Abe, Boo, T, Kal, Bai, Char, Jav, Ruth, Wei, Jay, Nee, Kim, Lan, Di, or Dez.

Doc, Core, Wheels, Buzz, Key, Gabe, Biz, Bish, Line, Inch, Grip, or Setter.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Angry, caring, crude, cute, dogged, fixated, giving, gunshy, handsome, haunted, impatient, intense, irreverent, patient, skeptical, standoffish, worn down.

STATS

Choose a set:

- Aggro+1, Cool+1, Hard=0, Sharp+2, Weird-1
- Aggro=0, Cool+1, Hard+1, Sharp+2, Weird-1
- Aggro=0, Cool-1, Hard+1, Sharp+2, Weird+1
- Aggro-1, Cool+2, Hard-1, Sharp+2, Weird=0

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

You have 0-Ψ.

You have Barter per your Scavenge.

You have 0-environ.

MOVES

You get all the basic moves. You get **field medic**, and choose 1 more Medic move.

GEAR

You get:

- Your sanctuary.
- 1 defensive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, moves, and sanctuary.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Do I figure that any of you are doomed to self-destruction?*
For those characters, write Hx-2.
- *Have any of you ever put a hand in when it mattered, and helped me save lives?*
For those characters, write Hx+2.
- *Have any of you been beside me all along, and seen everything I've seen?*
For those characters, write Hx+3.

For everyone else, or if no one volunteers at all, write Hx+1. You keep your eyes open.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 4 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 5 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

NAME:

PRONOUNS:

1ST IMPRESSION

STATS

MOVES

EFFECTS

AGGRO

Confront someone

○ EXPERIENCE

COOL

Act under fire
Charm or deceive someone

○ EXPERIENCE

HARD

Do battle

○ EXPERIENCE

SHARP

Read someone
Read a situation

○ EXPERIENCE

WEIRD

Open your brain to the
world's psychic maelstrom

○ EXPERIENCE

SEE →
REVERSE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

Hx

Help someone
Interrupt someone

○ ○ EXPERIENCE

THE VOLATILE

When they set fire to the world, they burned away every nuance, every subtlety in creation. They reduced the world to the flammable and the flame.

IMPROVEMENT

Mark 4 EXPERIENCE >> ○○○○ >> Improve:

- Get +1Aggro (max Aggro+3).
- Get +1Hard (max Hard+3).
- Get +1Cool (max Cool+2).
- Get +1Sharp (max Sharp+2).
- Get a new Volatile move.
- Get a new Volatile move.
- Establish a **gang** and get **leadership**.
- Establish a **stronghold** and get **wealth**.
- Get a move from an unused playbook.
- Get a move from an unused playbook.
- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

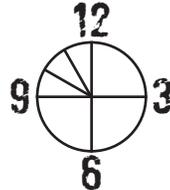
SCAVENGE

Choose 1:

- You get by on jobs and trading favors. You won't straight-out rob people or murder them for their goods. You have **1-barter**.
- You're never willing to suffer an empty belly or an unsatisfied want, not when you can rob and reave. You have **3-barter**.

HARM

Countdown ○ EXPERIENCE



○ Stabilized ○ Die.

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.

VOLATILE MOVES

- **Armed to the teeth:** In addition to your other weapons, you get one heavy weapon and two handy weapons.
- **Bug out:** Name your escape route and roll+Hard. On a 10+, sweet, you're gone. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the MC will tell you what. On a miss, you're caught vulnerable, half in and half out.
- **Dangerous presence:** When you enter into a situation, roll+Aggro. On a 10+, choose 2. On a 7-9, choose 1:
 - If I have any enemies here, they put their hands to their weapons. Ask the MC who does.
 - If I have any enemies here, they freeze and try to make themselves inconspicuous. Ask the MC who does.
 - If anybody here wants or needs my help, even if they don't dare signal me, they look relieved to see me. Ask the MC who does.
 - If I have any allies here, they make eye contact with me. Ask the MC who does.
 On a miss, if you have any enemies here, they immediately move against you.
- **Hold your own:** When you do battle against a gang, you count as a small gang yourself.
- **Visions of death:** When you go into battle, roll+Weird. On a 10+, name one person who'll die and one who'll live. On a 7-9, name one person who'll die OR one person who'll live. Don't name a player's character; name NPCs only. The MC will make your vision come true, if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -1 throughout the battle.

OTHER MOVES

* This is a **highly interruptible** move.

VOLATILE GEAR

SERIOUS WEAPONS

- **Blade thrower** (4-harm, close, harness, loud, reload)
- **Flamethrower** (1-environ, fire, harness, close, messy)
- **Handmade gatling gun** (3-harm, area, close-far, harness)
- **Heavy shrapnel gun** (3-harm, close-far, messy)
- **RPG** (2-environ, close-far, single use: ○○○)
- **Scoped sniper rifle** (3-harm, far, hi-tech, loud)

HANDY WEAPONS

- **Big knife** (2-harm, hand)
- **Crossbow** (2-harm, close-far, reload)
- **Crowbar** (2-harm, hand, brutal)
- **Demo hammer** (2-harm, hand, brutal)
- **Hatchet** (3-harm, hand)
- **Machete** (3-harm, hand, brutal)
- **Molotov** (1-environ, fire, thrown, single use: ○○○)
- **Revolver** (2-harm, close, loud, reload)
- **Sawed off** (3-harm, close, messy, reload)
- **Shrapnel gun** (2-harm, close, messy)

BODY ARMOR

- **Beautiful custom-made body armor** (2-armor, valuable)
- **Dull, utilitarian body armor** (2-armor)
- **Intimidating body armor** (2-armor)
- **Preapocalyptic military body armor** (2-armor, hi-tech)
- **Scavenged body armor** (2-armor)

CLOTHING, LIVING SPACE & INCIDENTALS

THE VOLATILE

To create your Volatile, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

Vonk the Sculptor, Batty, Jonker, A.T., Rue Wakeman, Navarre, Man, Kartak, Barbarossa, Keeler, Grekkor, Crille, Doom, or Chaplain.

Raksha, Kickskirt, Kite, Monsoon, Smith, Beastie, Baaba, Melody, Mar, Tavi, Absinthe, or Honeytree.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Brash, brave, cool, disciplined, easygoing, held in check, hostile, hot, impatient, imperturbable, no-nonsense, on a hair trigger, patient, seething, self-assured, self-destructive, self-possessed, tempestuous, vicious.

STATS

Choose a set:

- Aggro+2, Cool+1, Hard+1, Sharp=0, Weird-1
- Aggro+2, Cool=0, Hard+1, Sharp+1, Weird-1
- Aggro+2, Cool-2, Hard+1, Sharp=0, Weird+2
- Aggro+2, Cool-1, Hard+2, Sharp-1, Weird=0

EFFECTS

When you choose your gear, list your armor.

You have 0-Ψ.

You have Barter per your Scavenge.

By default you have 0-environ, but your weapons might give you 1-environ or 2-environ.

MOVES

You get all the basic moves. Choose 2 Volatile moves.

GEAR

You get:

- 2 serious weapons.
- 2 handy weapons.
- 1 body armor.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your Scavenge and your moves.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Have any of you fought shoulder to shoulder with me?*
For those characters, write Hx+3.
- *Do any of you think that I'm the problem?*
For those characters, write Hx-2.
- *Do any of you actually, honestly need protecting?*
For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx=0. You don't see much reason to dig too deeply into people.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 4 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 5 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

NAME:

PRONOUNS:

1ST IMPRESSION

STATS MOVES EFFECTS

AGGRO Confront someone

○ EXPERIENCE

COOL Act under fire
Charm or deceive someone

○ EXPERIENCE

HARD Do battle

○ EXPERIENCE

SHARP Read someone
Read a situation

○ EXPERIENCE

WEIRD Open your brain to the world's psychic maelstrom

○ EXPERIENCE

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

Hx

Help someone
Interrupt someone

○ ○ EXPERIENCE

THE UNALONE

When the world burned, there were those then who held power over millions, and they burned hot and bright, and their wealth was gasoline. Now there's no wealth. It's our blood, spilt and shared, that stands us together, and who shares blood is not poor.

IMPROVEMENT

Mark 4 EXPERIENCE >> ○○○○ >> Improve:

- Get +1Cool (max Cool+3).
- Get +1Aggro (max Aggro+2).
- Get +1Sharp (max Sharp+2).
- Get +1Weird (max Weird+2).
- Get a new Unalone move.
- Get a new Unalone move.
- Add 1 to your blood.
- Add 1 to your blood.
- Get a move from an unused playbook.
- Get a move from an unused playbook.
- Get +1 to any stat (max stat+3).
- Get +1 to any stat (max stat+3).
- Unlock a gamechanger.
- Create an additional character to play.
- Retire your character to safety.

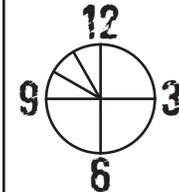
SCAVENGE

Choose 1:

- You are devoted to your blood and share their good times and bad, you don't hold yourself above or apart from them. You have **1-barter**.
- You're willing to let your blood support you and live well off their devotion to you. You have **3-barter**.

HARM

Countdown ○ EXPERIENCE



○ Stabilized ○ Die.

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.

UNALONE MOVES

- **Artful & gracious**: When you perform your chosen art—any act of expression or culture—or when you put its product before an audience, roll+Cool. On a 10+, spend 3. On a 7–9, spend 1. Spend 1 to name an NPC member of your audience and choose one:
 - This person must meet me.
 - This person must have my services.
 - This person loves me.
 - This person must give me a gift.
 - This person admires my patron.
 On a miss, you gain no benefit, but suffer no harm or lost opportunity. You simply perform very well.
- **Ear to the ground**: when you want to know something about someone distant, roll+Cool. On a 10+, ask the MC 3 questions. On a 7–9, ask 1. The MC has to answer frankly.
 - How are they doing? what's up with them?
 - What or who do they love best?
 - Who do they know, like and/or trust?
 - When next should I expect to see them?
 - How could I get to them, physically or emotionally?
 On a miss, ask 1 anyway, but they hear about your interest in them.
- **Incandescent***: When you make a show and display of passion — anguish, love, fury, any — no one who can see you can do anything but watch. You command their absolute attention. If you choose, you can exempt individual people, by name.
- **Lost***: When you whisper someone's name to the world's psychic maelstrom, roll+Weird. On a hit, they come to you, with or without any clear explanation why. On a 10+, take +1forward against them. On a miss, the MC will ask you 3 questions; answer them truthfully.

OTHER MOVES

- **Devotion**

* This is a **highly interruptible** move.

YOUR BLOOD

You have blood, a strong and loyal group of people to whom you belong. They are your following, and you also get **devotion**.

Your blood are (choose 2):

- **Children** (*devotion: hope, play; demands: protection*)
To them you are a parent figure.
- **Choppers** (*devotion: battle, transport; demands: discipline, maintenance*)
They are your *gang*: *small 2-harm 1-armor bikes*. To them you are their gang boss. You also get **leadership**.
- **A cult** (*devotion: comfort, worship; demands: teaching*)
To them you are a prophet, so think up your teachings.
- **Elders** (*devotion: insight; demands: obedience*)
They are your *advisors*. To them you are a young leader, worth their wisdom. You also get **insight**.
- **Guardians** (*devotion: battle, protection; demands: discipline*)
They are your *gang*: *small 2-harm 1-armor*. To them you are their gang boss. You also get **leadership**.
- **Laborers** (*devotion: jingle; demands: R&R, solidarity*)
Circle 1-3: *farming, hunting, manual labor, scavenging, skilled labor, trade labor*. To them you are a leader and organizer.
- **A visionary** (*devotion: insight; demands: flattery*)
They are your *advisor* and they know weird things. To them you are a supplicant. You also get **insight**.
- **Wanderers** (*devotion: trade; demands: provisions*)
To them you are their (circle 1): *home base / wayfinder*.

DISTINCTIVE WEAPONS

- **Beautiful vintage handgun** (*2-harm, close, loud, reload*)
- **Custom-made handgun** (*2-harm, close, loud, reload*)
- **Hand-forged damascus blade** (*2-harm, hand*)
- **Lavishly decorated hunting rifle** (*2-harm, far, loud, reload*)
- **Weighted, swinging chain** (*2-harm, hand*)

CLOTHING, LIVING SPACE & INCIDENTALS

THE UNALONE

To create your Unalone, choose name & pronouns, 1ST impression, stats, effects, moves, gear, and Hx.

NAME

October, Venus, Mercury, Dune, Shade, Heron, Plum, Orchid, Storm, Dusk, Sword, Midnight, Hide, Frost, Lawn, June, Icicle, Tern, Lavender, Spice, Gazelle, Lion, Peacock, or Grace.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Caring, clannish, cold, confident, generous, graceful, hospitable, open, outgoing, polite, reserved, retiring, self-aware, self-conscious, self-possessed, sly, standoffish, temperamental, warm.

STATS

Choose a set:

- Aggro+1, Cool+2, Hard-1, Sharp+1, Weird=0
- Aggro=0, Cool+2, Hard=0, Sharp=0, Weird+1
- Aggro-1, Cool+2, Hard=0, Sharp+2, Weird-1
- Aggro+1, Cool+2, Hard+1, Sharp+1, Weird-2

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

You have 0-Ψ.

You have Barter per your Scavenge.

You have 0-environ.

MOVES

You get all the basic moves. Choose 1 Unalone move.

GEAR

You get:

- Your blood.
- 1 distinctive weapon.
- Clothing you detail, including at your option a piece worth 1-armor.
- Living space and incidentals you detail, suitable to your Scavenge, moves, and blood.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2 or all 3:

- *Are any of you my blood?*
For those characters, write Hx+3.
- *Have any of you ever stood up to me for real, and refused to back down, in front of my blood and everything?*
For those characters, write Hx+2.
- *Do any of you wish you were my blood, but aren't?*
For those characters, write Hx+2.

For everyone else, or if no one volunteers at all, write Hx+1. You like people and can see them clearly.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 4 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 5 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

NAME:

PRONOUNS:

1ST IMPRESSION

- STATS — MOVES — EFFECTS

AGGRO EXPERIENCE

Confront someone

COOL EXPERIENCE

Act under fire
Charm or deceive someone

HARD EXPERIENCE

Do battle

SHARP EXPERIENCE

Read someone
Read a situation

WEIRD EXPERIENCE

Open your brain to the world's psychic maelstrom

WEAPON

ARMOR

Ψ

BARTER

ENVIRON

Hx

Help someone
Interrupt someone

EXPERIENCE

THE VIGILANT

When the world burned, its psychic walls fell and its psychic gates sagged open. There was born a maelstrom, vast and screaming in fear and hate.

There were born other things too.

IMPROVEMENT

Mark 4 EXPERIENCE >> ○○○○ >> Improve:

- Get +1Aggro (max Aggro+3).
 - Get +1Sharp (max Sharp+3).
 - Get +1Cool (max Cool+2).
 - Get +1Hard (max Hard+2).
 - Get a new Vigilant move.
 - Get a new Vigilant move.
 - Establish a **following** and get **devotion**.
 - Establish a **gang** and get **leadership**.
 - Get a move from an unused playbook.
 - Get a move from an unused playbook.
-
- Get +1 to any stat (max stat+3).
 - Get +1 to any stat (max stat+3).
 - Unlock a gamechanger.
 - Create an additional character to play.
 - Retire your character to safety.

SCAVENGE

- Choose 1:
- You don't make yourself stand out, preferring to live unobtrusively with the people around you and go unnoticed by outsiders. You have **1-barter**.
 - You provide valuable services — warnings and insights — to the people around you, and live a commensurate lifestyle. You have **2-barter**.

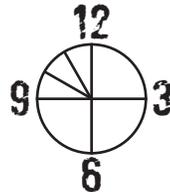
HARM

Countdown EXPERIENCE

When life becomes untenable:

- Return to play with -1Hard.
- Return to play with +1Weird.
- Return to play with a new playbook.

Stabilized Die.



VIGILANT MOVES

- **Sniff the wind:** When you read a situation, ask a free additional question. Furthermore, include these in the list of questions you can ask:
 - Who here is most afraid?
 - Who here is keeping secrets from the rest?
 - How close are the wolves?
 - Who here would do what I ask?
 - What or who is the source of the most pain or fear here?
- **Bolthole:** You have a secure, hidden bunker you can go when things get too hot. It includes: an old sawed-off (3-harm close loud reload), food and water for 3 people for 10 days, radio contact maybe with others out in the world, spyholes and tripwire alarms in case anyone approaches.
- **Lay out a plan:** When you lay out a plan, roll+Sharp. On a 10+, hold 3. On a 7-9, hold 2. Over the course of executing the plan, you or any other PC can spend 1 hold to get +1 to any roll, to inflict +1harm, or to suffer -1harm. On a miss, hold 1, but tell the MC that if it matters, you spend a long time working your plan out.
- **Peel back the disguise* †:** When you are present with a wolf of the maelstrom, you can choose to roll+Weird. On a 10+, everyone here sees them clearly, albeit for only a moment, before their disguise reasserts itself. On a 7-9, people catch a glimpse, unclearly, and get an impression of either *what they look like* or *but...* Ask the MC which. On a miss, people see wolves where they are not.
- **Your enemy's methods*:** You get +1Ψ (max 2-Ψ). By concentrating with violent intent, you can use your brain as a weapon. It inflicts ap harm equal to your Ψ (*note: not Ψ-harm*), at hand's reach (*harm=Ψ hand ap*).

OTHER MOVES

* This is a **highly interruptible** move.

† This move requires the wolves of the maelstrom.

WOLVES OF THE MAELSTROM

You know the wolves of the maelstrom. You might be the only one who does.

Under their disguises, they look like (choose 1):

- people birds beasts insects
- angels shadows machines

But (choose 2):

- they have no faces they don't stand on the ground
- they have human faces they make terrible grinding noises
- they have wolves' faces they are made of metal and plastic
- they have awful voices they have empty holes for eyes
- they have no expression they come and go impossibly
- they're dripping gore they're invisible
- they only howl

Tell the MC the above, and to create them as threats.

HUNTER'S WEAPONS

- Bow** (2-harm, close-far, reload)
- Harpoon gun** (2-harm, close-far, harpoon)
- Spear thrower** (2-harm, close-far)
- Tripwire charge** (3-harm, close, messy, set)
- Hunting knife** (2-harm, hand)
- Scoped hunting rifle** (2-harm, far, loud)

SPECIAL ARMOR

- Elaborately decorated leathers** (1-armor)
- Lightweight layered body armor** (1-armor)
- Heavy makeshift armor** (2-armor)
- Tattooed sigils of protection** (2-armor, unreliable)

CLOTHING, LIVING SPACE & INCIDENTALS

THE VIGILANT

To create your Vigilant, choose name & pronouns, 1st impression, stats, effects, moves, gear, and Hx.

NAME

Bard, Zand, Vann, Cezar, Giles, Rowan, Greta, Zeus, Maggie, Hanna, Orion.

Fenris, Zmeyya, Gargoyle, Vulture, Vulpes, Cat, Raven, Peregrine, Roadrunner, Mongoose, Widow.

Choose your pronouns.

1ST IMPRESSION

Choose 1 or more, and add your own:

Afraid, astute, calm, courageous, distracted, insightful, intense, paranoid, patient, sleep-deprived, standoffish, studious, thoughtful, unhurried, wary, worried.

STATS

Choose a set:

- Aggro=0, Cool+1, Hard-1, Sharp+2, Weird+1
- Aggro+1, Cool-1, Hard+1, Sharp+2, Weird=0
- Aggro+1, Cool+1, Hard=0, Sharp+2, Weird-1
- Aggro+2, Cool=0, Hard+1, Sharp+2, Weird-2

EFFECTS

When you choose your gear, list your armor and your weapon, including tags and harm.

By default you have 0-Ψ, but a move might give you 1-Ψ.

You have Barter per your Scavenge.

By default you have 0-environ, but your weapons might give you 1-environ.

MOVES

You get all the basic moves. You get **sniff the wind**, and choose 1 more Vigilant move.

GEAR

You create the wolves of the maelstrom. You also get:

- 1 hunter's weapon.
- 1 special armor.
- Clothing you detail.
- Living space and incidentals you detail, suitable to your Scavenge and your moves.

Hx

Everyone introduces their characters by name, pronouns, look and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask each other character directly: *Are you a wolf of the maelstrom?*

- If they say yes, tell them what they look like under their disguise, and write Hx+1.
- If they say no, write Hx-1.
- If they say anything else — that they don't know, that they used to be, that they'd rather not say, anything — write Hx+2.

On the others' turns, volunteer if you like.

IMPROVEMENT

When you roll a stat, roll Hx, or suffer harm, mark EXPERIENCE. When you've marked 4 EXPERIENCE, erase those marks and mark 1 toward IMPROVEMENT.

Then, when you've marked 5 toward IMPROVEMENT, erase those marks and choose an option for your character. Check it off; you can't choose that option again.

BASIC MOVES

CONFRONT SOMEONE

When you **confront, intimidate, threaten, or bluff someone**, roll+Aggro. On a 10+, they have to choose: back down and give you your way, defy you and fight back, or else submit to your mercy and ask you to reconsider. On a 7–9, you’ve left them some wiggle room, and they can try to escape, bargain with you, pass off responsibility, or divert you instead. You choose whether and how to follow through. On a miss, be prepared for the worst.

ACT UNDER FIRE

When you **act under fire**, roll+Cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall, and the MC can offer you a worse outcome, a hard bargain, or an unfortunate choice. On a miss, be prepared for the worst.

CHARM OR DECEIVE SOMEONE

When you **charm or deceive someone**, roll+Cool. On a 10+, they have to choose: set skepticism aside and go along with you, or else call you a fool or a liar to your face. On a 7–9, if they don’t want to go along with you or call you out, they can choose to ask you for evidence, time, a compromise, or some concrete assurance; they must go along with you if you provide it. On a miss, be prepared for the worst.

DO BATTLE

When you **do battle** with someone, exchange harm, but first roll+Hard. On a 10+, you hold 4 against your enemy. On a 7–9, you hold 3 against them. On a miss, you hold 1 against them. **If a PC**, your enemy rolls to do battle with you. **If an NPC**, your enemy holds 2 against you on any hit, and 3 against you on a miss.

To conduct the battle, spend your hold on the following. Commit to your spends without knowing your enemy’s.

- **Fight for blood:** Spend 1 to inflict +1harm.
- **Fight defensively:** Spend 1 to get +1armor.
- **Fight opportunistically:** Spend 1 to inflict harm on an additional enemy.
- **Guard someone:** Spend 1 to give an ally +1armor.
- **Seize initiative:** Whoever spends more to seize initiative, does.

If you seize initiative, you get any or all of these, as applicable:

- **Take +1hold against your enemy into the next round**, if the battle continues.
- **Read a situation for 1 question** for free, with no roll.
- **Take a quick action** of any kind, for free, while your enemy is off balance.

READ SOMEONE

When you **read someone** in a charged interaction, roll+Sharp. On a 10+, hold 3 against them. On a 7–9, hold 2 against them. During your interaction, spend your hold 1 for 1 to ask the MC or their player questions. They have to answer frankly, from their character’s point of view.

- *Are you telling the truth?*
- *What are you feeling?*
- *What are you thinking of doing?*
- *What do you hope I’ll do?*
- *How could I get you to do [x]?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

READ A SITUATION

When you **read a charged situation**, roll+Sharp. On a 10+, ask the MC 3 questions right now. On a 7–9, ask the MC 1 question. They have to answer frankly, and when you’re acting on their answers, take +1 to any rolls you make.

- *Who’s in control here?*
- *What’s my best way in / out / around / through?*
- *Who or what poses the biggest threat to me?*
- *Who or what represents the best opportunity for me to do [x]?*
- *What should I be on the lookout for?*

On a miss, the MC might have you ask 1 anyway, but be prepared for the worst.

OPEN YOUR BRAIN

When you **open your brain to the world’s psychic maelstrom**, roll+Weird. On any hit, the MC must tell you something new and interesting about the current situation, and might ask you a question or 2; answer them frankly. On a 10+, the MC must give you at least one good, concrete detail. On a 7–9, the MC can stick to impressions and suggestions. If you already know everything there is to know about the situation, the MC must tell you so. On a miss, be prepared for the worst.

HELP SOMEONE

To **help someone**, ask their player what you can do to help. If you do it, roll+Hx. (If an NPC, roll+Sharp.) On any hit, the MC chooses the most suitable:

- *They weren’t able to make the attempt, but now they are.*
- *They get +1 to their roll, +1hold, +1choice, +1harm, +1armor, or another suitable bonus.*
- *You both roll for it, and the better roll stands.*

On a 10+, they also get +1Hx with you on their sheet (unless an NPC). On a miss, be prepared for the worst.

INTERRUPT SOMEONE

To **interrupt someone**, roll+Hx. (If an NPC, roll+Cool.) On any hit, the MC chooses the most suitable:

- *You’re there first.*
- *You’re in their way.*
- *You’re ready for it.*

...And they have to deal with you instead of doing what they intended. On a 10+, you also take +1forward against them. On a miss, you still interrupt them, but the MC chooses the most suitable:

- *They see what’s happening and can change course smoothly.*
- *They take +1forward against you.*

You can’t interrupt someone who’s interrupting you.

When you make a **highly interruptible** move, you should announce that you’re making it and explicitly give everyone a chance to interrupt you. Otherwise, they can call a do-over and retroactively interrupt you if they want, even after you’ve finished your move and play’s continued on.

MAKING MOVES

It’s your responsibility as a player to choose and announce the moves you’re making.

The MC and the other players can suggest moves to you freely, especially if they see that you’re making one but haven’t realized it yet.

The MC can also call for you to make any move they think you definitely should.

If you and the MC or another player disagree about your moves, explain yourself, and don’t proceed with play until you’ve worked it out between you.

SIMULTANEOUS MOVES

If you and another player are acting at the same time, hold your dice out in your closed fist, and tell them to do the same. Both of you should take the time to explain to the MC what you’re doing and what moves you’re making. If either of you roll prematurely, it doesn’t count, pick your dice back up and hold your horses.

It’s the MC’s job to tell you whether you should roll your dice at the same time, or one before the other.

It’s your responsibility as a player to make sure that the MC and the other players hear you out. Putting your hand obtrusively into the play space is a signal that you don’t need to interrupt who’s speaking, but that you do have something to say before play proceeds.

STANDARD MOVES

Certain kinds of equipment or NPC allies give you access to these moves.

AUGURY

The standard move for a **psychic antenna**.

When you **use your psychic antenna for augury**, roll+Weird. On any hit, choose 1:

- You can reach through the world's psychic maelstrom to something or someone connected to it.
- You can isolate and protect a person or thing from the world's psychic maelstrom.
- You can extract and contain a fragment of the world's psychic maelstrom itself.
- You can open a window into the world's psychic maelstrom.

By default, the effect lasts only as long as you maintain it, reaches only shallowly into the world's psychic maelstrom as it is local to you, and bleeds instability. On a 10+, choose 2 of the following. On a 7–9, choose 1:

- It persists for a while without your actively maintaining it.
- It reaches deep into the world's psychic maelstrom.
- It reaches broadly, maybe universally, throughout the world's psychic maelstrom.
- It's stable and contained, no bleeding.

On a miss, whatever bad happens, your psychic antenna takes the brunt of it.

DEVOTION

The standard move for **followers**.

At the beginning of the session, if your followers are secure and stable, roll+Cool. On a 10+, during the session, your followers offer you all of their devotions. On a 7–9, they offer you all of their devotions, but choose 1 demand. On a miss, or if your followers are in crisis, all of their demands.

If you have more than 1 group of followers, still roll only once for all of them.

INSIGHT

The standard move for **advisors**.

When you **go to your advisors for insight**, ask them what they think your best course is, and the MC will tell you. If you pursue that course, take +1 to any rolls you make in the pursuit. If you pursue that course but don't accomplish your ends, you mark 1 toward IMPROVEMENT.

LEADERSHIP

The standard move for a **gang**.

When you **have to order your gang** to advance, regroup, hold position, or put their backs into it, roll+Hard. On any hit, they do it. On a 10+, they snap to, and you take +1 forward into whatever you're having them do. On a miss, they do it, but you'll hear about it later.

TINKERING

The standard move for a **workspace**.

When you **go into your workspace** to create something, repair something, solve a problem, or get to the bottom of something, tell the MC about it and ask if it's possible. The MC will tell you "sure, no problem, but..." and then 1 to 4 of the following:

- It's going to take hours/days/weeks/months of work.
- First you'll have to get/make/fix/figure out [x].
- You're going to need [x] to help you with it.
- It's going to cost a ton of jingle.
- The best you'll be able to do is not great, it'll be poor, slow, weak or unreliable.
- It's going to mean exposing yourself or others to serious danger.
- You're going to have to add [x] to your workspace first.
- It's going to take you several/dozens/hundreds of tries.
- You're going to have to take [x] apart to do it.

The MC might connect them all with "and," or might throw in a merciful "or."

Once you've accomplished the necessities, you can go ahead and accomplish your project.

VEHICLE MOVES

The standard moves for **vehicles**.

When you have to **deal with bad terrain**, roll+Cool, modified by your vehicle's *handling*. On a 10+, you fly through untouched. On a 7–9, choose 1:

- You slow down and pick your way forward.
- You push too hard and your vehicle suffers harm as established (1-harm ap for most terrain, but ask the MC first).
- You ditch out and go back to find another way.

On a miss, the MC chooses 1 for you. The others are impossible.

To **outdrive another vehicle**, both cars take v-harm, but first roll+Cool, modified by the vehicles' relative *speeds*. On a 10+, you hold 3 against the other driver. On a 7–9, you hold 2 against them. On a miss, you hold 1 against them. **If a PC**, the other driver rolls simultaneously to outdrive you. **If an NPC**, the other driver holds 1 against you on any hit, and 2 against you on a miss.

To conduct the race, spend your hold on the following. Commit to your spends without knowing your enemy's.

- **Drive fast:** Whoever spends more to drive fast, outraces the other vehicle.
- **Drive hard:** Spend 1 to increase your car's massive by +1 for purposes of inflicting v-harm.
- **Drive safe:** Spend 1 to increase your car's massive or handling by +1, your choice which, for purposes of suffering v-harm.

Resolve the v-harm first.

Then, if you spent more to drive fast, you outdistance the other car and break away, or else overtake the other car and draw up alongside. If the other driver spent more, they outdistance you and break away, or else overtake you instead.

If you spent equally to drive fast, choose together:

- If both of you still hope to outdrive the other, the race continues to another round.
- If either of you choose to concede or can't continue, the race ends now.

WEALTH

The standard move for a **stronghold or venue**.

At the beginning of the session, if your stronghold or venue is secure and stable, roll+Hard. On a 10+, during the session, your stronghold or venue has all of its surpluses. On a 7–9, it has all of its surpluses, but choose 1 want. On a miss, or if your stronghold or venue is in crisis, all of its wants.