



LEGACY
LIFE AMONG THE RUINS
2ND EDITION
QUICKSTART

> non_compliant

**FIGHTING AN ALIEN MENACE
ON THE EDGE OF EXTINCTION**

☒ Welcome to the Non-Compliant Zone

We never stood a chance against them. They were among us, poised to strike within our most powerful hierarchies. If they wanted to kill us we'd be dead already, but they wanted something and were ready to wait for it.

When they finally took action, we weren't conquered, or defeated, but reduced to a mere statistical anomaly. How could we fight a race advanced enough to have outgrown flesh - gods, or ghosts? Those of us that still live linger on as compliant slaves or vermin in the margins. Earth and all our great works were laid to waste, and nothing was left untouched, unspoiled.

Now they're ready to leave, and kill the planet for good. Unless you, the chosen few clinged on to the evolutionary ladder, can avert annihilation.

From the dystopian reserves where even your thoughts are under surveillance, or the wastelands where cannibals survive by might and tenacity alone, you must find ways to cooperate.

If not for salvation, then for a last act of defiance and revenge.

What This Is

Legacy: Life Among the Ruins is a roleplaying game about the survivors of a reality-twisting apocalypse, and how they adapt to and rebuild their new world.

This document gives you a jumping-on point for **Legacy**, letting you try out the core game rules and pre-generated player options before breaking open the full suite of options available in the main book.

One of you will be the **Game Moderator** (GM). Their job is to facilitate the game's rules, make the world seem real, make your character's lives historic and maintain your game's pace.

The rest of you will control a **family**. This is a collection of survivors brought together by blood, loyalty or ideology, with their own strange powers hard-earned as they survived the apocalypse. They have their own needs, strengths and doctrine, and you will use their forces to conduct diplomacy, claim resources and use subterfuge on other factions. Families act slowly, taking days or weeks to take action.

You'll also have a **character** - a particular member of your family who is your story's focus. They're in a position to change the course of the family's history, whether the family intended to give them that power or not. They'll have their own skills and powers, as well as the ability to command the family's forces and resources. They're more flexible than a family, able to act in a matter of moments and call on their friends from other factions for aid.

As you play you'll move between the family and character levels, **zooming in** to play through a short adventure with a group of characters and then **zooming out** to show the broad strokes of your families pursuing their agenda across the deserts of the non-compliant zone and the alien-ruled panopticon within the ruins of Salt Lake City. But be warned: the clock is ticking, and your families will have to be quick if they want to save humanity.

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The Families

This quickstart is set in the region surrounding what used to be Salt Lake City - on the boundary between the compliant zones where the alien's vassals toil, and the desert where the free eke out a desperate existence.

In this land, four groups have remained cohesive enough for a last ditch effort: two in compliant zones, two outside.

Red Level Conspiracy, The Enclave

Under such strict tyranny, a rebellion requires careful planning and extreme measures. The Red Level is a clan of clones disguising their numbers and moves in their identical identities, entrenched in the maintenance of Salt Lake's compliant zone. Now, after generations of preparation, they have one shot before being uncovered and wiped out... and they are planning to make it count.

Z4-TL4, THE MACHINE

A hacked security bot loaded with Red Level's vast technical database. You are a tool, a weapon, a contingency plan for a moment like this. The Conspiracy is sending you in a mission none of them could survive. Maybe they would think twice if they knew how sentient you have become.

The Life Tree Foundation, The Cultivators

The invaders fear evolution and competition, no matter how unlikely. That is the only logical explanation for the systematic destruction of Earth's biosphere. For generations 'compliant' lab technicians have worked on a secret project to salvage our genetic diversity and keep the future alive. They've managed to survive this far thanks to the reverse engineering of liquid information, and the editing of memories it allows. An amnesiac army of lab technicians, hellbent on saving the world.

GORGON, THE UNTAMED

The Foundation were the first to know of evacuation and BDZ plans. Survival will soon become unattainable, so the Foundation finally moved to direct action. You are their weapon, bred and matured in a matter of weeks, saturated with knowledge and perfect in every way. Still, you can smell their fear and despair: they hold no hope of success. But you think otherwise - no one has ever been ready for something like you, designed for war.

The Last Nation, The Tyrants

So much has been lost that ancestry and culture have become meaningless. How could you care? When everyone faintly related to you is dead, when every belief and possession has been stripped away, all that remains is the desert and the legends whispered on the wind. You were born of both, ready to reclaim whatever shred of dignity you can. From aliens that kill from afar, from machines that murder hunters and prey alike, from lost men with no honor. You are few. You are brave. You will not bow. You will not break.

BLACKWIND, THE HUNTER

The desert people had almost forgotten the meaning of the word "honor", but not you. You are a veteran who has led a crusade against barbarians and savages of the worst kind. Now, the city slaves come to ask you to save them, and do you really have a choice? For the people and for the land you will lead your people to battle one last time.

The Cult of the Goddess, The One Faith

"Sisters, hear me: The multitudes of Mankind have dwindled to a handful of murderous barbarians and neutered servants. Of all the things Men could have done to ease the suffering, they chose instead to fight among themselves, to murder and betray. All along we were their victims and prizes, widows and mothers wailing for our beloved ones. Until a prophet came to us performing miracles and guarding girls and women from predation. From this prophet, a faith. From this faith, hope to fight against armageddon."

MOTHER SUPERIOR, THE REMNANT

You had become an outsider in the faith that sprung around you. A hermit, with as many questions as answers - a disappointment for those seeking simple enlightenment. The city slave's plea brought you out of your retreat, and convinced the faithful that the end is indeed nigh. You carry your eternal memories with inhuman elegance, a soft counterpoint to the others in this war party.

A Primer to the Apocalypse

The Conversation

Legacy is built on Vincent and Meguey Baker's *Apocalypse World*, which means that it's concerned first and foremost with the conversation that's happening at the table.

Legacy is a roleplaying game: a conversation between the players and the GM, working together to build a story and see what happens to the world. Most of the time you'll be talking without calling on any rules. The players describe the actions their character or family is taking the GM describes how those actions change the situation, and the conversation continues.

Particular actions in the story you're telling will activate a discrete chunk of rules (called a "move") that guides the story in a particular direction. These will have effects based on the player's dice rolls, choices or established fictional circumstances. Each move has an in-fiction *trigger*: something your character or family does that activates it. The fiction-mechanics link works in both directions: if you hit one of your move's triggers you must resolve it; if you want to use a move, you need to hit its trigger first. Often the consequences of moves will be just as much fictional (gaining you enemies, allies, or information) as they will be mechanical (giving you bonuses or penalties to your character's traits).

Your position in the fiction is very powerful: making use of previously-established short-cuts and resources already present in the environment can enable you to do great things without ever triggering a move. On the other hand, if it's been established that you're in a bad situation – say, tied to a chair with your hands behind your back – your ability to hit your move's triggers and reshape the fiction will be severely limited.

When you're thinking about what actions are available to you, remember what's been established: your personality, your capabilities, your possessions, your location in the environment, the environment's features, their allies, and so on. Gaining backup or a home territory advantage can be far more powerful than a bonus to dice rolls.

It's important to note that moves are there to highlight the particular actions that *Legacy* is interested in, not to comprehensively cover every challenging situation your characters encounter. If you ever feel like your action should be covered by a move but can't find one that's appropriate, let the fiction handle it: say what you do, answer any questions from the GM about your actions or intentions, and let them tell you how the world reacts. Remember that you can always ask the GM what your character can perceive, what actions they can take, and what they can infer about their situation.

The GM's Role

The GM doesn't make moves, but instead has *reactions*. These are codified ways of guiding the story to provide a fun experience that suits *Legacy*'s themes. The GM never rolls dice, and activates reactions in response to the players' actions: when a player rolls a 6 or below, when everyone looks to the GM to say what happens next, or when the players do something with previously-established immediate consequences (a 'golden opportunity').

Each GM reaction is a way of raising the stakes, shaking up the situation and providing adversity using standard GM tricks you may be familiar with from other games: splitting up the characters, revealing unwelcome secrets, offering opportunities with prices, and so on. Check out the GM sheet to see more details on these.

Making a Move

Moves vary in complexity. The simplest don't have any sort of dice roll or choices; they just state that *this* fiction trigger will lead to *this* outcome. Others may give you a choice to make, or use dice to make the outcome less predictable. When a move uses dice, you'll be told to roll +Stat. This means you take two six-sided dice, roll them, and add the total to the stat. In general, the result has three categories:

- **A 6 or lower** is a setback - the GM will make some kind of reaction, and though that may not involve your action failing it'll definitely make your life more complicated.
- **A 7-9** is a mixed success - you don't succeed as much as you could have, there may be an unfortunate cost, or there may be unwanted consequences.
- **A 10+** is a full success - you succeed with grace and style, and maybe learn something about the world.

Jargon note: if something gives you **advantage**, you roll 3 dice and take the highest 2 on appropriate rolls. **Fleeting advantage** only affects your next roll. **Disadvantage** does the opposite: roll 3 dice and take the lower two to work out your result.

MOVE EXAMPLE: FORGE A PATH¹

When you find a way up, through or over precarious terrain², roll +Force. On a hit³ you make it to your destination, but on a 10+ pick 1, on a 7-9 pick two:

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

1. The name of the move.
2. The fiction trigger for the move. If your character does this, you must carry out the move; if you want to roll the move, you need to perform the trigger.
3. A 'hit' is a result of 7 or above.

Play Agendas

Player Agenda

When playing roleplaying games it's often easy to fall into safe methods of play. You act conservatively, carefully husband your resources, and are leery of making new allies or breaking old relationships.

Legacy will work a lot better with proactive players who are willing to risk everything, so here's some tips to bear in mind:

Use your Family to get information and set up your plans; use your Character to dive deeper into specific bits of your setting and seal the deal.

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

Glance over the triggers for your moves and the core moves so you know what actions to focus on.

Think about what's driving the other Characters, and how you can use their goals to get them to help you.

Consider your place in the family, and in the world.

Always follow the fiction.

Play pro-actively, act dangerously.

Ask questions, and have ideas for answers.

GM Agenda

If you're the GM, your job is keep things moving. If you're playing this as a one-shot you'll want to keep the pace snappy - zoom in and zoom out as needed to make sure the camera's focused on the action.

Here's some guiding principles to get you going:

Get comfortable with the basic moves, and get players to roll them a few times.

Write down every detail.

Vary the time scale: sweeps of weeks and months give Families room to breathe, while zoomed-in minutes and hours give Characters a chance to shine.

Turn the players' questions back on them.

Firmly establish each Family's Surpluses and Needs, strengths and weaknesses.

Ask questions about Surpluses to flesh out the world.

Build on Needs to bring urgency to the family's lives.

Give every character screen time with the other characters.

Put interesting NPCs in the players' Families and hailing from other factions.

Look for seeds you can use for future conflicts.

Twist their ideas by splicing them with your own.

Give them chances to hit their objectives, with a cost.

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

NORTH PERIMETER SURVEILLANCE [40.8745, -111.9423] 15:23:38



03:22

Getting Started

To get playing, grab some pencils and some 6-sided dice. You'll need at least 2 dice, but 2 per player is best. Each player takes the sheet for their Family and Character, and reads over its basic description.

Drawing the Map

To begin, your group makes a map of the setting together.

Your family will give you specific things to put down; if a particular family isn't in play, the group as a whole should decide what to put down.

GM

Pick up a page and draw the contours of a ruined city. It doesn't have to look like Salt Lake City, but it stands close enough to have inherited its name. Outside its fences lies a bleak desert and mountain ranges seemingly devoid of life - endless from horizon to horizon. The only beauty should be in the colors of desert sunsets and sunrises, bleeding night and light.

The Red Level

Draw Salt Lake's security perimeter and the layers of their defences. Also, draw a valley where lights appear in the sky, evidence that the laws of physics are unravelled there connecting Earth to the stars beyond.

The Life Tree

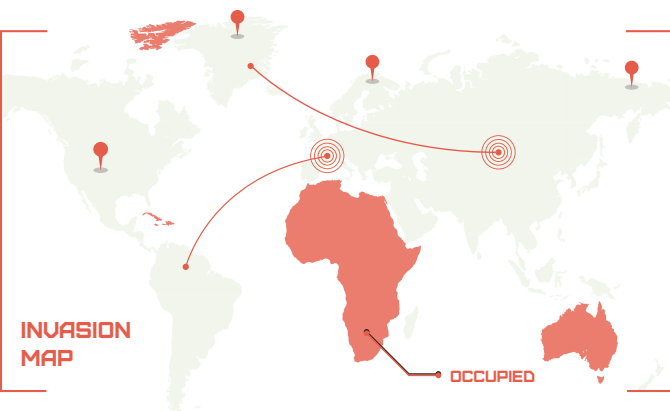
Draw Salt Lake's withered fields and processing plants, the one weak spot in its defense grid. Also, draw ruins surrounding a tree that outlasted the city it was meant to nurture. It is filled with deadly spores spreading a plague too efficient and dreadful to be natural.

The Last Nation

In the ruins of Salt Lake, draw a warehouse housing a cache of doomsday weapons too dangerous and too expensive to use. Also, draw a valley where the non-compliant tribes gather, and do battle, for water.

The Cult

Draw Salt Lake's remaining hospital, where the faith gained a foothold among the compliants. Also, draw a temple of a lost faith, miraculously untouched by the Fall; now a pilgrimage destination drawing a mob of followers.



Family History

Each Family adds a few extra details to flesh out their relationships with the other Families. Take it in turns to answer a question from the History section of your playbook, adjusting your stats and Treaty on the other families as appropriate.

GM: Pay attention to the details the players create. These are the threads you can pull on to flesh out the setting and add threats and drama.

Character Backstory

Your characters are the movers and shakers of the resistance. They've crossed paths before, and this shared backstory means they're often happy to work together even when their families are at cross-purposes.

Each player has three backstory prompts in their character section. Go round the table: on your turn, select another character to put in at least one prompt, though more is better.

Having appropriate backstory with another character makes it easier to help them when you work together.

The First Scene

The resistance is in dire straits. Blackwind has been captured by clone soldiers, and is being transported back to the city for interrogation. Z4-TL4 is finding it difficult to empathise with humanity, while Gorgon's rage is luring them into self-defeating slaughter. But Mother Superior has returned from the desert to lead her faith, and bring these heroes together.

Set your first scene in the rubble-strewn outskirts of Salt Lake at dusk. The characters are hiding within one of the bombed-out ruins, watching the transport convoy move by. It's time to strike.

Ask them these in turn:

Blackwind: *How were you captured? What have they done that's slowly killing you?*

Z4-TL4: *What hidden weakness has the Red Level identified in this vehicles?*

Gorgon: *Where have you positioned yourself to take advantage of that weakness?*

Mother Superior: *Who in the convoy is a secret convert to your faith, and what signal are they waiting for?*

Then start play rolling, with Mother Superior giving the signal.

GM: *Look to page 13 for guidance on where to go next.*

Families

Families are the backbone of Legacy: they're the collective of survivors your Characters hail from, and they're a constant presence across the broad sweep of history.

Family stats

Reach represents your Family's influence in the wider world, used to **Conduct Diplomacy** with your allies.

Grasp represents your Family's ability to throw its weight around, used to **Claim by Force** new resources.

Sleight represents your Family's ability to hide their actions and misdirect others. Use it to perform

Subterfuge, spreading falsehoods and sabotaging others.

You track these resources:

Your **Surpluses** are resources you have a lot of. They're valuable bargaining chips, or can be used to activate powerful moves.

Your **Needs** are things you have a desperate lack of. You can expect them to cause trouble for you in play.

Mood is your Family's overall well-being. It's equal to your **total Surpluses** minus your **total Needs**, with special effects if it exceeds ± 3 . You roll $+Mood$ to resist adversity and see how your family changes over long periods of time.

Treaty is the obligations and social debts you have with other Factions. The more treaty you have on someone, the more they're obliged to do what you want.

Tech is your Family's hoard of advanced technology and weird artefacts. You can use this with **Power Up** to boost any Family moves, while characters can cash out a point of Tech to give themselves a weird Device.

Data is your knowledge about the world. Spend it to declare something about the world, or give your character a bonus to their actions.

Doing Things

While it's easy to imagine what a character can do to take action, the things families do can feel more amorphous and vague. It's worth going over how, exactly, families use their resources to act in the world. The key is that Family moves are made of multiple smaller efforts:

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

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

Characters

Your Character is an exceptional member of the Family, tasked with braving the wild and fractured world to find the things the Family needs. If they also find allies and opportunities for the Family to profit, that's all good.

Characters stats

Force is your might and vigour, used to **Fiercely Assault**.

Sway is your social skills, used to **Find Common Ground**.

Steel is your wits and grit, used for **Wasteland Survival**.

Lore is your knowledge and grasp of tech, used to **Unleash Power** from the artefacts found in the wasteland.

Harm

When characters get hurt, it's got a **harm** rating. Unarmed blows do 1, high-quality weapons and monster attacks deal 3, and a blow from a titan deals 5.

Characters have 5 harm slots. *Minor* slots have consequences in the story, while *Major* slots also come with penalties to a particular stat. When you take harm subtract your Armour from it and mark off that many slots. Each slot enforces its consequences until it's healed.

When you check the Dead slot, trigger your Death Move. Once it's resolved, build a **quick character** to play.

Role

Your Character has a particular Role in their Family: **Leader**, **Agent**, **Rebel** or **Outsider**. This guides how you describe them working with the rest of the family, and gives them a particular goal to work on.

Your role changes under certain circumstances:

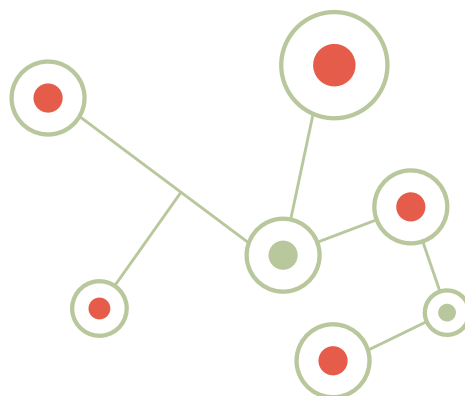
When you get responsibility or authority over a group of family members, become a **Leader**. Say what's threatening to undermine your control.

When you accept a task that'll take you out of the Family's holdings, become an **Agent**. Say what hardship will hit the family if you fail.

When you realise you and the Family have different priorities or values and start pursuing yours, become a **Rebel**. Say how the Family's current path could hurt them.

When you reject the Family or do something that pushes them away, become an **Outsider**. Say who's offered you sanctuary in exchange for your help.

When you change roles, add +1 to a character stat.



Character Moves

DEFUSE

When you de-escalate a tense situation with:

- **Intimidation or physical exertion**, roll +Force.
- **Fast talking or misdirection**, roll +Sway.
- **Endurance or quick action**, roll +Steel.
- **Improvised gadgets or ancient knowledge**, roll +Lore.

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

- *There's a cost to securing safety.*
- *The danger will soon return.*
- *The danger's still here but pointed in someone else's direction.*

FIERCELY ASSAULT

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Force. On a hit, you do it. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

Character list:

- You scavenge a Device.
- You find out some new info - get 1 Data.
- Your escape route is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

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

UNLEASH POWER

When you find a Device, the GM gives you a few clues to what it can do. When you use the Device, say a thing you want it to do based on the clues and roll +Lore. On a 7-9 pick two; on a 10+ pick three:

- *The device does exactly what you wanted.*
- *The device can be used again.*
- *You don't rouse other devices in your environment.*
- *You avoid the device's side effects.*

When you return it to your Family, lose the Device and give them 1 Tech.

WASTELAND SURVIVAL

When you navigate through the wasteland outside of settled lands, roll +Steel. On a hit, pick one: the GM will give you further details.

- *You lose something along the way.*
- *A member of your group is hurt or sick.*
- *An obstacle or threat is blocking your way back.*

On a 10+, also pick one:

- *You discover a hidden treasure in the wasteland, worth a lot if you can secure it.*
- *You discover a secret path you can use to take this route without triggering this move.*
- *You discover a secret: details on a threat, signs of other peoples, the origin of the Fall.*

INFORMATION IS POWER

When your character draws on your family's research, spend a point of Data and get advantage on a roll.

FIND COMMON GROUND

When you ask someone to work with you, roll +Sway. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if:

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

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls with an appropriate stat. *If the helper has relevant Backstory with you*, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+. On a 7-9, they also share in your move's consequences. If they fail, your result drops to a 6- and they share in the consequences.

FAMILIAR FACE

When you look for old friends in a new settlement, roll +Sway. On a hit, you find someone; on a 7-9 pick two, on a 10+ pick 3:

- *You don't owe them.*
- *They're influential in the settlement.*
- *They're not tied up in their own crisis.*
- *They're already interested in your current predicament.*

FORGE A PATH

When you find a way across precarious or dangerous terrain, roll +Force. On a hit you make the trip, but on a 7-9 pick two, on a 10+ pick one:

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

UNEARTH FORGOTTEN LORE

When you uncover a landmark from the past, roll +Lore. On a hit, gain 1 Data. On 7-9 ask 1; on a 10+, ask 3:

- *Is that a wonder or a horror?*
- *Where is it drawing power from?*
- *What dangers is it hiding?*
- *How can I turn it to my advantage?*

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted. When you have a few hours of peace, heal all minor harm boxes.

PROFESSIONAL CARE

When you rest a few days in safety with access to a relevant Surplus, heal all harm. The GM says how the local area changes while you're being treated.

Family Moves

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents needed assistance. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

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

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

SUBTERFUGE

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

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

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

CALL IN A DEBT

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

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

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

POWER UP

When you boost your actions with a marvel of Before or anomaly of the Fall, spend 1 Tech to give a roll advantage.

UNCOVER SECRETS

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

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

For each answer, add an appropriate detail to the map. On a 10+, ask another question or add to the map one of:

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

LEND AID

When your Family throws its weight behind another, roll +Treaty with them. On a hit you give that Family fleeing Advantage. On a 7-9 your Family is exposed to any danger, retribution or unforeseen consequences of their move.

FINDING A SURPLUS

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

RIGHT TOOL FOR THE JOB

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

FLUSH WITH RESOURCES

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

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

You can only pick each option once per age.

FALL INTO CRISIS

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

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

You can only pick each option once per age.

Story Moves

Legacy is a game that regularly shifts between different scales. From a desperate scavenger grappling with a many-spined thing in a ruined building, to an army laying siege to an lightning-shrouded fortress, these moves are here to help.

Quick Characters

Your Character is the family member taking the lead, but that doesn't stop others from spending time on screen. When you want to play out an adventure in detail but it doesn't make sense for everyone else's characters to be involved, they can instead play as **Quick Characters**.

BUILDING A QUICK CHARACTER

Stats: Split +1, 0, 0, -1 between the stats. Add your family bonus to one.

Gear: Take gear according to your Family.

Looks: Masculine, feminine, concealed, ambiguous

Face: Trusting, scowling, angular, worried

Eyes: Rebellious, squinting, calculating, wise

Body: Muscular, bony, heavysset, graceful

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

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

MOVES

Inherit a move from your Family, and pick one:

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

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

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

When you die, reveal a shortcut, secret or stratagem that's an alternate path to the party's goal. Add it to the map as if you had triggered Uncover Secrets.

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

When you die, your Family finally respects your outlook. Say one way they change to remember you.

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

When you die, terrible energies plague the area. Whoever braves the maelstrom can find a Device on your body.

HARM BOXES

- Drained
- Wounded
- Hurt (-1 to a stat)
- Mangled (-1 to all stats)
- Dead

Changing Scale

Use these when you transition between the Family level (miles, weeks and hundreds of people) and the Character level (eyesight, minutes, a handful of people). As a general rule, when you're in the character level you won't need to worry about family moves, and vice versa.

Zooming In

When you focus on critical scenes where a handful of people might change the course of history over hours or days, say where you are on the map.

1. Main characters present say what they're there to do.
2. The GM describes details of the environment, or asks the players questions about it.
3. Other players may create or pick up quick characters to fill out the party.
4. Begin play!

TOOL UP

When you Zoom In on a character, you may equip them with any of their Family's assets, customised to suit their circumstances.

For each of your Surpluses, pick a relevant benefit:

- Add a tag to a piece of gear for this mission.
- Get as many copies of a weapon, outfit or vehicle as needed to outfit the whole party.
- Add 1 to the quality of a set of followers for this mission.
- Get scout's reports worth 1 Data.

Zooming Out

When events move from zoomed in scenes to the bigger picture, and actions covering weeks and months become important, each player whose main character wasn't involved picks one:

- **They found a new place in their family.**
Change their Role.
- **They went scavenging in the wasteland.**
Add 1 Tech to their Family's stock.
- **They scouted for information.**
Describe a lead that might give you a new Surplus or remove a Need, and get 1 Data.
- **They helped out another Family or Faction.**
Gain 1 Treaty on them.
- **They discovered a new danger.**
Describe it, and say which other Family or Faction it's threatening.

Briefly describe what the Character got up to and then move to the Family level, describing what actions your family organisation are taking.

Your Character's Stuff

Armoury

Weapons from your family stockpile have 1 to 3 tags. These tags act as permissions - they tell you what circumstances your weapon is effective in, and what the consequences for using it may be.

- **Melee:** useful against targets within arm's reach.
- **Ranged:** useful against targets within earshot, up to a few hundred metres.
- **Unpredictable:** it's sometimes spectacular, other times spectacularly bad.
- **Far:** useful against targets hundreds of metres away but within eyesight.
- **Area:** affects a wide area when used, enabling you to take on groups that outnumber you.
- **Aberrant:** uses something other than kinetic force to hurt your enemies - sound waves, exotic radiation, psionics etc.
- **Brutal:** devastates its targets and leaves collateral damage.
- **Hidden:** people won't see this weapon as a danger.
- **Silent:** the weapon doesn't draw attention when used.
- **Nonlethal:** it incapacitates and won't deal lasting harm.
- **Elegant:** it's flashy in use and can bypass simple defences.
- **Many:** If you lose it or use it up, you have others to hand.

Outfit

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

- **Utility:** The outfit's unremarkable and simple, but can be easily repaired.
- **Camo:** The outfit blends in with the natural environment; you'll be overlooked if you stay still.
- **Regal:** The outfit's impressive and flashy. Everyone who sees you knows your family, and likely your identity.
- **Sealed:** Negates Disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these deal harm to you.
- **Thermo:** Negates Disadvantage stemming from freezing or scorching temperatures. Get +1 Armour when these deal harm to you.
- **Hardened:** Negates Disadvantage stemming from radiation, hacking, psionics and stranger forces besides. Get +1 Armour when these deal harm to you.
- **Tough:** Made of rugged materials, providing 1 Armour.
- **Armour-plated:** Provides 1 Armour but makes the outfit bulky.
- **Mantle:** Hi-tech defences provide 1 Armour to you and anyone within arm's reach when activated.
- **Mobile:** Grapples, jump-jets, boosted muscles or similar make it much easier to get around wearing this gear.
- **Comms:** Integrated comms let you send and receive audio, and limited digital data.
- **Powered:** Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.
- **Implanted:** The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.

Vehicles

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

Vehicles have three harm boxes:

- Dinged**
- Twisted (get disadvantage when piloting it)**
- Busted (cannot move).**

When a vehicle takes damage the driver and passengers may also suffer harm at the GM's discretion, though no more than the vehicle took. A damaged vehicle's environmental protection may be impaired, depending on the fiction. To repair, use the character healing rules: dinged boxes are healed with a few moments of repair, while stat penalties need time and an appropriate surplus.

All vehicles have one of these tags:

- **Land/Water/Air/Space:** The vehicle can travel freely in the indicated environment.

Extra tags:

- **Canopy:** The vehicle protects riders from the world outside.
- **Durable:** The vehicle gets another Dinged box.
- **Land/Water/Air/Space:** Get another environment of operation.
- **Med bay:** Characters resting in the vehicle don't need a surplus to get **Professional Care**.
- **Mighty:** Get advantage when you **Forge a Path** or **Fiercely Assault** with the vehicle (tags: melee, brutal).
- **Mount:** It's alive and can follow simple commands.
- **Swift:** Get advantage when you **Defuse** by manoeuvring out of danger.
- **Transport:** The vehicle can hold up to 10 passengers.
- **Turret:** A ranged weapon mounted on the vehicle gains the **area** tag and can be controlled by the pilot.

Followers

Followers are particular bands of characters loyal to you. They have two important traits:

Quality: from +1 for decent help to +3 for skilled agents.
Specialty: a word or phrase outlining their talents.

When your character is directly assisted by their followers, they increase the action's breadth or scope. For example, friendly scholars can help you research more quickly and comprehensively. When combat-capable followers fight with you, add the **area** tag to your weapons.

When followers act independently from you, use this:

Under Orders

When you send a group of followers to perform a task within their specialty, roll +Quality. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- They fell short in one particular aspect.
- There'll be unfortunate consequences.
- It cost them, and their Quality drops by 1.

When followers hit Quality 0 they're no longer useful – they may be wounded, exhausted, or disillusioned with you.

Tips for the GM

Agendas

These are the basic philosophy of the game. Everything you do should serve your Agenda; it's your aim for the game.

Make the world seem real: If the world's not believable, you're going to have problems. Make sure to stay grounded and human even in the most fantastical situations.

Evoke the past, think to the future: Always be on the lookout for an opportunity to show the past acts of your players and ground current events in the established past, and consider the ramifications their actions might have in years to come.

Make the characters' lives historic: Everyone's there to create interesting stories. If characters are spinning their wheels, give them dilemmas or opportunities to get their teeth into. Remember that characters can succeed historically or fail catastrophically, but their life should never be dull.

Play to find out what happens: This is your reward and your goal in running Legacy. There's no pre-planned story, and no assumed future. Just the logical consequences of the players' actions in the world, and the story they create.

Principles

Fill the world with ruins: As you describe the world, fill it with mystery and history. One Family lives in a giant crater; what carved it out, and what was there before? Are those mountains, or ruined skyscrapers?

Address characters, not players: This means you say "Kate, you see dust on the horizon" not "Liz, Kate sees dust on the horizon". This keeps the players focused on the fiction, and by providing players information via their character's senses and inferences you tell them something about the character's insight and worldview.

Begin and end with the fiction: Moves are great, but the fiction is the game's heart. When your players make a move, its trigger should colour its results, and its results should be concretely contextualised in the fiction.

Name everyone, think who backs them: Everyone has the potential to be important, and having a name keeps them memorable. As everyone's a member of a family, clan or cult, however estranged, consider who they'll ask for backup when the characters start pressuring them.

Have consequences strike elsewhere: Sometimes it's better not to show the players the immediate consequences. Make a note and bring it to light later. Make sure its source is clear when you reveal it, so that it feels fair.

Draw maps, leave blanks: Legacy's grounded in the landscape. Families fight over natural resources and political borders, characters explore mysterious structures, and natural disasters sweep through the wasteland. A map helps you keep track of all of these and put everyone on the same page, but don't worry about it being complete; leave room for the unknown, get inspiration from the players and let your maps expand and change.

What To Say

What the Principles demand.

What rules demand.

What the fiction as established demands.

What honesty demands.

A key part of running a game well is being fair. You shouldn't negate a player's unexpected victory by inventing new threats or rewriting old ones, but neither should you change things about to make things easy for them. The characters should live interesting lives, but not effortless ones.

Any prep you've done isn't sacrosanct; players will always come up with left-field solutions to the problems they face, and it's important to keep an open mind. When they try something unexpected, consider the situation in the fiction, the rules, and the Principles, and say what makes sense to you.

Ask questions and use the answers: Use questions as a spotlight. When you're interested in someone's day to day life, what motivates them, or how they learned something, just ask them. Answers build ties to the world, and give you things to build your own ideas on.

Be flexible with your responsibilities: Sometimes it's more interesting to put the decision-making power into someone else's hands. This can be one of the players, giving them the choice of how a situation resolves or letting them say on what's happening when the spotlight moves to them. It can be one of your characters, letting you make the choice that makes sense according to the characters and world as established.

Make your moves look natural: When you need to make a move, think about the situation and what you'd like to see the players react to. Your moves are should always be channelled through established parts of the fiction. Never state that you're using a move, or declare its effects without showing where they flow from.

Be a fan of the characters: Like an audience member, you're here to celebrate their victories and mourn for their losses. Put them into interesting situations, but never push them to a particular conclusion.

Everything that you own is temporary: The easiest way to make the game dynamic and the events historic is to always be ready to destroy, uproot and mutate the people, factions and settlements in the world. Don't trivialise the player's achievements, but make sure they have to work hard for reliability and security.

GM Reactions

As the GM you're here to manage the pacing of the game, push the players into interesting decisions, and portray the world and its inhabitants. As such you don't make proactive moves so much as *reactions*.

You make reactions in three situations:

When a player rolls a 6- on a move.

When players look to you to say what happens next.

When the players offer you up a golden opportunity.

To explain that third point, it's been clearly established that an action will have a particular result. If it's been previously established that stepping on a pressure plate will trigger a bomb, and a player describes their character stepping on the plate, that's a golden opportunity. It's what happens when a PC makes a faux pas in a foreign court, when they consciously take the last supplies an expedition had, when they do something that warrants an immediate response.

The difference between this and the first two categories is that the GM can actively interrupt a player's narration to give an immediate reaction. The GM should only do this when the trigger has been previously established.

Your reactions:

Reveal an unwelcome truth: Something about the world is more dangerous than the players thought, or one of their assets is revealed to be less potent than they'd like.

Put someone in a spot: Force someone into a situation where they must make a decision. You can tell them the situation and what their options are, or demonstrate the risks and let the player decide what they do.

Capture them: Intelligent enemies may decide to take them captive and ransom them rather than kill them. Non-character family members make great captives too.

Separate them: Stop the players from working together. A collapsing ruin might leave two players stranded away from the others, or a river in flood could divide the homeland.

Deal Harm (as established): If the fiction says someone should get hurt, hurt them. When a player's getting hurt, make sure the Harm's appropriate to the fiction.

Remove a Surplus/Add a Need: Two sides of a bad coin. Removing a surplus strips them of resources, while a need's a new affliction they need to deal with. Either way, their Mood drops.

Take away their stuff: The players will have interesting gear, helpful followers, useful assets and strategic territory. Take some of that away through sabotage, thievery or mishap.

Show the consequences of past decisions: When you revisit somewhere the players have been before, show how it's changed since we were last there. Demonstrate how their previous actions - both this age and in past ages - have had an impact on this place in expected and unexpected ways.

The strength of a reaction

When you make a reaction, it can be hard or soft.

A soft reaction is one that leaves room for the players to react - for example, describing a cache the characters spot on the other side of a chasm (*offer an opportunity*) or that a mutant raises her spear and charges the Sentinel (*put someone in a spot*). Once you've described the reaction, you ask the players what they do and work through the actions they describe.

A hard reaction is one that cuts straight to the consequences. They tread on a weak roof section and fall a few stories (*deal Harm as established*), or they get home and find their brother's lost their food stocks on a bet (*erase a Surplus*).

Often enough, a threat introduced by a soft reaction can lead to hard reactions down the line if the players overlook it or decide to focus their efforts on other dangers.

Tell them the consequences and ask: If someone's planning to do something that'll offer up a golden opportunity, maybe tell them that and confirm they want to go ahead.

Offer an opportunity, with or without cost: Conversely, you can give someone a chance to get something they really want. Tempt them, but be honest about the risks.

Give them recourse, solace or comfort: Every wasteland has its moments of beauty, peace or providence. When your characters have gone through the wringer, it can be pretty effective to take the pressure off and let them relax.

Show a remnant of the past, used in unexpected ways: Every bit of the World Before was twisted by the Fall. Put settlements in the body of battlemechs, peddle mutagens as a recreational drug, show cults who worship data transmissions as messages from god.

Be their nemesis: Each character has a natural form of adversity. Separate Blackwind from their helpers, put Gordon up against overwhelming odds, require Z4 to empathise with and predict human emotion, make Mother Superior choose between their followers and their larger goals.

Highlight a weakness of their Family: Think about the weaknesses of their approach: The Last Nation relies on lesser tribes submitting to their authority, and The Red Level Conspiracy prefers to act covertly. By forcing them out of their comfort zone you give them opportunities to find new solutions, grow and adapt.

Turn their move back on them: They were trying to make someone to do something and they find they're the one making promises. Or they're trying to capture someone, and instead end up at their mercy.

Front: Base Delta Zero

If nothing is done, orbital attacks will commence as soon as the Invaders finish their evacuation. They plan to turn the planet surface into a molten slag inferno, terminating all potential for life. The precise time table is better left subjective, but there must be real pressure for action. For that use 12 counters (an analogical clock, or maybe lit candles), and after every Family move remove one of the counters - if it goes to zero, the Invaders have won and the story is over. Total party kill? Damn right!

To keep up the pace, anything but a 10+ result in a Family move should cost the Family something, either removing a Surplus or giving them a Need. But, on the other hand, every 10+ or equivalent should give the Family a Surplus, or Data or Tech point.

All dangers present should be reactive. If not interfered with, Invaders have no reason to start or scale up offensive actions. They act with utmost efficiency and precision, and time is definitely on their side.

But what can be done to avert this outcome? Maybe...

Halt evacuation and keep stranded Invaders as hostages

This would require a serious strike at the heart of Salt Lake Invader facilities. Then again, they would have to face all their considerable amassed forces in land. And soon enough reinforcements would arrive. You may just be pushing the clock back a few moves...

Board the Invader's orbital base and take control of planet-killer batteries

Farfetched, but it'd give them a chance to sneak attack Invader reinforcements from elsewhere in the solar system or the galaxy.

Evade persecution and flee the planet

There are hints of this possibility in the Map construction, and if they spend Data well enough they just might succeed. However, if only Characters manage to escape and the Families had to left behind, the campaign would come to a somber and tragic close, as they, alone and stranded, have little reason and means to move on.

Hunker down deep in the Earth's crust

Viable if they somehow manage to create (or discover) life support facilities to the harsh reality that awaits for them there. After BDZ the planet will be scoured, but the Invaders will be gone - and a lonely and hard campaign of rebuilding will follow. Their chances of survival improve considerably if the Invaders have not unleashed their full wrath, as they have the means to shatter the planet if they deem necessary.

Play to find out what happens, of course.

Managing the clock

Each Family move should be carefully discussed and strategically planned. They can be evenly distributed among Families, or players can be pragmatic about it and allow circumstances to dictate who will perform which moves and when. If at any moment players won't reach consensus on who would go next, let both moves happen at once and simply remove both counters.

Every Character scene must stem directly from a Family move, so instruct players to **Call in Debts** and **Lend Aid** in order to improve the odds and give plenty of reasons for their characters to be present in the aftermath.

Getting Started

Both Z4 and Gorgon have just recently came to life or sentience, so weave their history with Mother Superior to determine how they got here. Blackwind needs rescuing: again use their backstory to determine which and why.

Once Blackwind is free, they will have to avoid patrols and brave the desert to find the few willing and able to fight the Invaders. Let them feel their Characters' dynamics, introduce them to Quick Characters through Anilla and set the story in motion with high stakes from the start.

Once the characters have reached a non-compliant settlement and met Blackwind, it's time to talk. This is their opportunity to make a plan to save the world. To keep this moving, be ready to suggest that they use **Uncover Secrets** (p. 8) to identify places to strike or dangers to avoid. If you're feeling kind, you can have this represent research work done before this meeting, and not have these moves tick down the countdown clock.

As soon as they have agreed on a plan, unleash the Reapers. Only **Zoom Out** after this first travel, diplomacy and confrontation. Always remind them of their 12 moves and that the Compliant lack the numbers to strike, and that the Non-Compliant lack the knowledge of where to hit and how to infiltrate Salt Lake. Without perfect teamwork, they are lost.

Here's some ideas of places the characters can go after the Reapers attack:

- *They might delve into the desert to recruit more fighters - maybe from tribes allied to The Last Nation?*
- *They could scout out the launch site where on-planet personnel are preparing to be transported into space.*
- *They could infiltrate the city, attempting to stir up a final revolution among the compliant.*

Don't be afraid to split the party - that just gives the players of offscreen characters a chance to play more disposable **Quick Characters** (p. 9).

Threats

The player's contributions during game setup should give you plot threads to pull on, but here's some suggestions if you want some premade threats.

Each threat has:

- Reveal:** A way to introduce it to your game after someone gets a 6 or less on a move.
- Reactions:** Problems the threat causes as it grows.
- Resolution:** Ways players can get deal with the threat.
- Fallout:** What the threat will do if it isn't stopped. Activate this if you've checked all three Reactions and it makes sense in the fiction.

The Reapers

What is there left to worship if not the genocidal ghosts that killed the world? So, it falls upon you to give them what they truly want: a body count to remember!

Reveal: First, the roar of powerful engines. Then, they right are upon you, running you over and unleashing an inferno with their mounted flamethrowers.

Reactions:

- Reveal an opportunity at a cost.** Reveal that the Reapers got this close using stolen Invader stealth tech. To get it intact, the characters will have to fight with precision.
- Separate them.** During the attack, someone on foot is snatched and carried away for later consumption.
- Add a Need.** If the cannibals are driven away, but still managed to capture someone add *Need: Morale*. If the cannibals leave with their cages full of wailing victims, instead add *Need: Recruits*.

Resolution: Offer the horde a better target; destroy their camp; confront them in open battle.

Fallout: If the Reapers are allowed to rampage without consequence, the non-compliant zone becomes hostile to the players. Every family move or character action in the desert risks Reaper action, and the perimeter around Salt Lake City becomes choked with desperate, pleading refugees.

Clone Security Forces

There is nothing wrong with the world... So, why does your soul boils with rage and bloodlust? You look at your identical brothers, at their precise moves and glazed look and you feel it in them too. Where does it come from?

Reveal: They drop from their antigrav hovercraft, in pristine heavy gear and full numbers, looking invincible.

Moves:

- Put someone in a spot:** Flying drones keep watch for any non-conformity in the city below. One swoops down for a closer look at a player character - what do they do?
- Separate them:** As the clones attack, they divide the players through tactical positioning and suppressive fire.
- Reveal an Unwelcome Truth:** A player hears orders being transmitted from the Invader overlords: in case of an improbable defeat, the clones will request an airstrike to destroy everyone and everything in the area.

Resolution: Hack their comms and orders; misdirect them into a false pursuit; find and turn a malcontent clone; ambush and destroy them in a single strike.

Fallout: They alert the Invaders of a serious ongoing crisis, and the area turns into a war zone with utterly fatal results. Erase two moves from the counter.

Cosmic Malice

Post-singularity aliens who have outgrown flesh and conquered death. How can a ghost be killed?

Reveal: Moving shadows, drops in temperature, radio fluctuations... you name it. Make it subtle and terrifying.

Moves:

- Put someone in a spot.** Anyone can betray the characters at the worst possible moment, as an Invader hijacks their mind. The host may not even be aware of the possession; their shock at their actions should be heart wrenching.
- Turn their move on them.** Turn the infrastructure into a deadly trap, unexpectedly tighten up security around critical targets, possess or replace compromised assets.
- Reveal an unwelcome truth.** We never learned how to hurt these ghosts. The group will have to find out how.
- Erase a Surplus.** They are perfectly willing to lay waste to hundreds of servants and the whole city if needed to kill an enemy. Safety, Morale, Leadership and any number of Recruits or specialized units - no one is safe from their retaliation.

Resolution: The players resolve the Base Delta Zero crisis - fleeing or preventing the scouring of Earth.

Fallout: Once their motifs have been revealed and all their assets compromised, the Invader will call on whatever reinforcements needed to neutralize the threat. Erase three moves from the counter.

Getting Inspiration

Factions

Terra Amazonia [local office]

The wealthy supplier of security equipment for the security forces. The crown jewel of occupation, but loyal to no one but itself.

Faces:

W. Faraday, Director of Projects: You have a contingency plan: to transfer the consciousness of your whole division to synthetic shells and survive the apocalypse in a specially prepared bunker. Just a few final snags to iron out...

Martha Rogers, HR Coordinator: You managed to purloin a personal cradle of Inquisitors to do your bidding. You hope they can still turn around this mess and help you get the ultimate package bonus: life off-planet!

Surpluses:

Weaponry: Enough to work as an autonomous army if pressed against the wall. So long as they have this, any **Claim by Force** against them is rolled with Disadvantage.

Defenses: Their factory and warehouses are protected with deadly strength and rabid paranoia. You must sacrifice a relevant Surplus to roll a Family move against them.

Spies: Their intelligence on threats grants them 1 Treaty on every Family, which can be spent as per **Call in a Debt**.

Needs:

Culture: Segregated from the people on the streets and held at arm's length by the Invaders, the local office struggles for identity and purpose. Remind them of what human civilization was capable of to encourage rebellion.

Morale: "What do you mean we have no clearance for the evacuation?!" Key personnel will be taken off-planet before BDZ. Local Office management was not deemed key personnel. Throw them a bone and they might as well go for it.

Alliance Move: When they make another group part of their commercial operations (suppliers, distributors or vendors) they gain 1-Treaty on them.

Monsters

Spirit-Swarms [Harm 1-2 depending on swarm size]

An invisible fragment of power, planting hooks in animals and people and turning them towards a single, terrible purpose. Fight the swarm, flee from it, whatever; those that are claimed belong to it forever.

Reactions: Worm thoughts into the minds of others; advance as one; overwhelm what it cannot control.

Inquisitors [Harm 2]

"The problem in dealing with an inquisitor isn't in the fight. No, the problem is that by the time you've realised what's going on it's dissected your past, your motives, and your family. How do you hunt something that knows you better than you do?"

Reactions: Glide straight through mundane security; tear out knowledge with silver ribbons; strike at a secret weakness.

Murderous Machines [Harm 4]

Though lacking the Commando's intuition and flexibility, the Machines more than make it up with heavy armor, heavier ordnance and full spectre of sensors. Efficient, cold, lethal... they kill with scientific precision.

Reactions: Sweep a group for biometric credentials, unleash suppressing fire, blast away cover.

The Calibans

The Invaders are trying to uplift Mankind's genetic code to build the perfect slave-race... with a low success rate. These are the discarded batches that managed to escape.

Faces:

Tellus, the Magister: Where did the horns come from? Best not to ask. You are the eldest alive and thus charged to keep your people safe from their own base instincts and barbarism.

Kippus, the Provider: You are what you eat, literally. Let them say what they want about this barren land, you know better. There is plenty of food, water and living quarters in the lightless depths. There you are the apex predator.

Surpluses:

Leadership: The mutants trust Tellus' wisdom implicitly, and cannot be convinced to betray him.

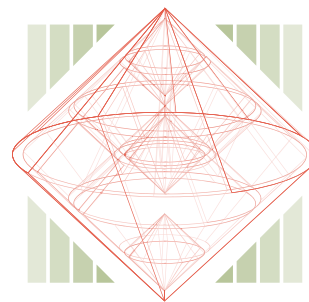
Transport: The Calibans know secret ways through the city, and can appear in the strangest places.

Needs:

Crops: There's very little to eat in the tunnels and waterworks. A reliable source of nutrition would easily buy their loyalty.

Medicine: The Calibans need regular treatments to maintain their patchwork bodies. If they can get a stable supply, they'll be able to unlock their true abilities and take the battle to the invaders.

Alliance Move: Their plight and dedication are hard to ignore. If you ever spend Treaty on them, they gain a point of Treaty on you in return.



Faces

Red Level Conspiracy

James-03 has recently received news on a revolution far, far away, that may have prompted the evacuation.

Jimmy-07 pilots organic drones (rats, bats, strays) to spy on Invader facilities, but the merging takes a toll on his mind.

Jim-14 hasn't seen the outside world for so long, and is ready to do something stupid to bask in sunlight one last time.

Life Tree Foundation

Dr. Rotherbach was the neuroscientist who perfect liquid information, but now all their efforts are devoted to finding a cure for their Alzheimer's.

Dr. Judith designed Gorgon's first iteration. But in the meantime she radically altered her own genome to improve her cognition - going from a prized asset, to a security liability.

What if all compliants could be brainwashed and given tactical knowledge? Many have speculated, but only **Gary Woodrue** has the skills, daring and liquid information needed to infect the city supply with a bloody revolution!

The Last Nation

Louna Song may not be a member of Blackwind's tribe, but they are the hero fate gave her, the mentor who taught her everything... and the love that her heart chose. She would rather die than see Blackwind fall or their legacy tarnished.

Tin Wrath was cast out by Blackwind seasons ago, for bloodlust had taken root upon his soul and clouded his sight. Despite that he still loves Blackwind and the Last Nation, and hopes to prove himself worthy before he dies.

Coyote Mex will never be a warrior or get any respect in the tribe. Who cares? They alone have looked an Invader in the eyes and survived, shrouded by the magic of their psychoactive shrooms.

The Cult of the Goddess

Sister Faith was once compliant: a respected scientist who witnessed one of Mother Superior's miracles. They couldn't rationally explain the implications of her true nature, so they had no choice but to leave their old life behind.

Sister Chance suffered horribly at the hands of raiders who have degenerated into subhumans. They were saved by Mother Superior. And now they will never need to be saved again.

Manifesting some of Mother Superior's own holy blessing, **Annaliese** has been tracking other special individuals. She truly believes they are the next step in our evolution, a direct result of the extreme pressure upon the species.

Locations

Neff's Hideout

How can an exposed hideout, without a single wall or tunnel, can protect anyone? Neff's was once a vast copper mine and some of the huge industrial haulers still shatter the mountain silence with their powerful engines. Landslides and earthquakes still threaten the vast earth banks. There is simply no reason for this place to be safe. But it is.

Who has been running the Hideout of late? And why do they owe you?

There is no shelter, food or water here... what is there worth dying for?

Why have the Invaders abandoned this place?

The Saltair

It keeps coming back... these days as a den of vice and smuggling den, right in the middle of the compliant Zone. A jumbled mess of crumbled wooden buildings and moored ships and boats, blanketed by the hum of ancient generators and crude oil drum fires. The Invaders traffic unseen among the mob, keeping an eye on the latest uprising and savoring human perdition.

Why is the trafficking of memories tolerated (and encouraged) by the Invaders? How is it delivered? And who among you is addicted to it?

How do the Lake Pirates serve the Invaders? What is the source of their civil war rumours?

The Saltair Kingpin is no longer human, neither Invader... why has he become such a tragic figure? And how come it still clings to power?

Devices

Remember: when a character picks up a device, give them some clues what it can do. When they zoom out, if they still have the device cash it in as a point of Tech for the character's family.

The Autonomous: A killer drone, depressed by the knowledge it is the last of its kind. Where does it hide from persecution and extinction?

Elite's Blood: Once, human soldiers were modified according to specific designs. It is believed that their blood still contains part of the magic that made them so powerful. How has it been preserved?

Pandora's Gate: A large gate on a solid rock wall. The outline of limbs and faces can still be seen melded together to the structure itself. Where was it supposed to take people to?

The flow of the game

The movement between family and character levels gives Legacy a natural ebb and flow. When you're at the family level it's the player's opportunity to get more information and change the world in broad strokes: adding to the map with data, learning new things with diplomacy, and changing your family's fortunes by claiming new resources. Family moves don't tend to resolve plots, though: they give you more information, and give characters more resources to draw on when they go to seal the deal.

The character level is where the really pivotal things happen. Characters can make allies out of enemies, coax incredible power from the anomalies and devices of the wasteland, and bring down towering titans. They still need appropriate gear and the right position in the fiction to make the most of their strengths, of course. As characters act, they should realise issues they're not in a position to deal with: subtle threats that need careful study to unpick, problems far distant on the map, and foes that retreat to strike back at a later date. Your time at the character level should snowball, building up tension higher and higher until the situation is resolved and you zoom back out to the family level.

There is plenty of Data points flying around, and it will impact the Homeland and give players a survival chance. But also, don't be stingy with tech points: remember that it can take the form of strange artefacts of the invaders just as easily as forgotten hypertechnology from the pre-fall human civilisation. Make sure that every time you zoom back out to the family level the group has at least one or two Devices to return to their families' stocks.

As this quickstart is a contained experience, have ideas in mind for ways the players can somehow avert certain doom. Bear in mind that each character has built-in stakes from their goals and their family:

Can the Last Nation survive without Blackwind's guiding hand? As life ebbs away, will Blackwind lead them all to their deaths?

How can Z4-TL4 use its vast knowledge and kind spirit to change the world? Is Red Sector truly condemned? How can they avoid being caught in the crossfire?

How will Mother Superior evolve? And once evolved, what will she do? Will the Cult change with her?

What kind of person will Gorgon become if she somehow survives? What kind of world will the Foundation create if the Invaders are somehow driven away?

And finally:

Will the characters stop Operation Base Delta Zero from wiping out their Families?

Wrapping up

Once these stakes have been answered to the group's satisfaction, it's time to bring the session to a close. Every family rolls +Mood.

On a 10+ the player says one fortune the family experiences over the next few decades, and the GM offers another. On a 7-9, they describe either a fortune or trial they face, and the GM says the other. On a 6-, they say one trial they face and you say another.

Fortunes: *New insights, intermarriage, trade, resource windfall, building safety, wars of conquest, a web of influential agents.*

Trials: *Enslavement, plague, persecution, self-sacrifice, internal division, natural disaster, alien attack.*

Each player describes one custom or ritual their family has developed to remember this time, and history continues on...

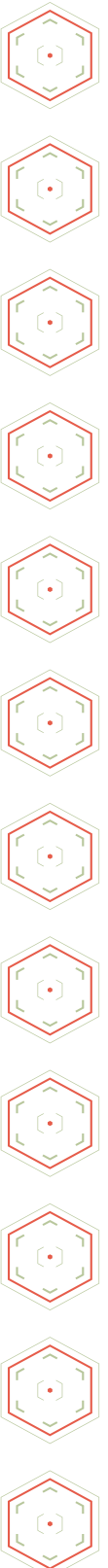
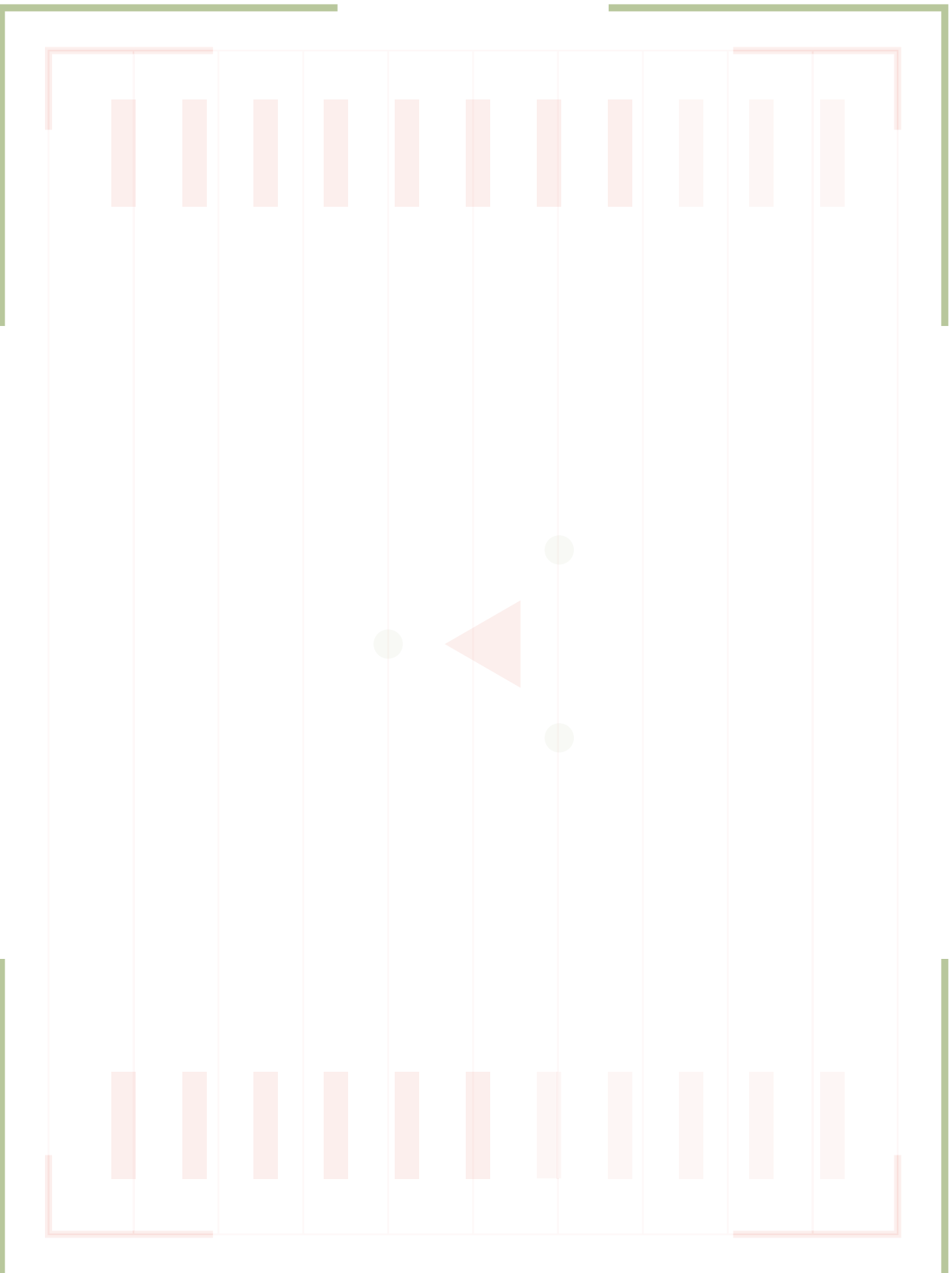
What's in the full book?

Pick up the full book of *Legacy: Life Among the Ruins 2nd Edition* to get:

- Full versions of the playbooks in this quickstart, with advancement options, role moves and alternative lifestyle moves.
- 7 other family playbooks and 9 other character playbooks to pick from, ranging from resolute lawgivers to stranded aliens.
- A homeland creation procedure that lets each player make sweeping statements about the world.
- Wonders your family can build to permanently reshape the homeland.
- A detailed Turning of Ages move to guide your group through long timeskips.
- A gear system that adjust character's resources based on their family's fortunes.
- Dozens of examples of play, strange Devices and wasteland locations to inspire you in play.
- Peripheral moves to add extra detail as your group requires.
- Guidance for how to make your own moves, playbooks and complete conversions of the game.

Order the game at:

ufopress.co.uk/legacy2e



Things to Note

- Useful resources.
- Areas of safety.
- Large settlements.
- Tiny communities.
- Food producers.
- Sources of fresh water.
- Positions of nomadic families.
- Faction headquarters.
- Structures left from the before.
- Barriers: walls, ravines, etc.
- Trading routes.
- The edge of the Homeland.
- Hazardous areas:
 - Radiation.
 - Wildlife.
 - Plague.
 - Raiders.
 - Twisted reality.

The Last Nation

A warband that gained the support of their vassals by abiding to a strict and pragmatic code. They wear leathers and paints according to seniority and prowess.

Reach -1 **Grasp 1** **Sleight 1**
Tech 2 **Data 4** **Mood -1**

Resources

Surpluses: Leadership, Scouts

Needs: Land, Transport, Weaponry.

History

Read each of these out in turn and ask for volunteers.

Who among you is a threat to us? You have 2 Treaty on us.

Who among you have we saved from outlaws? We gain 2 Treaty on you. What were you doing out in the desert?

Who among you play an important part in our culture and survival? Exchange 1 Treaty on each other.

Assets

All your characters can take these when they Tool Up:

- Longbows (Weapon: Ranged, Silent)
- Leather armor (Outfit: Camo, Tough)
- Braves (Followers: 1 Quality, Watch and Protect)

Blackwind, The Hunter

You are surprisingly compact for the size of your reputation, but you bear countless scars with grace. Only your gaze betrays the sharpness of your mind.

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

Backstory

Write another character's name in at least one:

I have sworn to protect _____.

_____ and I stood watch together against the chaos.

_____ helped me to escape the Invaders once.

Gear

Blackwind adds the Elegant Tag to all his weapons, due to seasoned expertise: Longbow (ranged, silent, elegant), Commando Knife (melee, silent, elegant)

Role: Leader

You are ready to lead the Nation in a blood hunt - no quarters, no retreat, no more days left to fight. The invaders will feel your wrath, if you can just reach them. At any moment, ask where the Invaders are and the GM will answer truthfully.

Moves

The Web of Destruction: *If you have Surplus: Spies and Surplus: Scouts, you gain +1 Sleight. Your skills at irregular warfare allow you to stay in the shadows.*

Nomadic: *When your Family fights to rescue or avenge a Family member, take +1 to Grasp.*

Always Outnumbered, Never Outgunned: You have an unyielding warrior spirit. Start with 3-Arsenal. *When you go all-out on an enemy, you may spend 1-Arsenal to:*

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

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

Alliance Move: *When other Families or Factions lend their support to one of your conquests, gain 1-Treaty on them.*

Inheritance

Quick Characters pick one:

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

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

Hunter Moves

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

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

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

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

Harm Boxes

- Bruised
- Angry
- Drained
- Mangled (-1 Force)
- Dead

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



Basic Family Moves

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents needed assistance. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

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

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

SUBTERFUGE

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

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

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

Basic Character Moves

DEFUSE

When you de-escalate a tense situation with:

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

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

- There's a cost to securing safety.
- The danger will soon return.
- The danger's still here but pointed in someone else's direction.

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When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Force. On a hit, you do it. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

Character list:

- You scavenge a Device.
- You find out some new info - get 1 Data.
- Your escape route is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

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

FIND COMMON GROUND

When you ask someone to work with you, roll +Sway. On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if:

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

UNLEASH POWER

When you find a Device, the GM gives you a few clues to what it can do. When you use the Device, say a thing you want it to do based on the clues and roll +Lore. On a 7-9 pick two; on a 10+ pick three:

- The device does exactly what you wanted.
- The device can be used again.
- You don't rouse other devices in your environment.
- You avoid the device's side effects.

When you return it to your Family, lose the Device and give them +1 Tech.

WASTELAND SURVIVAL

When you navigate through the wasteland outside of settled lands, roll +Steel. On a hit, pick one: the GM will give you further details.

- You lose something along the way.
- A member of your group is hurt or sick.
- An obstacle or threat is blocking your way back.

On a 10+, also pick one:

- You discover a hidden treasure in the wasteland, worth a lot if you can secure it.
- You discover a secret path you can use to take this route without triggering this move.
- You discover a secret: details on a threat, signs of other peoples, the origin of the Fall.

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls with an appropriate stat. If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+. On a 7-9, they also share in your move's consequences. If they fail, your result drops to a 6- and they share in the consequences.

For extra moves, check out Pages 7 to 10.

Red Level Conspiracy

Reach 1 Grasp -1 Sleight 1
Tech 0 Data 0 Mood -1

Resources

Surpluses: Engineering, Spies

Needs: Safety, Leadership, Morale

History

Read each of these out in turn and ask for volunteers.

Which one of you is civilisation's best chance to regrow?

Give them 2-Treaty on you.

Which of you secretly benefits from our cloning technology?

Take 2-Treaty on them.

Which of you holds the brightest mind of the land?

Give them 1-Treaty on you and they gain 2-Data.

Assets

All your characters can take these when they **Tool Up**:

- *EMP grenades (Weapon: area, aberrant).*
- *Bulky hazmat suits (Outfit: utility, sealed).*
- *Scholars (Followers: 1 Quality, Researching).*

Z4-TL4, The Machine

A bipedal heavy duty machine, wholly inhuman, with the soul of a poet... and a martyr.

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

Backstory

Write another character's name in at least one:

_____’s move can not be predicted accurately - fascinating!

_____ realised my sentience right off the bat.

How did they do it?

I feel _____ deserves to live, and i'll see to it.

Gear

Z4 adds the *comms* and *implanted* tags to all Outfits.

Role: Outsider

Your digital sentience sets you apart from a simple agent for the Conspiracy - you understand them, but do not truly belong. When you undergo an experience too radical for organics to comprehend, state one fundamental truth about the world you discovered.

Moves

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

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

Deep Knowledge: Your family has a well-curated and extensive store of records on the grand architecture of the world before. When your character encounters an impressive megastructure, tell everyone a fact about it and gain fleeting advantage acting on that information. The GM will tell you something you can do to gain 1 Tech from the object.

An Eye for Details: Your family sees hidden relevance in stories that others overlook. When you use *Diplomacy* you can ask a follow-up question, anything you like; when you *Uncover Secrets* you can always ask a second question.

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

Inheritance

Quick Characters pick one.....

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

Survey drone: You can roll +Lore with *Wasteland Survival*, so long as your trail is visible from the air.

Machine Moves

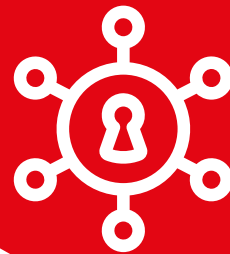
Synthetic Being: You can shrug off damage that would maim organics. You don't need food, water or breathable air to survive, and you have 2-Armor against environmental effects and attacks that are not *elegant*, *brutal* or *aberrant*. There's a cost, sure: as you're made of custom parts, you need *Professional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

Scientific Database: You gain +1 Data any time you gain Data or Tech.

Harm Boxes

- Dinged
- Bent
- Busted (-1 Force)
- Glitched (-1 Steel)
- Totalled

When you mark off Totalled, you shut down. Anyone can erase Surplus: science, weaponry or engineering in a safe place to bring you back fully healed. Alternatively, you can be scrapped for 5 Tech and Surplus: Knowledge.



Basic Family Moves

HOLD TOGETHER

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

- You lose people to harm or desertion. Get Need: recruits.
- Another Family or Faction came through to help you. Give them 1 Treaty on you.
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The Life Tree Foundation

Reach 2

Grasp -1

Sleight 0

Tech 0

Data 0

Mood -1

Resources

Surpluses: Progress, Medicine.

Needs: Barter Goods, Crops, Land.

History

Everyone has a need for your products. Take 1 Treaty on each other Family and Faction.

Then ask the other families:

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

Assets

All your characters can take these when they Tool Up:

- Soporific needles (Weapon: melee, nonlethal)
- Nearly-pristine lab coats (Outfit: regal, comms)
- Surgeons (Followers: 1 Quality, Healing and dissecting)

Moves

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

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

Gorgon, The Untamed

Your wiry body would suit a dancer, but your hungry eyes and husky voice show the truth: you're a perfect predator.

Force +1

Lore -1

Steel +1

Sway 0

Backstory

Write another character's name in at least one:

Secretly, I looked up to _____ from the start.

_____ messes with my instincts.

I believe _____ can teach me much about being human.

Gear

Gorgon adds the hidden tag to all her weapons, as they are part of her biology:

- Claws (melee, aberrant, hidden)
- Poisonous spit (ranged, nonlethal, hidden).

Role: Agent

They never needed to convince you. You are not like them, but you understand the gravity of the mission. You are ready. When you volunteer for a suicide mission, say who'll die, the GM says who'll survive.

Culture: Your vats rapidly create new products. You may:

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

Evolutionary Leap: When you harvest your crop from Culture, characters gain these bonuses:

- **Medicine:** All weapons this age can be poisoned to add the aberrant or non-lethal tags. Get 1 use of stimulants that'll delay someone's Dead box's activation for an hour.
- **Crops:** Food that toughens skin and gives +1 Armour or provides boundless energy, depending on how it's cooked.
- **Livestock:** A group of animals with simian-level intelligence. They're Followers with Quality 2 and one of the following specialties: Strength and Endurance, Speed and Cunning, or Ferocity and Violence.

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

Inheritance

Quick Characters pick one...

Hardy: Automatically reduce by 1 the first Harm you take each day.

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

Untamed Moves

Fierce Agility: When you Forge a Path, you can pick: "Take 1 harm pushing straight through an obstacle or danger" instead of any of the other options.

Keen Senses, Keener Reflexes: You can't be surprised by anything short of a miracle. If attacked, you can always react before the first blow strikes.

Harm Boxes

- Indifferent
- Annoyed
- Enraged
- Winded
- Dead

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



Basic Family Moves

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- You hurt somebody; the GM will say who, and they take 2-Treaty on you.

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- Improvised gadgets or remembered information, roll +Lore.

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WASTELAND SURVIVAL

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- You discover a hidden treasure in the wasteland, worth a lot if you can secure it.
- You discover a secret path you can use to take this route without triggering this move.
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After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls with an appropriate stat. If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+. On a 7-9, they also share in your move's consequences. If they fail, your result drops to a 6- and they share in the consequences.

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The Cult of the Goddess

Reach -1 Grasp 0 Sleight 2
Tech 0 Data 1 Mood -1

Resources

Surpluses: Safety, Recruits.

Needs: Artisans, Leadership, Land

History

Judge each other Family:

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

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

Assets

All your characters can take these when they Tool Up:

- Infectious madness (Weapon: ranged, aberrant).
- Inconspicuous Clothing (Outfit: utility, camo)
- Healers (Followers: 1 Quality, treating illnesses).

Moves

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

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

Mother Superior, The Remnant

You are every mother, every bride, every daughter who has ever cried for justice. Your form shifts from one moment to the next, depending on your current emotional state.

Force -1 Lore +1
Steel 0 Sway +2

Backstory

Write another character's name in at least one:

I remember how _____ reacted when they first saw me.

_____ welcomed me as one of their own.

_____ made me do something terrible.

Gear

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

Role: Outsider

You left the Faith so that it could flourish without you dominating it. After a long exile, you're ready to return and build a new myth. *When you pursue your own evolution, mark a place on the map where you might use the invader's energies as a catalyst.*

Faith of the Fallen: When your Family gains something that takes them closer to humanity's salvation, hold 1. When a member of your Family draws on this faith, spend 1 hold to:

- *Get an insight towards your current goal.*
- *Ignore all negative modifiers or disadvantage for one roll.*
- *Plant the seeds of your faith in the mind of another.*

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

- *Darkness clouds your enemies' eyes, allowing you to take them by surprise.*
- *Your chosen champion will be unharmed by the foe's attacks.*
- *Your enemies are momentarily wracked by phantom pains.*

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

Inheritance

Quick Characters pick one...

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

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

Remnant Moves

Eternal Memories: *When you come upon a remnant of the pre-invasion world, roll +Lore. On a hit, get 1 Data and the GM describes a relevant memory from before the world was broken. On a 10+ you can ask a follow-up question.*

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

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

For NPCs, while you have hold over them they can't act against you. For PCs, instead, any time you like you can spend 1 hold to inspire or distract them with thoughts of you and give their roll advantage or disadvantage. *On a miss, they hold 2 over you, on the exact same terms.*

Harm Boxes

- Somber
- Depressed
- Exhausted (-1 Force)
- Flashbacks (-1 Steel)
- Dead

When you die, even mortal injury won't stop the chaos within you. Collapse into a cocoon - instead of dying you wake up later in a place of safety with your Dead box healed and your appearance mutated.



Basic Family Moves

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

On a hit, you get what you wanted and 1 Data. On a 7-9, your agents needed assistance. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

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

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