



LEGACY

LIFE AMONG THE RUINS

JAMES ILES

LEGACY

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





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INTRODUCTION

The world your forebears knew is gone, ravaged by a catastrophe so intense that few living even know its origins. The new world is twisted and strange, filled with the distorted remnants of the world before and the strange new things catalysed into being by the Fall.

Into this world step the survivors, bound together by blood or ideology or desperation into something new. You will play through their stories, and as they explore new realms, suffer dark times and celebrate great victories you will craft a new world together. At the heart of all of those will be your characters; learned or savage, diplomatic or dictatorial, your family's history will be filled with the characters you make. As the ages turn, their legacy will shape the world.

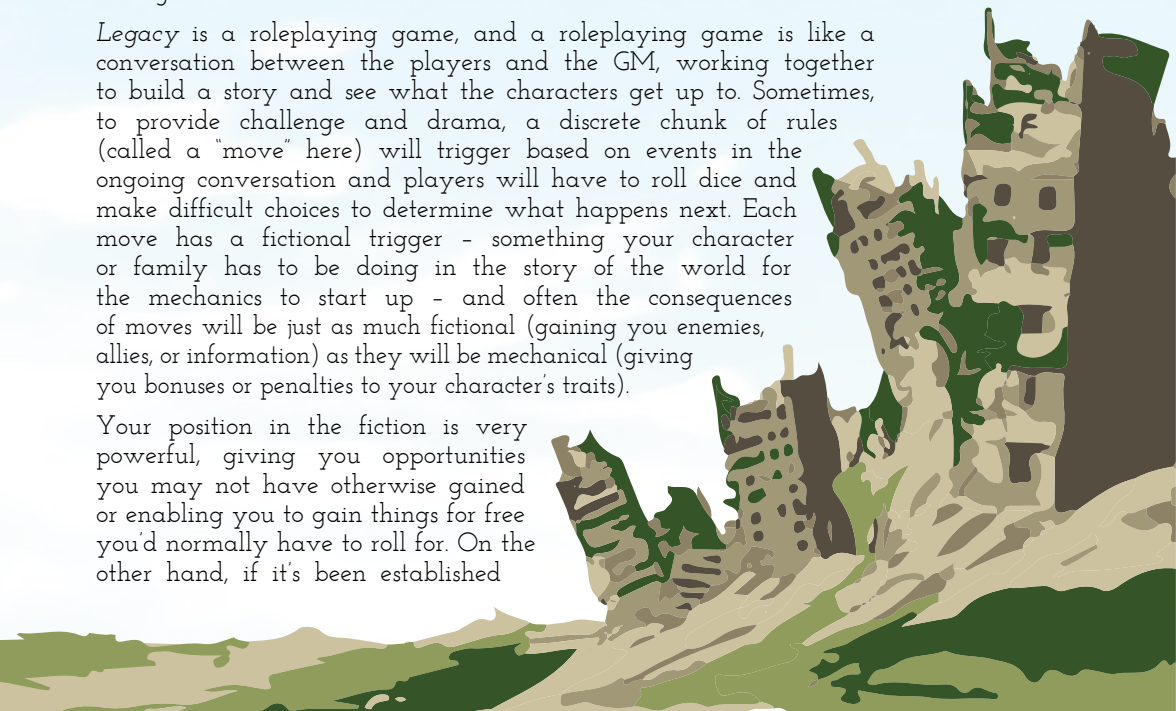
Inspiration comes from games like *Fallout*, *STALKER* and *Civilization*, books like Alastair Reynolds' *Terminal World* and Walter Miller Jr's *A Canticle for Leibowitz*, and films like *Mad Max* and *9*. The system is heavily inspired by Vincent Baker's *Apocalypse World*, as well as offshoots like *Dungeon World* and *Monsterhearts*. Other ideas have been inspired by *Mummy: the Curse*, *Tenra Bansho Zero*, *Burning Wheel Gold*, *Danger Patrol* and more - give them a read and see what inspires you!


HOW TO PLAY LEGACY

To play, you'll need some friends and at least two six-sided dice (referred to as 2d6 from here on), although two per person is better. You'll also want some paper, some pencils, and preferably the printed out handouts available free [online](#). One of you will be the Game Master (GM) and the rest will be the players. The GM is tasked with keeping track of the setting, providing resistance and challenges to the characters, and making sure all the players get equal amounts of screen time and chances to shine. The players make families and characters and play through their stories.

Legacy is a roleplaying game, and a roleplaying game is like a conversation between the players and the GM, working together to build a story and see what the characters get up to. Sometimes, to provide challenge and drama, a discrete chunk of rules (called a "move" here) will trigger based on events in the ongoing conversation and players will have to roll dice and make difficult choices to determine what happens next. Each move has a fictional trigger - something your character or family has to be doing in the story of the world for the mechanics to start up - and 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, giving you opportunities you may not have otherwise gained or enabling you to gain things for free you'd normally have to roll for. 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 - you won't be able to use the *Fiercely Assault* move to attack your captors unless you can convince the other players it makes sense in the context of the fiction. When you're thinking about what actions a character has available to them, remember what's been established so far: their personality, their capabilities, their possessions, their location in the scene, the location the scene's taking place in, their allies, and so on. Gaining backup or a home territory advantage can be far more powerful than a bonus to dice rolls.

The GM makes moves too, but theirs are different. The GM never rolls dice, and spends their time responding to the players' actions: when a player rolls a 6 or below, when everyone looks to the GM to see what happens next, or when the players do something which has previously established immediate consequences (a 'golden opportunity') they can use whichever of their moves they deem appropriate. Each GM move 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. These are codified and listed in the GM section on page 90. I'd recommend that the GM takes some time to read through that chapter, especially if they haven't played an *Apocalypse Engine* game before.

OVERVIEW

Chapter 1: Starting Legacy contains the tools for starting a game - game setup, world creation, and tips to help get things going.

Chapter 2: Families introduces your Family, a collection of Fall survivors who have banded together to survive in the new world. This chapter details basic Family moves, treaties, Surpluses and Needs, and provides five different Family archetypes to choose from.

Chapter 3: Characters details your Character, the Family member chosen to save the Family from disaster or seize new opportunities in a particular Age. This chapter details basic Character moves, harm and healing, and presents eight Character playbooks for you to use.

Chapter 4: The Turning of Ages gives rules for the passing of time and how Families change as Ages turn and generations rise and fall.

Chapter 5: Running Legacy gives advice to the Game Master on how to run *Legacy*, divided into a general Agenda, broad Principles and individual moves to use in response to player actions.

Chapter 6: Threats details how to bring trouble into the characters' lives, and provides a selection of monsters, natural disasters and organisations for the Game Master to use.

Here's an example of how a move is structured:

ACTIVATE FORGOTTEN LORE¹

When you try to use an incantation or gadget of the World Before², say what you expect it to do and roll +Lore³. On a hit⁴, it does what you expect it to do, but choose one:

- + It'll only last a short time, and you'll need to act quickly to take advantage of it.
- + It sets a long-forgotten working in motion, with risky ramifications.
- + It won't work again until you've spent some time in peace studying it.

On a 10+⁵, a flash of insight shows you this fragment's place in the World Before, giving you context, wisdom or clues to greater power.

-
- 1: The name of the move.
 - 2: The fiction trigger for the move. If your character does this, carry out the move; if you want to roll the move, you need to perform the trigger. It goes both ways and it's not optional: when your character activates a gadget of the World Before you must roll to Activate Forgotten Lore, and if you want to Activate Forgotten Lore you must use an incantation or gadget of the World Before.
 - 3: When a move tells you to roll, you roll 2d6, add up the values on each dice and add the named stat - in this case Lore. If you've been told you have +1 forward you get +1 to your next appropriate roll, while a modifier of +1 ongoing gives you +1 to all appropriate rolls until a condition is met.
 - 4: A 'hit' is a result of 7 or above, and means you succeed at least partially. On a 6-, you probably don't succeed and the GM has the opportunity to make a move in response.
 - 5: There are two broad categories of success in moves: some give you full success on a 10+ and tough choices on a 7-9, while some (such as this move) give you a full success on a 7+ and give an extra bonus if you roll a 10+.





STARTING LEGACY



CHAPTER 1: STARTING LEGACY

SETTING UP THE GAME


When you get together to play *Legacy*, someone has to volunteer to be the GM. It's their responsibility to keep the game running and challenge the players, according to the Agenda and Principles. They should take some time to read the GM section of the book, starting on page 90. Then the group works together to build the world they'll be playing in.

HOMELAND CREATION

WHAT WAS IT LIKE BEFORE?

You've heard stories passed down from your grandparents and great-grandparents of the world when they were young: golden and full of wonders.

Your World Before should be highly advanced, with marvels that blur the line between technology and magic. Make your location large and complicated enough to contain plenty of play, as dealing with the events of the Fall and rebuilding in the aftermath should be the main thrust of your game.

- + A vast network of research facilities embedded under the crust of a hostile planet, experimenting with teleportation and travel to strange dimensions.
 - + A city that stretched from horizon to horizon, with gleaming white obelisks connecting minds and creating gestalt intellects of incredible intelligence.
 - + A lush jungle with plants and animals engineered to provide every convenience humanity could desire.
- 

HOW DID IT END?

They say that when the end came, it was impossible to ignore. Cities crumbled, societies fell apart and reality itself screamed as it was twisted into a new and terrifying form.

The causes of the Fall aren't as important as how it played out. The Fall created monsters and calamities, and distorted the landscape into forms that promise both danger and opportunity. Your Fall needs to create threats to fight, disasters to avoid, and new and uncanny ways of living.

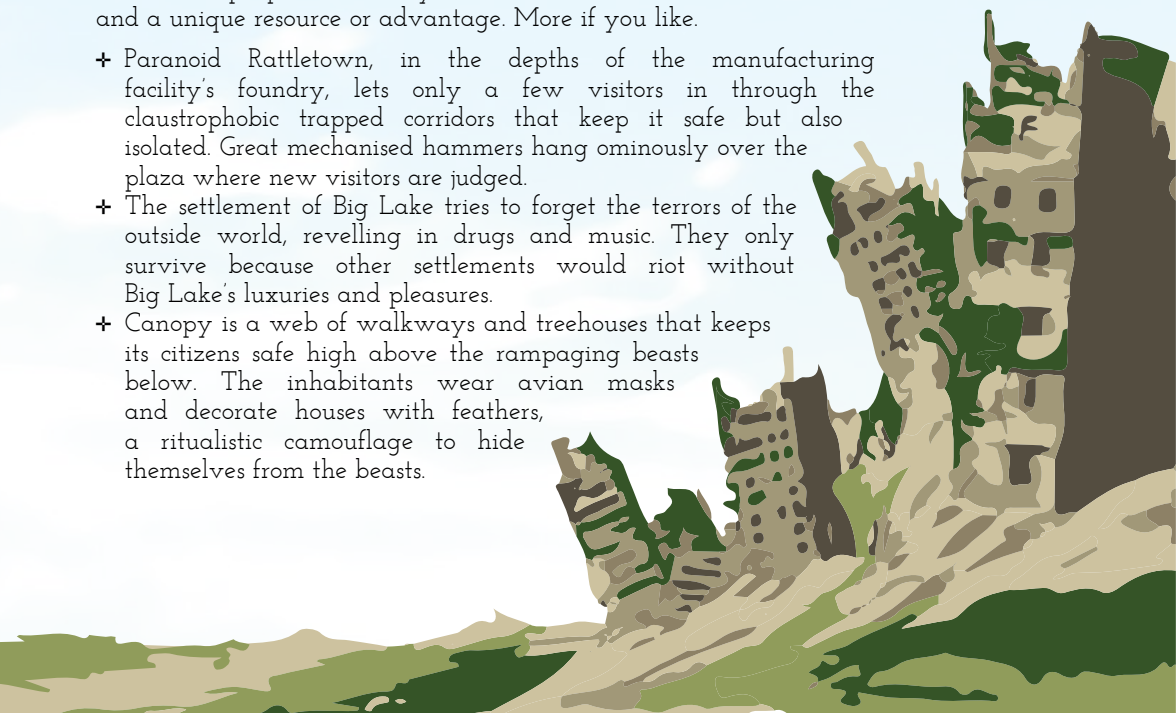
- + The portals went wild, warping the network of facilities and filling large sections with the environments and inhabitants of alien planes. Worse, the portals have let in dark intelligences that whisper into people's minds and possess them to grant terrible power.
- + The gestalt mind snapped, turning everyone connected to the obelisks into psychotic murderers and sending the automatic caretakers of the city haywire. Only the great parks, far away from any obelisks, are safe from the hordes of rampaging civilians and vicious machines.
- + The mutation safeguards in the engineered life reversed themselves, and when the creatures exploded into countless forms and functions the other safeguards were the first to go. Even among humanity, now living in scorched clearings or up in the treetops, mutations and variants spread through the population.

WHO LIVES THERE?

When the smoke cleared, survivors pulled themselves out of their makeshift shelters and were surprised to find they weren't alone. In the ruins, they built a place to live.

Your homeland should have 3-6 settlements of varying sizes, to give scattered and nomadic families plenty of places to move between. At least in the first Age, these settlements should be small - think between 20 and 150 people. Give every settlement a name, a tradition, a taboo, and a unique resource or advantage. More if you like.

- + Paranoid Rattletown, in the depths of the manufacturing facility's foundry, lets only a few visitors in through the claustrophobic trapped corridors that keep it safe but also isolated. Great mechanised hammers hang ominously over the plaza where new visitors are judged.
- + The settlement of Big Lake tries to forget the terrors of the outside world, revelling in drugs and music. They only survive because other settlements would riot without Big Lake's luxuries and pleasures.
- + Canopy is a web of walkways and treehouses that keeps its citizens safe high above the rampaging beasts below. The inhabitants wear avian masks and decorate houses with feathers, a ritualistic camouflage to hide themselves from the beasts.





WHAT'S THREATENING IT?

Of course, the Fall wasn't a single event. The world we live in is eternally Fallen, and every threat we face hides another fast approaching.

The Homeland is in danger. There's something coming that could wipe its settlements off the map, and it'll need many families working together in order to stop it from coming to fruition.

- + The fluxing portals have disgorged a tunnelling beast into the earth, and now its endless hunger for rock and steel could doom the complex. Someone needs to find a way to kill it before the earthquakes bring the roof down on everyone.
- + The terraforming engines that your ancestors used to alter the climate to their liking were sent out of control by the crazed gestalt mind, and now snow-clouds sweep through the sky from the west. In two months, everything will be ice.
- + A new mutation is appearing among the beasts of the jungle, but this one doesn't give claws, or venomous spines, or choking spores - it gives intelligence. The beasts are gathering in their hundreds, led by the new mutants, and it seems only diplomacy can avert war.

BUILDING FAMILIES AND CHARACTERS

Next comes Family creation (see pages 14 - 39). The players each choose a Family playbook, pick options and fill in blanks. For best results, each player should be the only one using a particular playbook. Name your Family and think about what they're like. What's their fashion? Are they a true family or a commune or corporation? What do they call themselves? What do the History options you took tell you about the other Families? What do their Needs say about the crises they're going through, especially the big-picture threat created in Homeland creation above? Put that all together and think of an Objective for your Family - the thing they most want to achieve at the start of the game. GM, use all this as grist for your notes and ideas for your maps.

Finally come Characters (see pages 42 - 83). Each player picks a Character playbook and uses them to make a Character of the first Age, chosen by the Family to deal with their Objective. Again, players should avoid doubling up on Character playbooks. Name them and think about their place in the Family and their relationships to the other Characters. Backstory entries are optional, but can help flesh out these relationships. Once all the Characters are made, it's time to start the game. For your first Age, start with the Characters together and co-operating with each other to deal with the threat created in homeland creation, while also pursuing their Family's Objective. If it makes sense, try to give the characters a few scenes interacting with the rest of the Family to flesh them out a little.

PLAY DANGEROUSLY

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*, however, works a lot better with proactive players who are willing to risk everything, so here are some ideas on how to play:

- + Think about what's driving the other characters, and how you can help make that interesting.
- + Make your place in the family and in the world cool and interesting.
- + Always follow the fiction.
- + Play proactively, act dangerously.
- + Ask questions, imagine the answers.

RUNNING THE FIRST SESSION

If you're the GM, your job in the first session will be mostly reactive. Give the players space to fill out what their Character's daily lives are like, how their Family deals with each other and outsiders, how the Characters relate to each other and how they want to start going about accomplishing their Family's Objectives. Don't worry that much about calling for rolls - in the first session, focus more on getting players to tell you about their Family and Character and respond with your own ideas about other factions, threats or places out there in the world. Be observant for conflicts and scarcities in the world, as they're the seeds you can grow future plot from. Make a list of everything the Families want, and everything the Characters want. They can't have those things. Why not? And what will the Characters do about that?

The GM section (starting Page 90) goes in-depth about how to run *Legacy* and you should read up on it between sessions, but for now here's some guiding principles to get you going:


- + Get comfortable with the basic moves, and get players to roll them a few times too.
- + Write down every detail.
- + Ask questions to flesh out the world.
- + Turn the players' questions back on them.
- + Bring urgency to the characters' lives.
- + Firmly establish each Family's Surpluses and Needs, strengths and weaknesses.
- + Give every character screen time with the other characters.
- + Provide interesting NPCs within the players' Families and from other factions.
- + Look for seeds you can use for future conflicts.
- + Twist their ideas by splicing them with ones of your own.
- + Give them opportunities to pursue their Objectives
 - with steep prices.

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.





FAMILIES



CHAPTER 2: FAMILIES

Families are the groups of survivors your Characters hail from, and are fixed points between Ages. It's recommended that each player has their own Family to control, but if you want to have multiple players hail from one Family go ahead! Each Family has three stats:

- + Reach represents your Family's influence in the wider world. You roll **+Reach** to gather information, obtain resources, and gain access to people, places or things.
- + Grasp represents your Family's ability to hold onto the things it has. You roll **+Grasp** to maintain family integrity through adversity, get backup, and to seize by force.
- + Mood represents your Family's overall wellbeing. Mood passively boosts or hinders your family's actions depending on how many Surpluses and Needs they have. Additionally, you roll **+Mood** to see how your family grows or struggles over long periods of time.

Families also have Tech. Tech represents your Family's hoard of advanced technology and scavenged lore. Characters can take Tech from their Family's hoard and use it to get a boost to their actions with the Jury-Rigging move.

To make a Family, you start by choosing a playbook. Each playbook gives a basic style for your Family, which you flesh out by choosing options:

- + Your Doctrine: Your family's general philosophy in life - what they believe, and what they desire.
- + Your Lifestyle: How your family lives, whether that's established in a single region, dispersed across a wide range or travelling nomadically between settlements.
- + Your Traditions: How your family members are related, what they look like, and how they are governed.
- + Two Playbook Moves: Some playbooks have one mandatory move, while others give you free choice.
- + Recent History: Starting relationships with other Families, the things you have a surplus of and the things you have a need for.
- + Stats: Two choices for Reach and Grasp, a fixed starting Mood, and a starting Tech of O.
- + Gear: The possessions characters from this Family can start with. Some of these will have rules attached, but these will be explained in the next chapter.

HOW BIG IS A FAMILY?

At the start of the game, an average Family has 20-30 able-bodied adults in it. One with a Surplus: recruits might have 40-50, while one with Need: recruits might have 10-15.

BASIC FAMILY MOVES

ACCESS

When your Family seek access to a person, place or thing you do not control roll **+Reach**. On a 10+ you get what you want - a meeting, a guide, a toy to play with. On a 7-9, there are strings attached. Choose one:

- + Your people had to dig deep. Erase a Surplus or gain *Need: get out of debt*.
- + Your agents can't seal the deal, but introduce your Character to someone who can.
- + The people who control it offer your agents a lesser alternative.

READING THE WIND

When your Family sends people out for information on a person, faction or place, roll **+Reach**. On a hit, they come back a few days later with rumours, secrets and scout reports. Pick 1 thing to learn; the GM will give you further information, and the Family takes +1 forward acting on it. On a 10+ pick 3.

- + The perspective of the person/place/thing's neighbours.
- + Reports of some upcoming upset.
- + Clues to a hidden strength or unknown history.
- + A warning of a coming betrayal.
- + An opportunity for profit, with or without risk.

HOLD TOGETHER

When your Family must stay loyal and endure adversity, roll **+Grasp**. On a hit you mostly remain ok; pick 1.

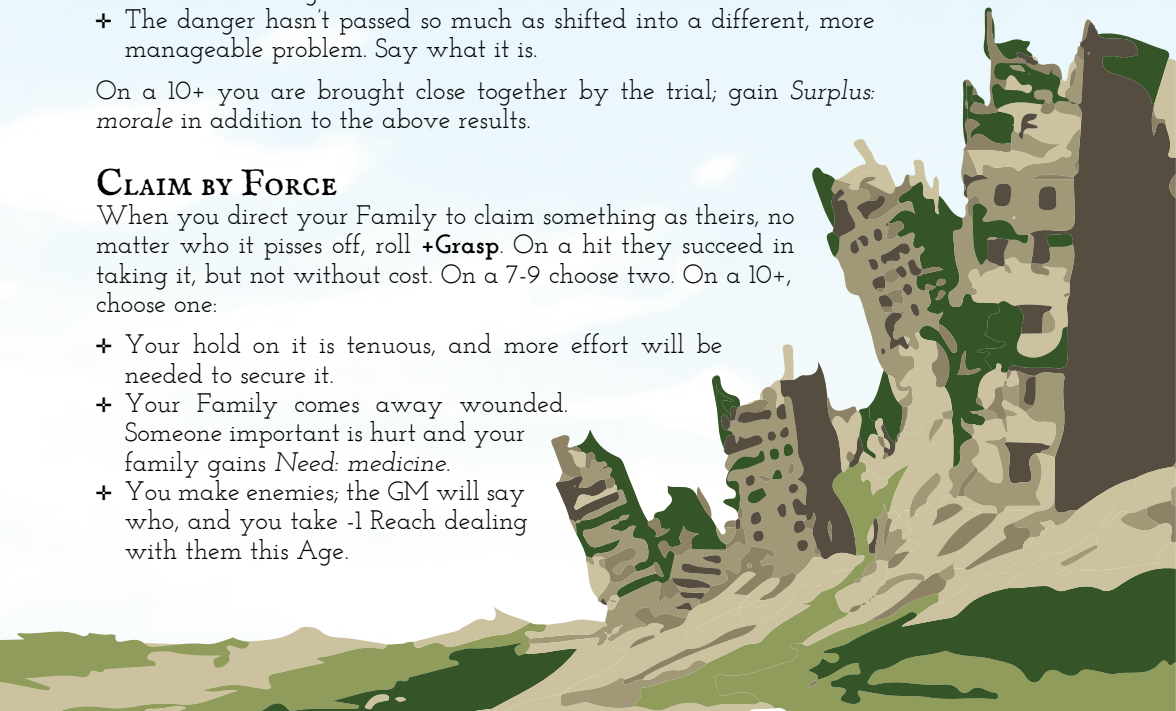
- + You lose some people to desertion and harm. Gain *Need: recruits*.
- + You promised them something to get them through. Now the danger has passed, it's time to pay up. If you don't, take -1 Grasp ongoing for the rest of the Age.
- + The danger hasn't passed so much as shifted into a different, more manageable problem. Say what it is.

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

CLAIM BY FORCE

When you direct your Family to claim something as theirs, no matter who it pisses off, roll **+Grasp**. On a hit they succeed in taking it, but not without cost. On a 7-9 choose two. On a 10+, choose one:

- + Your hold on it is tenuous, and more effort will be needed to secure it.
- + Your Family comes away wounded. Someone important is hurt and your family gains *Need: medicine*.
- + You make enemies; the GM will say who, and you take -1 Reach dealing with them this Age.





SURPLUS AND NEED

Reach, Grasp and Tech don't tell the full story of a Family's strengths and weaknesses. They also have their Surpluses and Needs, and these can play a major factor in how successful your family is. If your family has high morale and a full armoury, they're likely to succeed in taking an enemy fortress, while a lack of medicine or hygiene can make it difficult to survive a disease outbreak.

- + When your family makes use of a Surplus, exhaust it and improve the success of a roll by one step (6- goes to 7-9, 7-9 to 10+).
- + When the family is hindered by a Need, the GM can add a complication or downside stemming from the Need in addition to the results of your roll.
- + If a Need could be met by a Surplus, erase both.

While Needs always have an effect, Surpluses are more limited; exhausted Surpluses only become available for reuse at the start of the next session, or at the beginning of a new Age if that happens first. Surpluses that are erased, on the other hand, are wiped from your sheet - they're gone, forever.

If a move tells you to gain a Surplus or Need that's already on your sheet, gain a different one that everyone thinks is appropriate given the current situation in the fiction.

MOOD

You calculate Mood by subtracting your total Needs from your total Surpluses, updating it every time you gain or lose a Surplus or Need. All Families start with a Mood of -1.

Mood works as an overall measure of your Family's health, and ranges from +3 to -3. If gaining a new Surplus or Need would put you beyond that, one of the following moves triggers:


FLUSH WITH RESOURCES

When you would gain a Surplus and Mood is already +3, instead choose one:

- + Sell off the excess Surplus for 1 Tech.
- + Gift the excess to your allies and gain +1 ongoing to Reach for the next month.
- + Hold a great celebration and gain +1 ongoing to Grasp for the next month.

FALL INTO CRISIS

When you would gain a Need and Mood is already -3, instead choose one:

- + Someone takes advantage of your weakness - lose some territory or an important alliance.
 - + Your family falls into bickering and infighting, giving you -1 ongoing to Grasp until the dispute is resolved.
 - + Your family retreats into solitude to work through its issues, giving you -1 ongoing to Reach until they are convinced out of isolation.
- 

WHO RUNS BARTERTOWN?

The player always has control of the actions their Family takes. The GM cannot decide that the Family as a whole does something without the player's consent; their tools are limited to dictating the behaviour of individual family member NPCs or forcing the family to Hold Steady before it can do something. The standard mode of play is that your Character is influential within the Family, such that the Family does what the Character wants them to. They don't need to be officially in charge, but should have sufficient clout that when they suggest something should be done it gets done. This minimises the dissonance in the player's mind between what their Family wants and what the Character wants.

If a player wants to do something different - have a character as an outcast, a leader deposed by a coup, a slave or peon of the Family, or a traveller separated from the Family by a long distance - there's a few options they can choose from:

- + Make it more difficult from them to use Family moves - they have to successfully Hold Together to use any of the other moves.
- + Split the Family - have the Family for this Age consist of the Character's fellow outcasts, their still-loyal retainers, the other slaves, or their travelling companions. The character can use all Family moves, but should get one to two extra Needs from the split.
- + Create a proxy character - the player also controls the official head of the family, and commands the Family from the perspective of this proxy. Note that this proxy shouldn't have their own playbook, and should have different desires and goals than the player's true Character.

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SURPLUS AND NEED EXAMPLES

- | | |
|----------------|------------------|
| + Morale | + Recruits |
| + Weaponry | + Medicine |
| + Barter goods | + Justice |
| + Culture | + Trade |
| + Land | + Obligation |
| + Gossip | + Peace |
| + Leadership | + Reconnaissance |
| + Transport | + Contacts |
| + Operatives | + Defences |
| + Avarice | + Progress |





TREATIES

Your Family is a large organisation that has trade partners and battle allies, and relies on a network of social influence based on respect, fear, and debts owed. This is measured in your Treaty score with other Families and organisations, ranging between 0 and 4.

You can give more Treaty to another Family at will as a bargaining chip, but once it's given to them you have no say in how it's used. Each family also has an Alliance move, a way to get Treaty on other groups when the move is triggered.

There are two things you can do with Treaty: spend it to call in a favour, or roll it to help another Family.

CALL IN A DEBT

When you need something from another Family, no matter how it messes them up, say what debt you're claiming due, spend 1 Treaty and choose one:

If they're an NPC faction:

- + Gain +2 to Access or Claim by Force something of theirs (spend after rolling).
- + Get them to back you up, fall into indecision, or protect something important.

If they're a PC Family with a Treaty on you:


- + Say what you want them to do, and give them -1 Treaty on you if they don't.
- + Take one of their Surpluses for this session.

If they're a PC Family without Treaty on you:

- + Say what you want them to do, and they have to Hold Together to do anything else.
- + Take one of their Surpluses permanently and give them +1 Treaty on you.

LEND AID

When your Family throws its weight behind another, roll **+Treaty** with them. On a hit, you give that Family +1, but if you roll a 7-9 your Family is exposed to danger, retribution or unforeseen consequences.



FAMILY PLAYBOOKS

THE ENCLAVE OF BYGONE LORE

Arcane scholars who cling to the wonders - and horrors - of the World Before.

THE GILDED COMPANY OF MERCHANTS

Discerning traders, avaricious collectors and opulent hoarders.

THE LAWGIVERS OF THE WASTELAND

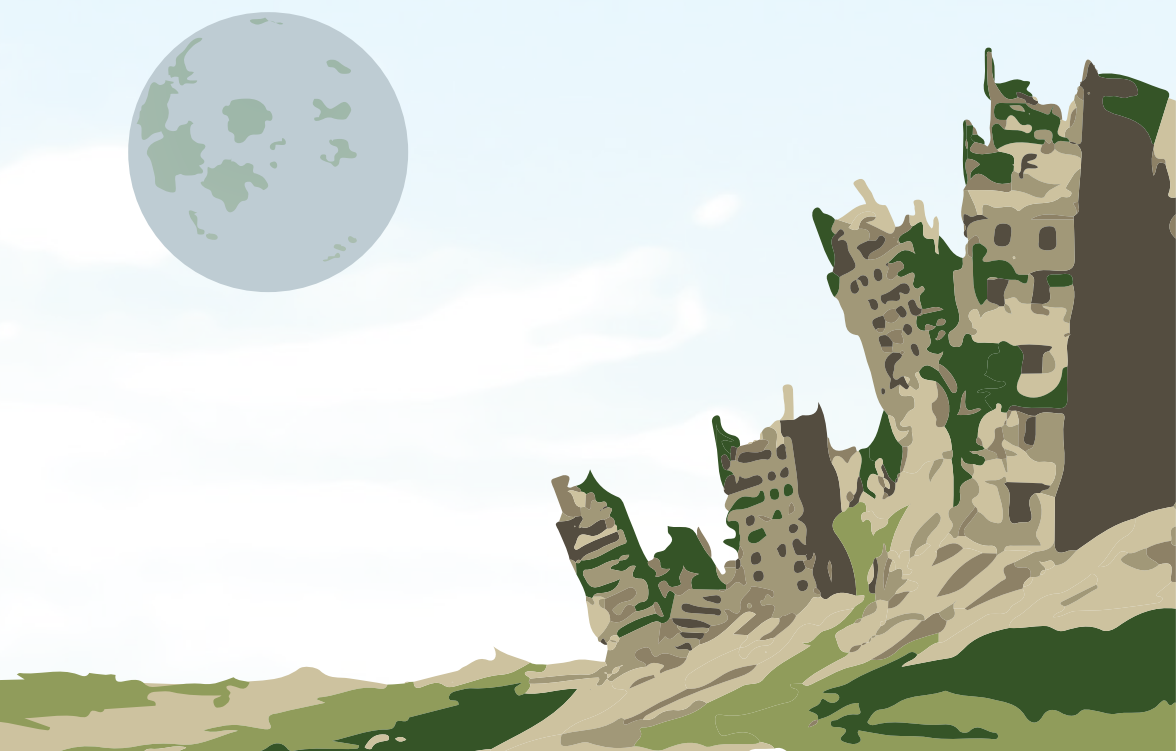
Fierce hunters motivated by a strict moral code.

THE SERVANTS OF THE ONE TRUE FAITH

Religious ideologues who hold their family close and their doctrine closer.

THE TYRANT KINGS

Thugs, warlords and conquerors bringing the world under their dominion by force.





THE ENCLAVE OF BYGONE LORE

The wonders of the World Before were glorious, and even as the Fall continues to ravage the world we will hold onto them. As the old sun sets and a new sun rises, we will remember them.

The Enclave of Bygone Lore uses Reach to get access to the Tech they desire and to take their rightful place as advisors and arcane engineers.

CREATING AN ENCLAVE

To create your Enclave, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach 2, Grasp -1, Mood -1, Tech 0 if they send their members out to teach others forgotten lore.

Reach 1, Grasp 0, Mood -1, Tech 0 if they keep the light of civilisation secret and safe.

DOCTRINE

Choose one:

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

Uplifting Mankind's Remnants: If others heed your Family's advice on grand projects, they take +1 forward.

Better Living Through Technology: When you spend more than 1 Tech you get 1 back, but every time you encounter a large fragment of pre-Fall artifice you gain *Need: avarice*.

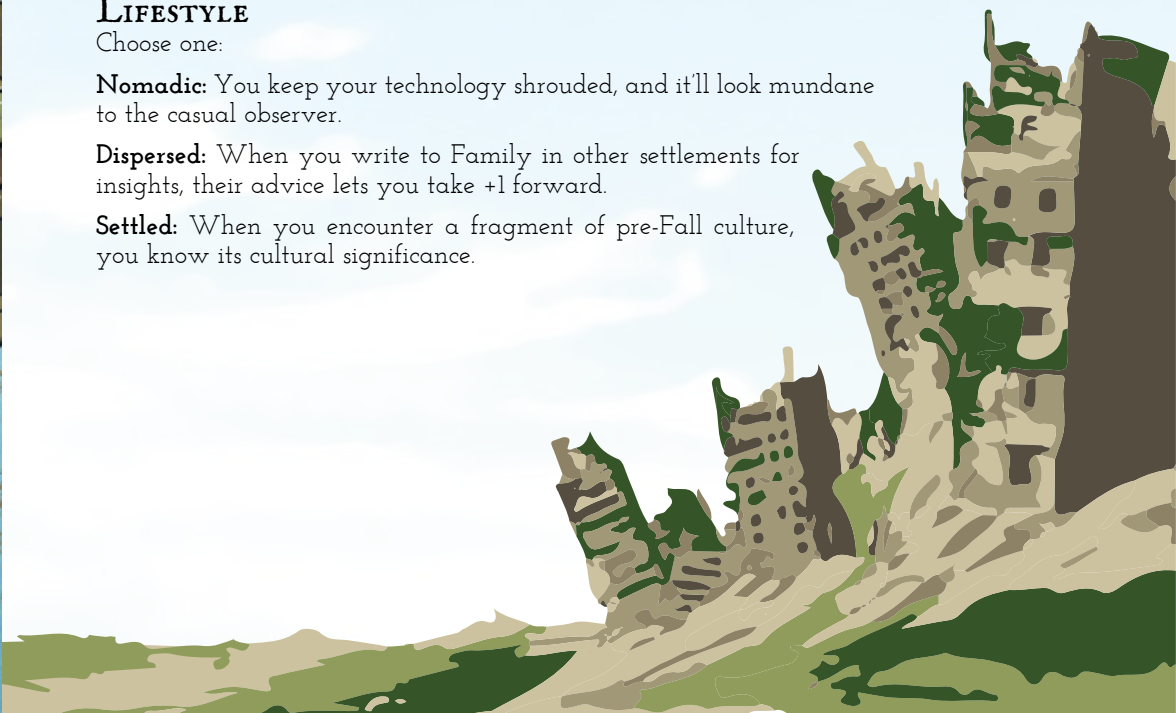
LIFESTYLE

Choose one:

Nomadic: You keep your technology shrouded, and it'll look mundane to the casual observer.

Dispersed: When you write to Family in other settlements for insights, their advice lets you take +1 forward.

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





HISTORY

Pick two Surpluses:

- + Defences
- + Operatives
- + Knowledge
- + Camaraderie
- + Culture

Pick three Needs:

- + Recruits
- + Trade
- + Motivation
- + Leadership
- + Barter Goods

Then, look at the other Families.

One of them looks like civilisation's best chance to regrow. They take 2-Treaty on your Enclave.

One Family - perhaps the same one, perhaps not - has seen the true power of your technology. Take 2-Treaty on each other.

TRADITIONS

Populace: Close-knit families passing secrets to their children, demagogues and those who seek their knowledge, vat-grown duplicates, something else.

Style: Hidden within bulky environment suits, utilitarian clothes studded with strange implants, monastic robes embroidered with intricate circuitry, something else.

Governance: Meritocratic academic bureaucracy, anarchic rule of the loudest and most interesting, hidebound council of elders, something else.

ALLIANCE MOVE

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

ENCLAVE MOVES

Choose two:

Sufficiently Advanced: Your Family has retained access to some of the wonders of the World Before. Choose one:

- + Medical treatments able to cure any ailment.
- + A ward that shields a wide area from harm.
- + A weapon that could slay any foe.
- + A vehicle that can swiftly transport a dozen people from horizon to horizon.

It comes with 3-Power. To activate it, roll **+Power** spent (minimum 1). On a 10+ it works perfectly, exactly as desired. On a 7-9 it does what you wanted, but it's either out of action for the near future or there are weird anomalies (you choose). On a miss, it erupts with chaotic power and bizarre side effects.

Choose how Power is regained:

- + Renewable Energy: 1 Power every few months, climate permitting.
- + Precious Fuels: 1 Power per material Surplus erased.
- + Mystic Sacrifice: 1 Power per named Family member or Player Character sacrificed.

Weird Science: When your Family puts together a device powerful enough to shape the local area for generations, say what they want it to do. The GM will give one to three of the following conditions:

- + It'll take weeks/months/years to build.
- + You'll need to erase a certain Surplus.
- + It'll only work for a limited length of time before needing to recharge.
- + You'll need to hook it up to a certain power source.
- + You'll have to sacrifice 1/2/3 Tech.

Deep Knowledge: Your Family has a well-curated and extensive store of records on certain fields. Choose one:

- + Grand Architecture, from Surface to Stars.
- + Magic and Artifice of the Glorious Past
- + The Horrors Birthed by the Fall
- + The Fragmented Lands and their Hidden Depths
- + Persons and Proceedings of Historical Significance

When your Character encounters a creature, item or situation covered by this field, tell everyone a fact about it and take +1 ongoing acting on that information. The GM will also tell you something you can do to gain 1 Tech from the subject.

An Eye for Details: Your Family sees hidden relevance in stories that others overlook. When they Read the Wind you can ask one extra question, anything you like.

I Am Become Death: When your family uses their most terrifying and brutal devices to Claim By Force, gain +2 per Tech spent instead of +1.

GEAR

Characters from this Family can start with as many as they like of the following:

- + The dog-eared journal of a researcher or explorer.
- + Dusty travelling clothes or a simple robe.
- + Reverently maintained heirloom arms (*melee* or *ranged*, *hi-tech*).
- + A month's worth of dehydrated rations and nutritional supplements.





THE GILDED COMPANY OF MERCHANTS

Fire fell from the heavens, the seas boiled, and the very laws of reality were torn apart. Through all this tumult, though, one thing has stayed true: people need things, and someone has to sell the things to the people.

The Gilded Company of Merchants uses Reach to get buyers for their produce and to understand the true worth of the things they encounter.

CREATING A COMPANY

To create your Company, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach 2, Grasp -1, Mood -1, Tech 0 if they grease palms and shower friends with gifts.

Reach 1, Grasp 0, Mood -1, Tech 0 if they're canny operators with a shrewd eye on the budget.

DOCTRINE

Choose one:

Traders in Stories and Song: When your Family puts on a performance in a new location, they take +1 forward in dealing with that community.

Cutthroat Extortionists: When a customer wants your goods but can't afford them, your Family can convince them to perform any favour as payment instead.

Men of Wealth and Taste: When your Family gains a luxurious or extravagant Surplus, they take +1 forward.

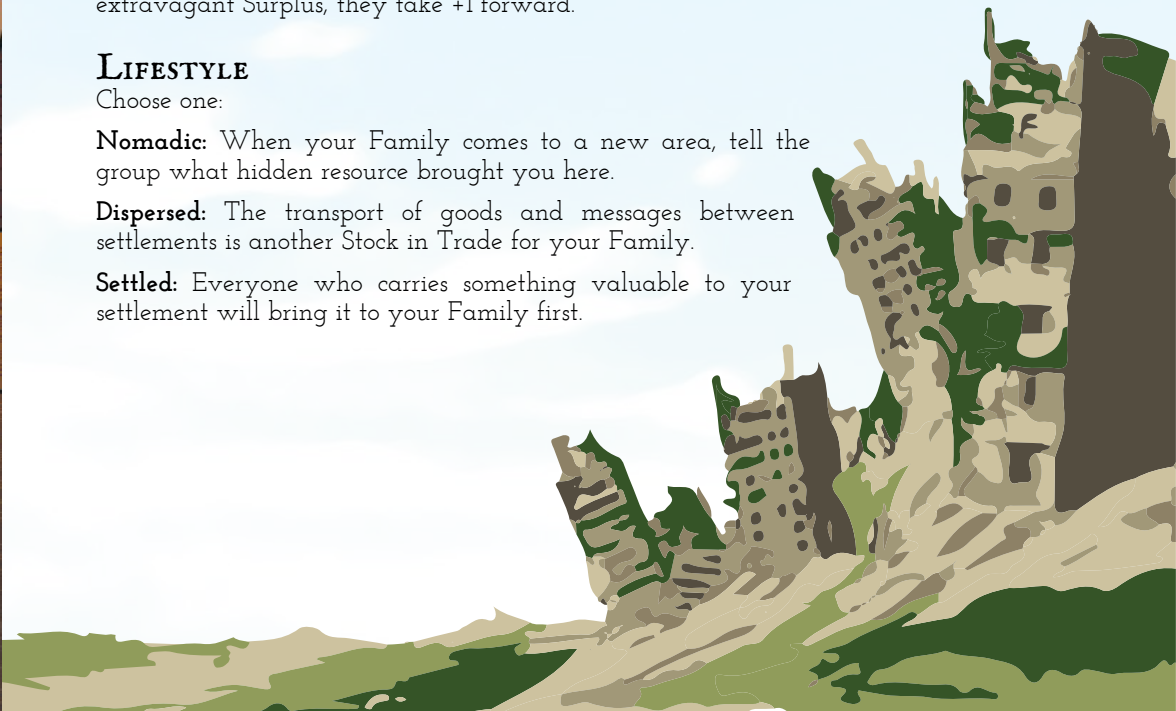
LIFESTYLE

Choose one:

Nomadic: When your Family comes to a new area, tell the group what hidden resource brought you here.

Dispersed: The transport of goods and messages between settlements is another Stock in Trade for your Family.

Settled: Everyone who carries something valuable to your settlement will bring it to your Family first.





HISTORY

Pick two Surpluses:

- + Barter Goods
- + Contacts
- + Recruits
- + Camaraderie
- + Culture

Pick three Needs:

- + Justice
- + Weaponry
- + Medicine
- + Reconnaissance
- + Leadership

Then, look at the other Families.

Everyone, like it or not, has to trade with your Company. Take 1-Treaty on all the other Families.

One of them came to your rescue when a deal went way south. They take 2-Treaty on you.

TRADITIONS

Populace: loose confederacy of traders, aristocrats living off their pre-Fall heirlooms, enthusiastic but eccentric collectors, something else.

Style: Luxurious silks and furs, elegant but hardy trail wear, packs and pockets bulging with curios, something else.

Governance: Decadent merchant-princes and their indentured servants, an open market of favours and votes, independent trade under a strictly-enforced charter, something else.

ALLIANCE MOVE

When you make another group part of your trading operation (suppliers, distributors or vendors) gain 1-Treaty on them.

COMPANY MOVES

Take Stock in Trade and one other:

Stock in Trade: Your Family has a particular product range they trade in, and you can expect to have those wares around unless your Family is deeply in need and Mood is at -3. Choose one, two, or three.

- + Arms and ammunition.
- + Art, music and culture.
- + Books, maps, and instruction manuals for forgotten things.
- + Drugs, spices or venoms.
- + Food, fresh or preserved.
- + Living creatures, bred or captured.
- + Mementos of the World Before.

Once per session, you can draw on one of your Stocks in Trade instead of exhausting a Surplus.

Cabinet of Wonders: When you delve deep into your Family's reserves in search of something useful, describe what it is and what you want it for. It should fit with your Stock in Trade or a Surplus of yours. The GM will give you 1-3 downsides, and then you can decide whether you still want to take it.

- + It'll be useless afterwards.
- + Its value will be immediately obvious to anyone who sees you carrying it.
- + You're taking it away from an agreed buyer, and there'll be consequences if it isn't returned.
- + You'll need help from a specific character or NPC to use it well.

Brand Loyalty: Your Family never needs to roll to get Access to someone you have traded with before, and they will always be willing to at least listen to what you have to say.

Rationing: Your Family is skilled at wringing every last benefit from their resources. Whenever you exhaust a surplus for any reason, hold 1; spend 1 hold to get +1 forward to another action that surplus could help.

Avaricious Appraisal: When your Family tries to work out the worth of a new acquisition roll **+Reach**; on a 10+ you have a good idea how much you could get for it, as well as some details on its past owner(s). On a 7-9 choose one:

- + It's useless to you, but one of your allies could make use of it.
- + It's incredibly, maddeningly valuable. Someone in your family becomes obsessed with it, and you'll have to deal with them or Hold Together to successfully sell it.
- + It's very valuable, but one of your enemies or rivals knows you have it and they're making plans.

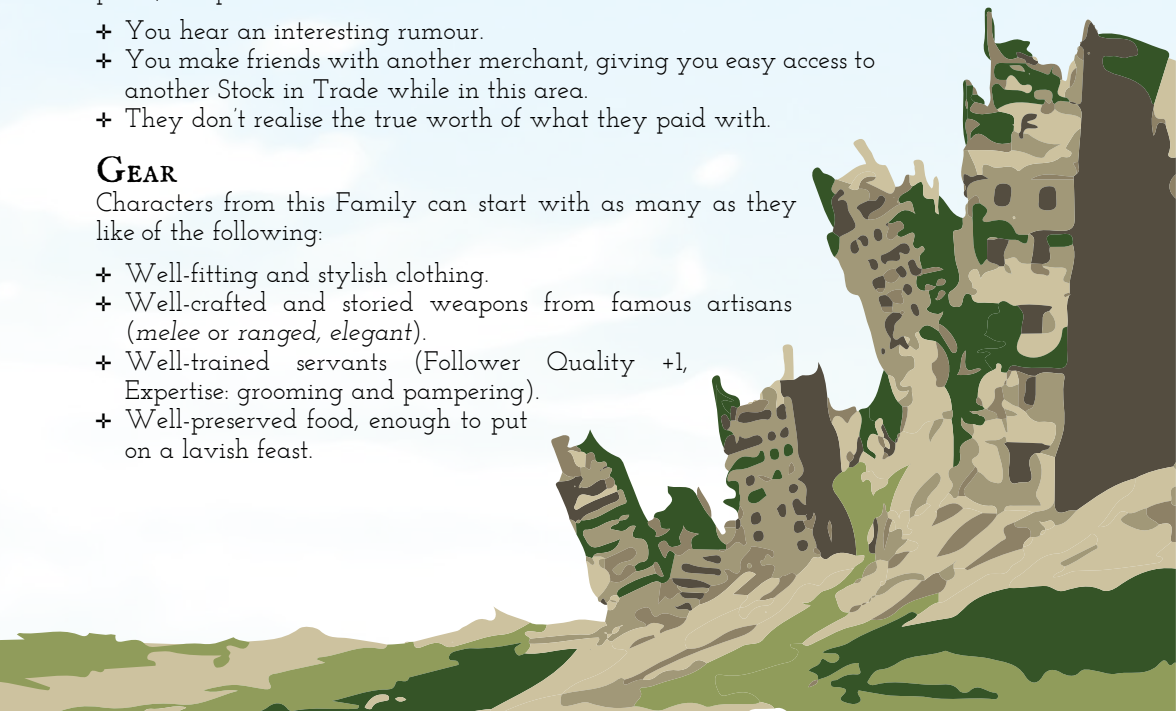
Whaddaya Buying? When your Family brings goods to market roll **+Reach**. On a hit you're able to sell them for a fair price. On a 7-9 pick 1, 10+ pick 2:

- + You hear an interesting rumour.
- + You make friends with another merchant, giving you easy access to another Stock in Trade while in this area.
- + They don't realise the true worth of what they paid with.

GEAR

Characters from this Family can start with as many as they like of the following:

- + Well-fitting and stylish clothing.
- + Well-crafted and storied weapons from famous artisans (*melee or ranged, elegant*).
- + Well-trained servants (Follower Quality +1, Expertise: grooming and pampering).
- + Well-preserved food, enough to put on a lavish feast.





THE LAWGIVERS OF THE WASTELAND

Humanity is hurt, bleeding. The land cries out for justice. If there's no-one around to keep people on the straight and narrow and uphold the law, you'll just have to step up and take the law into your own hands.

The Lawgivers of the Wastelands use Reach to track down their targets, and Grasp to bring them in.

CREATING THE LAWGIVERS

To create your Lawgivers, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach 1, Grasp 0, Mood -1, Tech 0 if they use favours and allies to bring down their foes.

Reach 0, Grasp 1, Mood -1, Tech 0 if it's a loose band of solitary judges and executioners.

DOCTRINE

Choose one:

Hired Guns: When you accept a job to take down a target, your Family gains a temporary Surplus in trade goods, gossip or reconnaissance for the job's duration.

Righteous Vigilantes: When you come to a scene of violence, you can ask the GM one question about the victim or the attacker.

Bounty Hunters: When you drag a criminal back to a settlement, your Family gets +1 Reach there for the next month.

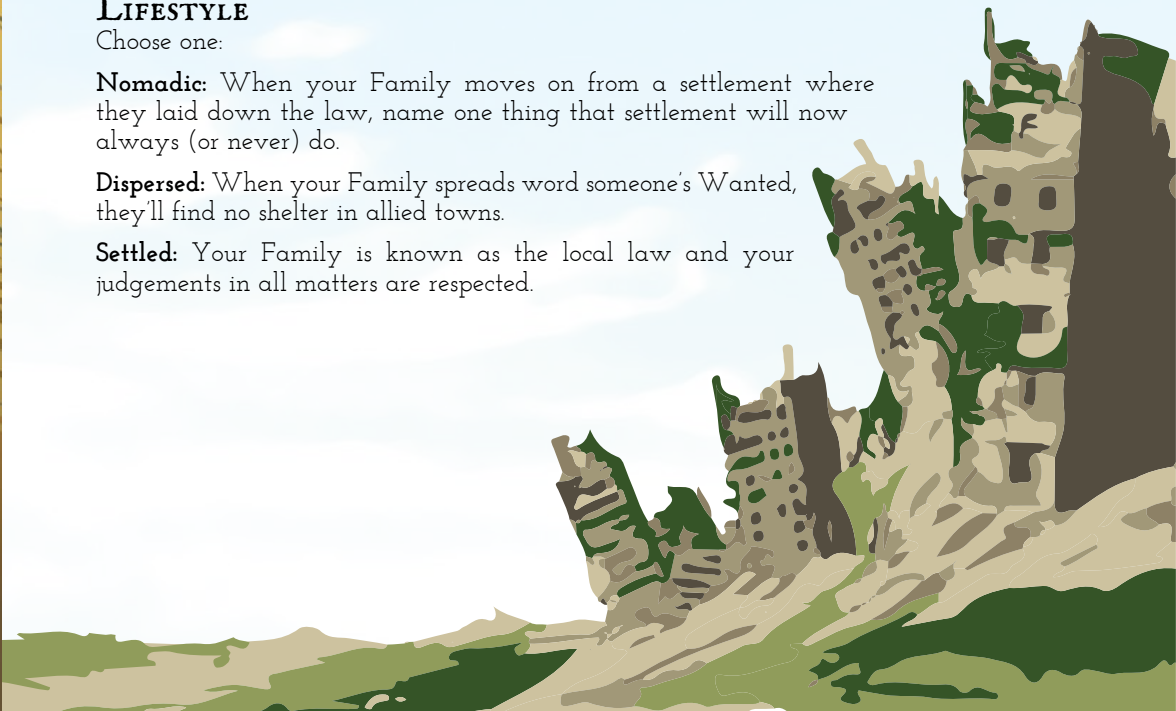
LIFESTYLE

Choose one:

Nomadic: When your Family moves on from a settlement where they laid down the law, name one thing that settlement will now always (or never) do.

Dispersed: When your Family spreads word someone's Wanted, they'll find no shelter in allied towns.

Settled: Your Family is known as the local law and your judgements in all matters are respected.





HISTORY

Pick two Surpluses:

- + Weaponry
- + Transport
- + Leadership
- + Defences
- + Reconnaissance

Pick three Needs:

- + Obligation
- + Medicine
- + Recruits
- + Camaraderie
- + Trade

Then, look at the other Families.

Your Family's pursuit of justice steps on toes and ruffles feathers. Give everyone else 1-Treaty.

Your Family took down a band of raiders and saved a Family from extinction. Take 2-Treaty on them.

TRADITIONS

Populace: gathering of the wronged and vengeful, far-removed descendants of cops and soldiers, corrupt syndicate dabbling in protection and extortion, something else.

Style: bristling weapons and barely-contained violence, simple uniforms and hidden blades, cheerful colours and makeshift munitions, something else.

Governance: lone vigilantes calling in for support when needed, complex legal codes overseen by elderly judges, hierarchy of respect from legbreakers to godfathers, something else.

ALLIANCE MOVE

When you bring another group's hated foe to justice, your Family gains 1-Treaty on them.

LAWGIVER MOVES

Take Laying Down the Law and one other:

Laying Down the Law: Everything you do is motivated by a strict moral code, passed down through the Family.

Who always deserves protection? Your Family and Character take +1 while protecting them.

Options: The sick, the poor, the young, the weak, the old, particular race, particular gender, particular faith, doctors, teachers, slaves, etc.

Who always deserves your justice? Your Family and Character take +1 while pursuing them.

Options: The rich, the strong, murderers, thieves, slavers, cheats, bigots, imperialists, hoarders, etc.

What does your Family's code prevent you from doing in the name of justice? Your Family and Character take -1 ongoing if you go further, until the GM thinks you've made amends.

Options: theft, beatings, kidnapping, extortion, murder, betrayal, etc

Ear to the Ground: When your Family goes into a community looking for information on a target, roll **+Reach**. On a 7-9 learn 1, on a 10+ learn 3. Tell us how you find this out.

- + Where to find their lair.
- + Who their allies are.
- + How dangerous their gang is.
- + What they're planning.

This is a Civilised Land: Your Family has claimed a territory as theirs, and so long as they patrol it and keep its citizens safe they'll know through rumours and whispers when someone breaks their laws. Additionally, its people will gradually start behaving according to their principles over time.

Round Up the Posse: When you brandish your Family's authority in a non-hostile land you can recruit a gang of locals to fight at your side and take someone down. So long as you work towards bringing that target to justice you can use them as a group of Followers (Quality +1, Expertise: vigilante justice), and when they fight alongside you they reduce the harm you take by 1.

Tooled Up and Looking for Trouble: When you arm up your Family and move out en masse to bring justice to your quarry, you may exhaust up to 3 Surpluses to gain hold, 1 for 1. While you hunt, you may spend 1 hold to:

- + Take out a specified target immediately.
- + Negate an incoming attack.
- + Force your foes out into the open.
- + Bring out reinforcements.

GEAR

Characters from this Family can start with as many as they like of the following:

- + A battered leather coat.
- + Weapons used to capture and subdue (*melee or ranged, nonlethal*).
- + An obvious symbol of authority.
- + A sturdy and reliable method of transport (vehicle or animal)
- + Trail rations.





THE SERVANTS OF THE ONE TRUE FAITH

Some say that we are forsaken, cursed, cast into damnation for our hubris and our sins. We know better. This is no eternal torment but a refining fire, stripping away everything we don't need to create a better, holier world.

The Servants of the One True Faith use Grasp to keep a firm hold on their congregation and to fulfil the doctrines of their faith.

CREATING THE SERVANTS

To create your Servants, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach -1, Grasp 2, Mood -1, Tech 0 if they keep themselves pure and distant from the fallen wretches.

Reach 0, Grasp 1, Mood -1, Tech 0 if they deign to aid the unrighteous with acts of charity.

DOCTRINE

Choose one:

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

The Canticle of Illumination: When you enter a hostile community, you will not be harmed so long as you provide some aid.

The Cleansing Fires of Purity: When you fight the horrors of the Fall, the wounds you inflict will never heal.

LIFESTYLE

Choose one:

Nomadic: When you display your faith in a new settlement, some locals will join you.

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

Settled: Your Family can erase any Surplus to erase *Need*: recruits by going on a conversion drive.





HISTORY

Pick two Surpluses:

- + Culture
- + Leadership
- + Medicine
- + Peace
- + Recruits

Pick three Needs:

- + Land
- + Trade
- + Medicine
- + Progress
- + Barter Goods

Then, judge each other Family:

Righteous: Say what they did to win you over and give them 1-Treaty.

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

TRADITIONS

Populace: Secluded monastic community, evangelistic cult full of zealous converts, disparate survivors of an unimaginable calamity, something else.

Style: Outlandish and impractical ceremonial wear, plain homespun robes, conspicuous symbols of prosperity and devotion, something else.

Governance: acolytes interpreting the utterances of an oracle, dogmatic adherence to a holy text, many shepherds guiding many flocks, something else.

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.

SERVANT MOVES

Take Faith of the Fallen and one other:

Faith of the Fallen: Your Family has a faith they cling to more ardently than life. Choose one tenet:

- + The restoration and healing of humanity.
- + The protection of the unfortunate.
- + The renunciation of the Before.
- + The attainment of godhood through transformative power.
- + Travel to a pristine and unspoiled land.

When your Family gains something that furthers their tenet, hold 1. When an emissary of your Family - including your Character - draws on this vision of future perfection, spend 1 hold to:

- + Gain an insight towards your current goal.
- + Ignore all Needs for one move.
- + 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 *Need: recruits*, *Need: medicine* and/or *Need: leadership*. For each you take, choose one:

- + Darkness will cloud your enemies' eyes, allowing you to take them by surprise.
- + One chosen champion of your Family will be unharmed by the foe's attacks.
- + The site of the battle will be marked and forever stand as a testament to your righteousness.

A Voice in the Wilderness: When your Family condemns a powerful figure or organisation in a public place roll **+Grasp**. On a 7-9, choose one; on a 10+ choose two.

- + They may be angry, but you'll suffer no reprisals.
- + You receive grateful donations; gain *Surplus: barter goods*.
- + The crowd delivers a representative of your foe to you.
- + The audience riots, forcing your enemy into retreat.

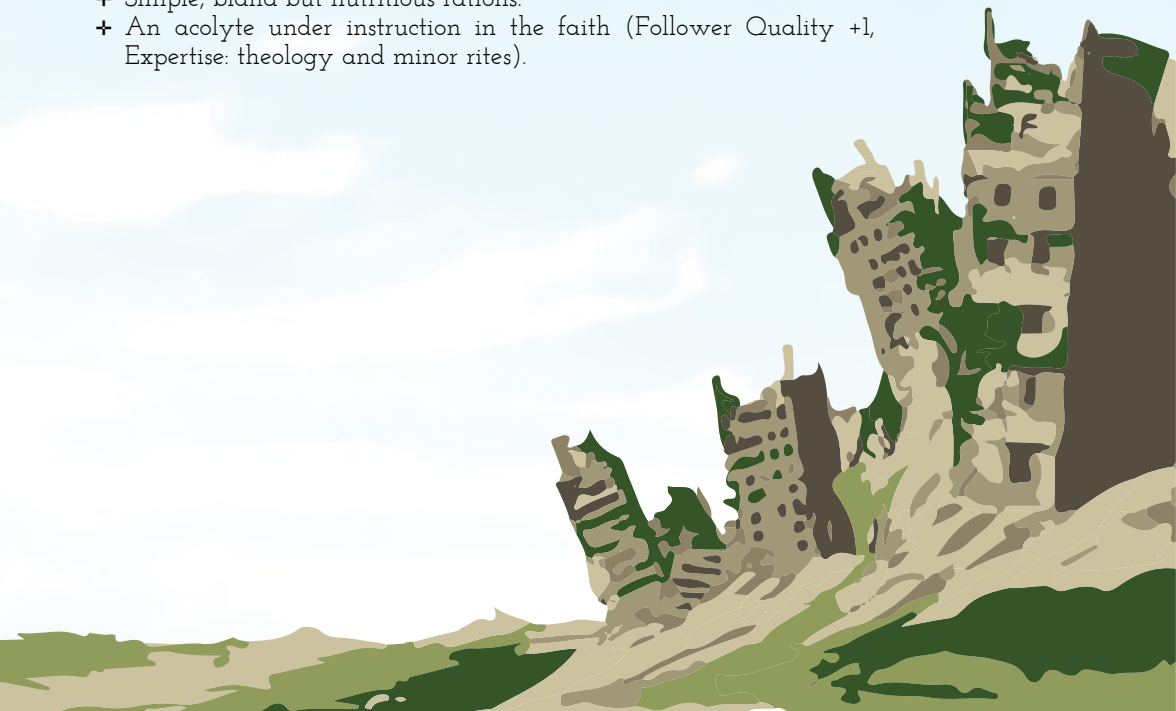
Prophecy from Pain: When you roll a 10+ on Hold Together someone in your Family receives a vision of how you might reach future prosperity. Take +1 forward when acting on it.

Ecumenical Eye: When your Family Reads the Wind to learn of another faith, you always learn the details of their beliefs no matter what you roll.

GEAR

Characters from this Family can start with as many as they like of the following:

- + Religious vestments.
- + Ritualistic or ceremonial weapons (*melee*, *inconspicuous*).
- + A small holy book and religious symbol.
- + Simple, bland but nutritious rations.
- + An acolyte under instruction in the faith (Follower Quality +1, Expertise: theology and minor rites).





THE TYRANT KINGS

The old world was weak. Their great workings made them soft, inflexible, unable to adapt. It's time for a new way of doing things, a new world order for a new world.

The Tyrant Kings use Grasp to control their vassal states and to wage war on their enemies.

CREATING THE TYRANTS

To create your Tyrants, choose a name, stats, doctrine, lifestyle, history and moves.

STATS

Choose one:

Reach -1, Grasp 2, Mood -1, Tech 0 if they burn and pillage their way through the world.

Reach 0, Grasp 1, Mood -1, Tech 0 if they give limited freedoms to their conquered vassals.

DOCTRINE

Choose one:

The New Imperium: When your Family brings another group under their dominion, they gain *Surplus: recruits* or *Surplus: morale*.

Chaos Reigns: Your Family are masters of destruction and can reliably sneak saboteurs and arsonists into any location.

Together Against the World: When your Family fights to rescue or avenge a Family member, take +1 to Grasp.

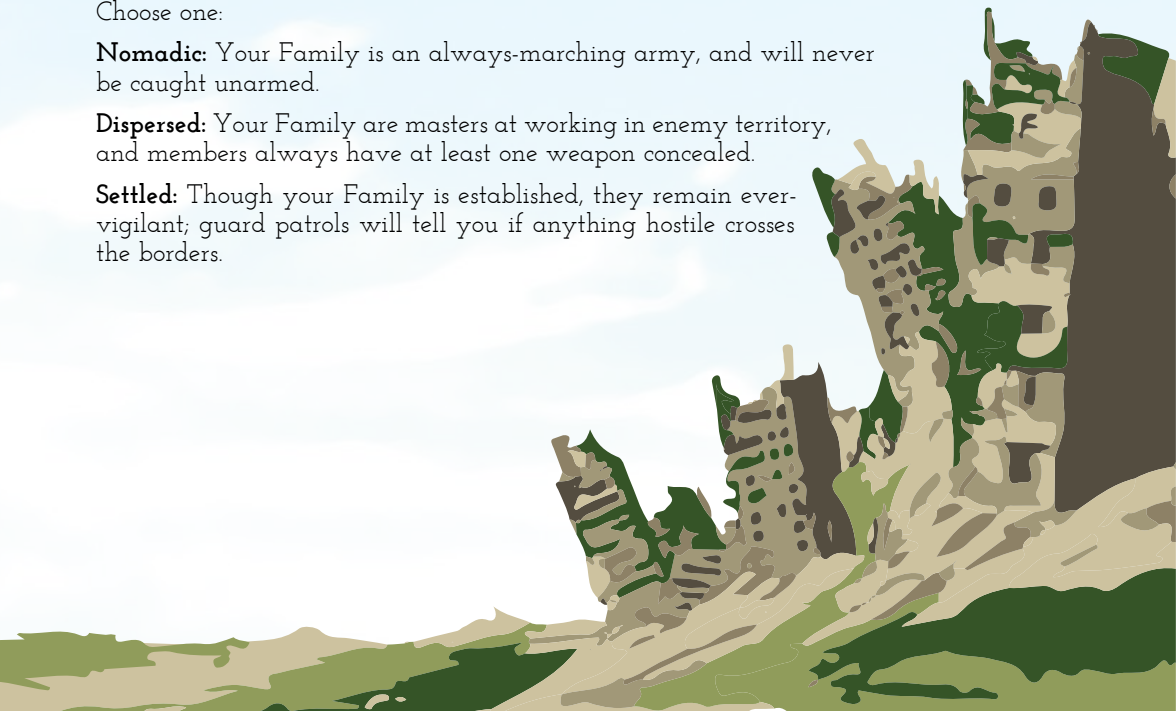
LIFESTYLE

Choose one:

Nomadic: Your Family is an always-marching army, and will never be caught unarmed.

Dispersed: Your Family are masters at working in enemy territory, and members always have at least one weapon concealed.

Settled: Though your Family is established, they remain ever-vigilant; guard patrols will tell you if anything hostile crosses the borders.





HISTORY

Pick two Surpluses:

- + Weaponry
- + Transport
- + Slaves
- + Land
- + Leadership

Pick three Needs:

- + Avarice
- + Medicine
- + Recruits
- + Culture
- + Contacts

Then, look at the other Families.

Nobody can afford to ignore you. Gain 1-Treaty on all of them.

Someone's a threat even to the Tyrants, and you worry about them. They take 2-Treaty on your Family.

TRADITIONS

Populace: conscripted soldiers marching on an endless war, vassal villages giving tribute and warriors, family of veterans that survived the Fall together, something else.

Style: ordered and well-drilled precision, barbaric brutality with leathers and spikes, masks/helmets decorated according to rank, something else.

Governance: Rule of the strongest fighting off regular challengers, zealous conqueror and her advisors, battle companies sitting in council, something else.

ALLIANCE MOVE

When you give another Family a position of power in your empire's hierarchy, gain 1-Treaty on them.

TYRANT MOVES

Pick two moves:

Always Outnumbered, Never Outgunned: Choose what gives your Family a ferocious edge in battle:

- + A huge, bristling cornucopia of weaponry.
- + A few ill-tempered but devastating relics of the Fall.
- + A feral, barely-restrained killing instinct.

Start with 3-Arsenal. When you go all-out on an enemy, you 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.

At the start of a new Age, reset to 3-Arsenal.

Conscription: With access to a large group of people and financial, emotional or brutal leverage over them your Family can gain Surplus: recruits but choose one:

- + The conscripts chafe under your Family's rule and are plotting a rebellion.
- + They're green and will likely break in the next major battle.
- + They'll only fight for you so long as they have faith in your promises.

Dominion: When your Family takes over a settlement, roll **+Grasp**. On a 10+ pick 2, on 7-9 pick 1:

- + The heads of the settlement conspire with the Tyrants to keep the people peaceful and cooperative.
- + They uneasily send tribute. Gain 2 Tech.
- + Your Family puts fear into their neighbours; take +1 ongoing to Reach against them for this Age.

Lords of War: When you bring together all your armies and march to battle against a stated target take +1 ongoing to Claim by Force so long as you stay together, but if you give up without conquering your target gain *Need: leadership*.

Tyranny: When your Family makes an example out of a dissenter, a defeated foe or a useless minion, hold 1. Spend hold 1-for-1 to force a Family member or a resident of a conquered settlement to:

- + Perform a task for you, no matter the risk.
- + Give up a secret they'd rather you not hear.
- + Give up all their possessions.

GEAR

Characters from this Family can start with any of the following:

- + Pragmatic, tattered or striking clothing.
- + Fearsome, intimidating weaponry (*melee or ranged, brutal*).
- + A small gang of scarred minions (Follower Quality +1, Expertise: intimidation and extortion).
- + A case of luxury food and drink, liberated from a recent acquisition.
- + Transport for you and your gang.







CHARACTERS



CHAPTER 3: CHARACTERS

At the start of every Age, including the first one, your Family might grow or shrink, change hands, have an ideological shift or many other things. Either way they'll come out of that with needs that must be addressed if they're to continue to survive and grow. That's where the Characters come in.

Your Character is the person tasked with braving the wild and fractured world to find the things the Family needs, while keeping an eye out for other allies and opportunities to improve the Family's standing.

There are four stats for Characters in *Legacy*:

- + Force is your ability to violently force change on the world. You roll **+Force** to murder your enemies, to capture monsters, and to drive off armies.
- + Sway is your ability to forge lasting connections with others. You roll **+Sway** to seal deals and create partnerships that will last the ages.
- + Steel is your ability to keep your wits about you and push aside pain and fear. You roll **+Steel** when confronted with stress, injury, mind-rending anomalies and the many other threats of the wasteland.
- + Lore is your ability to understand the magic and science of the World Before. Roll **+Lore** to hack together fragmented bits of old world tech and arcane knowledge into something that works well enough.

To make a Character, you start by choosing a playbook. Each playbook is a particular type of post-apocalyptic protagonist, customised by selecting from a number of options:

- + You have a free choice of names - as naming conventions will be heavily influenced by your Family there are too many options to list on each playbook. Think about what a name might say about your character's status in the Family or their personality.
- + Your looks define how your character appears to others - their face, their eyes, their body, their gender presentation. Your character's race and sex are also things you should think about, but are too broad to be confined to a list of options.
- + Each character has backstory with the other characters; you've been through friendships, alliances and rivalries with each other before the start of the game, and these options let you get straight into the roleplaying while explaining why your characters might be working together.
- + Playbook moves: Each playbook lets you choose two moves to customise your character's particular specialties.
- + Gear: In addition to whatever gear you get from your family, you can pick three pieces of unique kit that may gain you advantages mechanically, in the fiction, or both.

BASIC CHARACTER MOVES

ACTIVATE FORGOTTEN LORE

When you try to use an incantation or gadget of the World Before, say what you expect it to do and roll **+Lore**. On a hit, it does what you expect it to do, but choose one:

- + It'll only last a short time, and you'll need to act quickly to take advantage of it.
- + It sets a long-forgotten working in motion, with risky ramifications.
- + It won't work again until you've spent some time in peace studying it.

On a 10+, a flash of insight also shows you this fragment's place in the World Before, giving you context, wisdom or clues to greater power.

This move hinges upon the technological idiom you've decided for your game. If the World Before was defined by cybernetics and computers, you might use this move to hack into networks and modify someone's robot arm. If it was defined by arcane glyphs and hovering crystals, you might use this to try and coax a fireball from a metal rod or shut down a protective ward. Either way, make sure to work in line with the World Before that exists in your group's imaginations.

CALL FOR AID

When you fail to succeed as well as you've liked, say what another character in close proximity can do to help out. If they can successfully do it, you can increase your result by one category - 6- becomes 7-9, 7-9 becomes 10+.

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DEFUSE

When you try to mitigate a dangerous situation with

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

On a 10+ the situation is safe unless dramatically disrupted.

On a 7-9, you've bought some time, but choose one:

- + The GM will demand something from you in order to secure safety.
- + It's only a temporary reprieve, and the danger will soon return.
- + You've deflected the danger onto someone/something else rather than dealing with it entirely.





FIERCELY ASSAULT

When you use violence to hurt, capture or drive off your enemies, roll **+Force**. On a hit, you've achieved your goal - they're wounded, bound or fleeing. On a 7-9, choose one from your list and the GM chooses two from theirs. On a 10+, choose two from your list and the GM chooses one from theirs.

Character list:

- + You scavenge something valuable from the aftermath - gain +1 Tech.
- + You glean some useful information from your foes.
- + Your avenue of escape is clear.
- + You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

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

ON WEAPONS

They don't factor into the mechanics of Fiercely Assault, as once battle is joined the most important thing is how you make use of the tools you have. Instead, weapons come with descriptive tags, which define which conflicts the weapon will be useful in and what happens when it is used. Depending on the tags on the weapons you bring to bear, fighting might be out of the question, or so effective you don't even need to roll. For example, with only a walking staff (*melee*, *inconspicuous*) it'll be tough to take out a sniper in a towering ruin, while access to an ancient orbital cannon (*hi-tech*, *area*, *brutal*) will take out most foes with ease. Here's a list of possible tags:

- + **Melee** - useful for attacking something within a few metres.
- + **Ranged** - useful for attacking something out of arm's reach but within eyesight.
- + **Area** - when it's used, it affects everything in the area.
- + **Hi-Tech** - has some weird properties - affects intangibles, terrifies witnesses, creates fires that never go out, etc.
- + **Unreliable** - can work far better than expected, but can also break spectacularly.
- + **Brutal** - absolutely devastates its targets, rending them and causing collateral damage.
- + **Inconspicuous** - people won't see this weapon as a danger.
- + **Silent** - the weapon doesn't draw attention when used.
- + **Nonlethal** - this weapon incapacitates instead of dealing lasting harm.
- + **Elegant** - the weapon is impressive and flashy in use.

FORGE A TREATY

When you strike a deal with someone, roll **+Sway**. On a hit, they'll do it, and in good faith. On a 10+ choose one:

- + The deal will last until the end of the next Age.
- + They spread good word of mouth; gain 1-Treaty on their family.
- + They give you good advice, an interesting rumour or a dire warning; get +1 ongoing when you act on it.

This system won't help you get to the point where a deal can be struck, but it also doesn't judge you based on how you got there. A deal founded on intimidation or deceit can still last for Ages if struck by a master of Sway. If you fail to drive home your advantage with good rolls, however, expect reprisals.

JURY-RIGGING

When you rig up advanced technology to augment your efforts, erase 1 Tech for each gadget used and get +1 to your move. For each Tech you spend, say what it is and what it tells you about the World Before.

ADVANCED TECH

If you'd prefer to go a bit more in-depth with your Tech, here's an alternative system: when you pick up a piece of tech work out with the GM what it can do, expressed in a single sentence. For example:

- + Remove gravity from something smaller than a fist, letting it float freely.
- + Project an image into the sky, visible for miles around.
- + Flashes blue light that blinds everyone looking at it.

You then have the choice of either using it to get the desired effect (you don't need to roll to get the effect, but might need to roll to take advantage of it) or cashing it in to add 1 to your Family's Tech stat. When the Age turns, Tech described like this is automatically cashed in.

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WASTELAND SURVIVAL

When you navigate through the wasteland outside of settled lands, roll **+Steel**.

On a hit, pick two:

- + You don't get into danger.
- + You don't get delayed.
- + You don't run out of supplies.

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 new, safer path you can use in the future to travel this route without rolling.
- + You discover a secret of the wasteland - details on a threat, signs of foreign civilisation, an indication of the origin of the Fall.

FOLLOWERS

While the whole Family acting in concert uses the Family's stats and a Character acting alone uses the Character's stats, sometimes the Character gets help from a few Family members or other small band and the situation is less clear. In those situations, you can treat the helpers as followers.

Followers have two simple stats: their **Quality** (ranging from +1 for capable helpers to +3 for extraordinary allies) and their area of expertise (anything from intimidation or hunting to art or engineering). When you send them to do something outside your supervision, use the following move:

UNDER ORDERS

When you send a group of followers to perform a task within their area of expertise, roll **+Quality**. On a 10+ they do it, no problem. On a 7-9, choose one:

- + It's done, but not as completely or as successfully as you'd like.
- + It's done, but there'll be unfortunate consequences.
- + It's done, but it cost them; their **Quality** drops by 1.

When a group of followers hits **Quality 0** they are no longer useful to you - they may be wounded, dead, no longer interested in helping you, or unable to provide further information.

When your Character is performing an action and your followers are simply assisting, they serve as an increase in quantity rather than quality; a group of librarians may help you research more quickly and comprehensively, but won't help you come to the right conclusions. This can still be very useful, especially when sheer numbers matter in the established fiction. A particular case for this is combat: when a combat-capable group of followers aids you in a fight, you can add the area tag to your weapons, allowing you to take on forces that would otherwise be overpowering.

Assistants whose capabilities are only average, followers acting outside their area of expertise, or those who don't owe particular loyalty to your Character shouldn't use this system - the GM should simply decide how their actions work out based on the fictional context.

HARM

The new world is full of dangers, from raiding bandits to alchemical abominations. When these dangers strike, you may suffer Harm.

Each source of damage will have its own Harm rating, from 1 to 5. If your character has Armour, reduce the Harm you take by its rating.

Each character has 5 Harm slots, each with its own fictional and/or mechanical consequences. When you take a given amount of Harm you mark off that many slots (in whatever order you want), with each checked slot enforcing its own fictional and mechanical consequences until it's healed. The fifth slot on all playbooks is the Dead slot - for more on that see below.

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

SOURCES OF HARM

Harm comes in many different flavours - here's what kinds of sources can deal each rank of Harm. Note that Characters are a lot tougher than your average person thanks to Armour (and being the main characters of your game), so things that would kill even the most fearsome monster might leave them limping and bleeding but alive. For more details on different dangers and the Harm they can cause, look in Chapter 6 [page 112].

1 Harm: Punches, kicks, a savage beating, a swarm of rats.

2 Harm: Improvised weapons, claws and teeth, a pack of mutated dogs.

3 Harm: The best weapons that modern crafters can make, a sweeping blow from a Night Hulker.

4 Harm: Artifact weapons from the World Before, the jaws of a Flamewalker.

5 Harm: The howling teeth of the Maelstrom, ground zero at a detonating reactor.





HEALING HARM

You have two options for healing:

PROFESSIONAL CARE

When you get healing in a place of safety, you can heal all Harm by exhausting an appropriate Surplus - yours or someone else's with their permission.

SHAKE IT OFF

When you take a few moments to shake off your injuries, roll **+Harm** checked. No matter what the outcome, heal a Harm slot.

On a 13+, choose one:

- + You're permanently weakened. Choose a slot to have a permanent (if reduced) effect - it can never be healed.
- + The healing is a rush-job, liable to rupture at a moment's notice. Until you get some proper R&R, any time you receive Harm, take +1 Harm.
- + You'll feel this one for a long time. Rewrite any superficial Harm slot - not necessarily one that's currently filled - and give it a stat penalty.

On a 10-12, choose one:

- + You're mostly fixed up, but you'll be in and out of consciousness for the next 24 hours.
- + You'll keep feeling the effects of the wound you healed until you get some R&R.
- + While you were pulling yourself together someone took advantage of the distraction.

DEATH

So what happens when you check the Dead Harm slot? First, each playbook has its own move that triggers when you die, dealing with the immediate ramifications of your death; the Sentinel has one last stand, while the Seeker's experimental technology goes haywire.

Second, you choose one of your class moves and link it to one of your possessions as a relic. Death Moves aren't applicable for this. Any member of your Family who's holding that relic is able to use that move, for the rest of history.

If your character has died, make a new one from a new playbook, and the GM will work to bring you in to the story as soon as makes sense.





CHARACTER PLAYBOOKS

THE ELDER

You've lived longer than anyone else and guided your dynasty through calamity after calamity with a combination of wisdom, empathy and cold pragmatism. You just need to get your dynasty through one more crisis, and then you can retire.

The Elder uses Sway to keep their minions in line, work out what makes others tick, and reshape their family to be what it needs to be.

THE ENVOY

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

The Envoy uses Sway to make deals and unearth secrets, and Force to lead their new allies to victory.

THE HUNTER

What do you do when a rippling horror stalks the night, a traitor has stolen your grandfather's sword or a charismatic warlord is rallying your enemies? You call a Hunter, of course. With sharp steel and blazing guns they'll cut right to the heart of the problem.

Hunters use Force to wage war and hunt down the inhuman.

THE REMNANT

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

Remnants use Lore to make use of their chaotic abilities, and Sway to bring the wisdom of the World Before into modern conflicts.

THE SCAVENGER

Want to know the incantation that charges your solar cannons? The chip that turns toxic sludge into crystal clear water? The location of that lost arsenal you need to fight off the empire next door? Best talk to a Scavenger.

Scavengers use Lore to recognise the things they pick out of the ruins of the past, and Steel to survive the process of getting home.

THE SEEKER

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

The Seeker focuses on Lore above all else.

THE SENTINEL

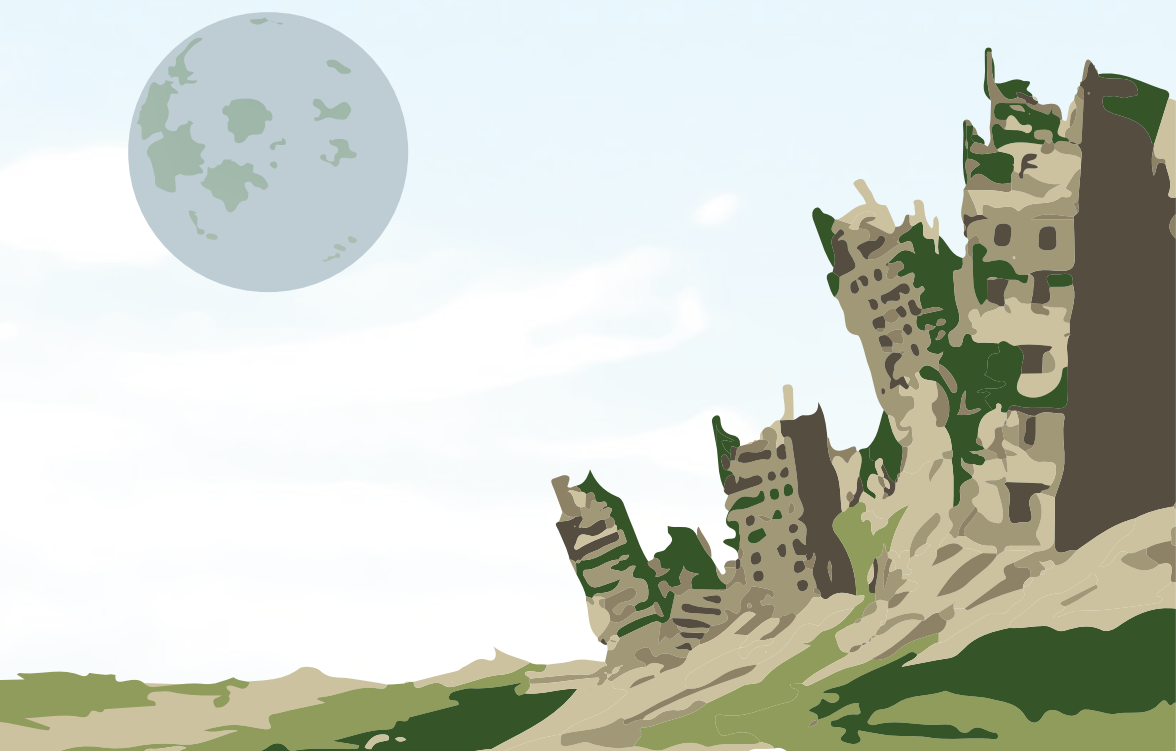
There's no safe place in this world, but your kin need someplace to call home. It's your calling, then, to be the bulwark on which your families' foes break, the unblinking eye they cannot hide from, and the keen blade that stops them hurting anyone else.

The Sentinel uses Steel to weather their enemies' attacks and Force to push them back.

THE SURVIVOR

This world's thrown everything it has at you, and through quick wits and sheer grit you've made it through. Now your family needs someone who'll get through the monsters of the past and the barbarity of the present to get them what they need.

The Survivor uses Steel to keep going through danger and continue surviving.





THE ELDER

You've lived longer than anyone else and guided your dynasty through calamity after calamity with a combination of wisdom, empathy and cold pragmatism. You just need to get your dynasty through one more crisis, and then you can retire.

The Elder uses Sway to keep their minions in line, work out what makes others tick and reshape their family to be what it needs to be.

CREATING AN ELDER

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

LOOKS

Masculine, feminine, concealed, ambiguous

Wrinkled face, wise face, tired face, rough face

Clouded eyes, sharp eyes, laughing eyes, weary eyes

Bent body, wiry body, slight body

STATS

Choose one:

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

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

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

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

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

_____ is wise beyond their years.

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

BASIC MOVES

You get all the basic moves (see pages 43).





ELDER MOVES

Choose two:

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

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

When you send your trusted attendants to perform a task for you, use the Under Orders move (page 46). If the Quality of your staff drops you may repair it by spending time recruiting new heads of staff; each significant new member you recruit gives them +1 Quality up to their original value.

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

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

Political Upheaval: When you convince your Family to undergo radical change, roll +Sway. On a hit, shift their Doctrine or Lifestyle to whatever you like or swap one Family move for another. On a 7-9, they gain *Need: morale* as the change is accepted only grudgingly.

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

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, exhaust a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

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

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

ELDER ADVANCEMENT

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

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

Each advance can only be taken once.





THE ENVOY

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

The Envoy uses Sway to make deals and unearth secrets, and Force to lead their new allies to victory.

CREATING AN ENVOY

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

LOOKS

Masculine, feminine, concealed, ambiguous

Smooth face, handsome face, striking face

Calculating eyes, arresting eyes, frosty eyes, welcoming eyes

Muscular body, angular body, gorgeous body, slim body

STATS

Choose one:

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

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

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



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ showed me the truths of their family in confidence.

_____ will make a good bodyguard.

I suspect _____ is stealing my secrets for their family.

BASIC MOVES

You get all the basic moves (see pages 43).





ENVOY MOVES

Choose two:

Wasteland Savant: Whenever you roll Wasteland Survival to travel a route you've used before, you always get to pick one of the 10+ options even if you roll a 9 or lower.

Fragile Alliance: When you try to bring many groups together to accomplish a goal, roll **+Sway**. On a hit they'll stick together long enough to see the job through. On a 10+ some will stick around afterwards to see what you have planned next.

Long Memories: When you enter a new court, roll **+Lore**. On a 7-9 name one secret of the leaders, and an enemy of theirs. On a 10+ you also helped one of those parties in a major way in the past. Say how.

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

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

The Black Dossier: Like all successful politicians, you know how to exploit the weakness of others. When you use someone's shameful or illicit secrets as leverage, get +1 to Forge a Treaty, but the deal is conditional on the secret staying hidden.

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

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

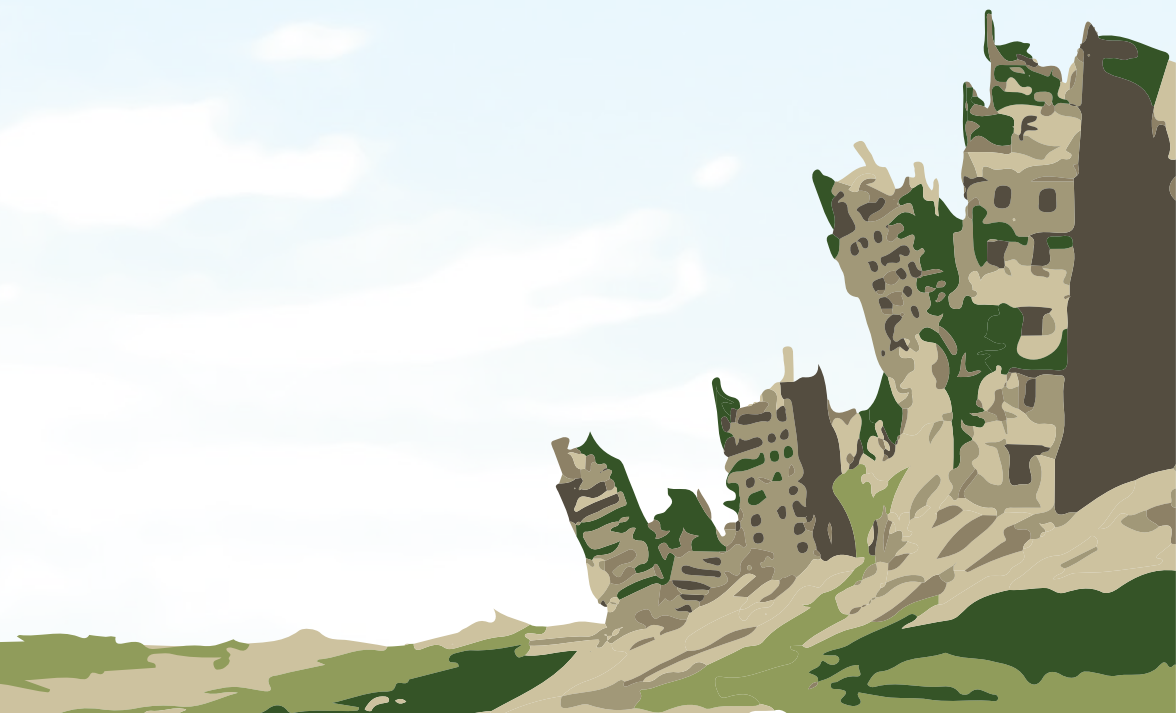
Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

ENVOY ADVANCEMENT

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

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

Each advance can only be taken once.





THE HUNTER

What do you do when a rippling horror stalks the night, a traitor has stolen your grandfather's sword or a charismatic warlord is rallying your enemies? You call a Hunter, of course. With sharp steel and blazing guns they'll cut right to the heart of the problem.

Hunters use Force to wage war and hunt down the inhuman.

CREATING A HUNTER

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

LOOKS

Masculine, feminine, concealed, ambiguous

Scarred face, blunt face, bony face, gaunt face

Mad eyes, cunning eyes, sad eyes

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

STATS

Choose one:

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

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

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

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ has fought shoulder to shoulder with me.

_____ once left me for dead.

_____ is smart enough to be worth keeping around.

BASIC MOVES

You get all the basic moves (see pages 43).





HUNTER MOVES

Choose two:

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

Hunter for Hire: when you Forge a Treaty to take down a target (man, beast, or horror) you can roll **+Force** instead of **+Sway**.

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

- + What special abilities does it have?
- + Where does it make its lair?
- + What does it hunger for?
- + How long before it strikes again?
- + What happened here?

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

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

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

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

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

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

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

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

HUNTER ADVANCEMENT

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

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

Each advance can only be taken once.





THE REMNANT

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

Remnants use Lore to make use of their chaotic abilities, and Sway to bring the wisdom of the World Before into modern conflicts.

CREATING A REMNANT

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

LOOKS

Masculine, feminine, fluctuating, neither

Shifting face, blank face, twisted face

Shining eyes, human eyes, no eyes, dozens of eyes

Humanoid body, fluid body, colossal body, bloated body, patchwork body

STATS

Choose one:

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

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

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



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I still remember the look of fear on _____'s face when they saw me.

_____ welcomed me as one of their own.

_____ made me do something terrible.

BASIC MOVES

You get all the basic moves (see pages 43).





REMNANT MOVES

Choose two:

Protean Form: Your entire form was twisted and altered by the Fall, and after a long struggle you have learned how to master it, at least partially. When you contort it into a new configuration, roll **+Steel**. On a hit, you stay in control and hold 2. On a 10+ hold 3. Spend hold to:

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

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

Painfully Immortal: When you take Harm, you take +2 Armour forward as your body reflexively protects itself.

Arcane Aberrations: You've gained a measure of control over the energies embedded in your body. When you let them emerge and force them to twist the world around you, roll **+Lore**. On a hit the energy bursts free and does roughly what you wanted, but on a 7-9 there are unintended side effects described by the GM.

Inhuman Elegance: When you spend time alone with someone, they can become fixated on you. Roll **+Sway**. On a 10+ hold 3, on a 7-9 hold 2. You can spend 1 hold at any time to have them:

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

GEAR

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

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



HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

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

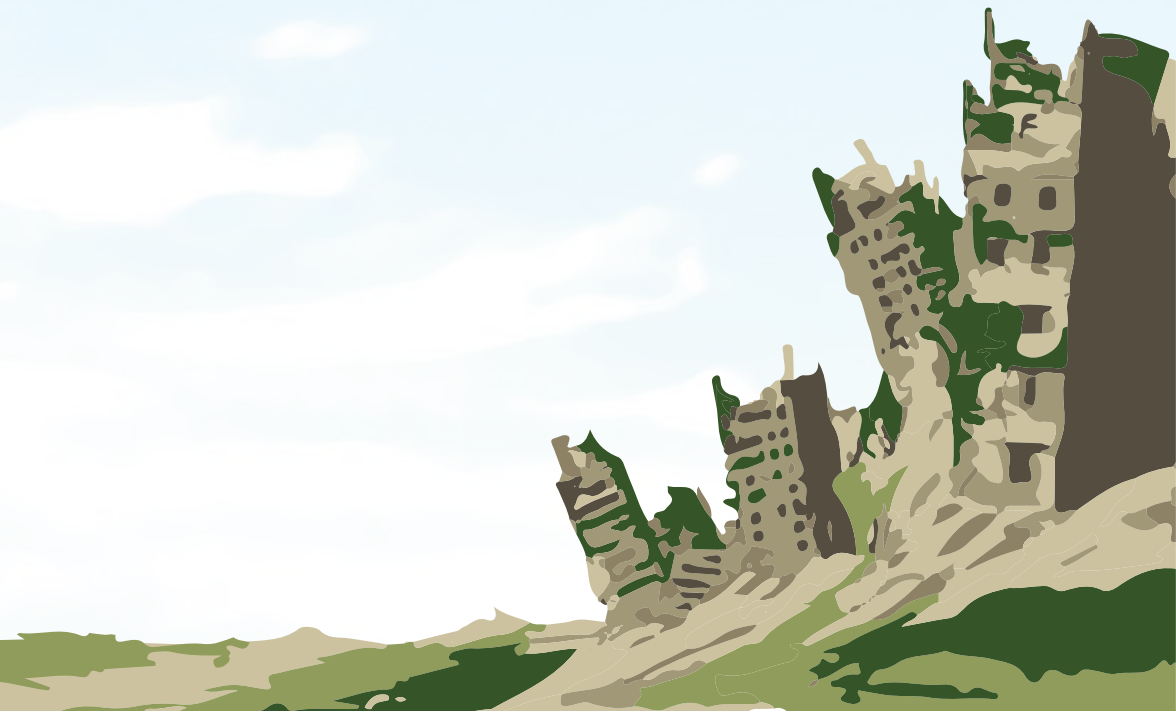
Choose something you leave behind as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

REMNANT ADVANCEMENT

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

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

Each advance can only be taken once.





THE SCAVENGER

Want to know the incantation that charges your solar cannons? The chip that turns toxic sludge into crystal clear water? The location of that lost arsenal you need to fight off the empire next door? Best talk to a Scavenger.

Scavengers use Lore to recognise the things they pick out of the ruins of the past, and Steel to survive the process of getting home.

CREATING A SCAVENGER

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

LOOKS

Masculine, feminine, concealed, ambiguous

Gas-masked face, pretty face, grimy face

Squinty eyes, calm eyes, appraising eyes, guilty eyes

Lithe body, scarred body, worn body, athletic body

STATS

Choose one:

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

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

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

BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

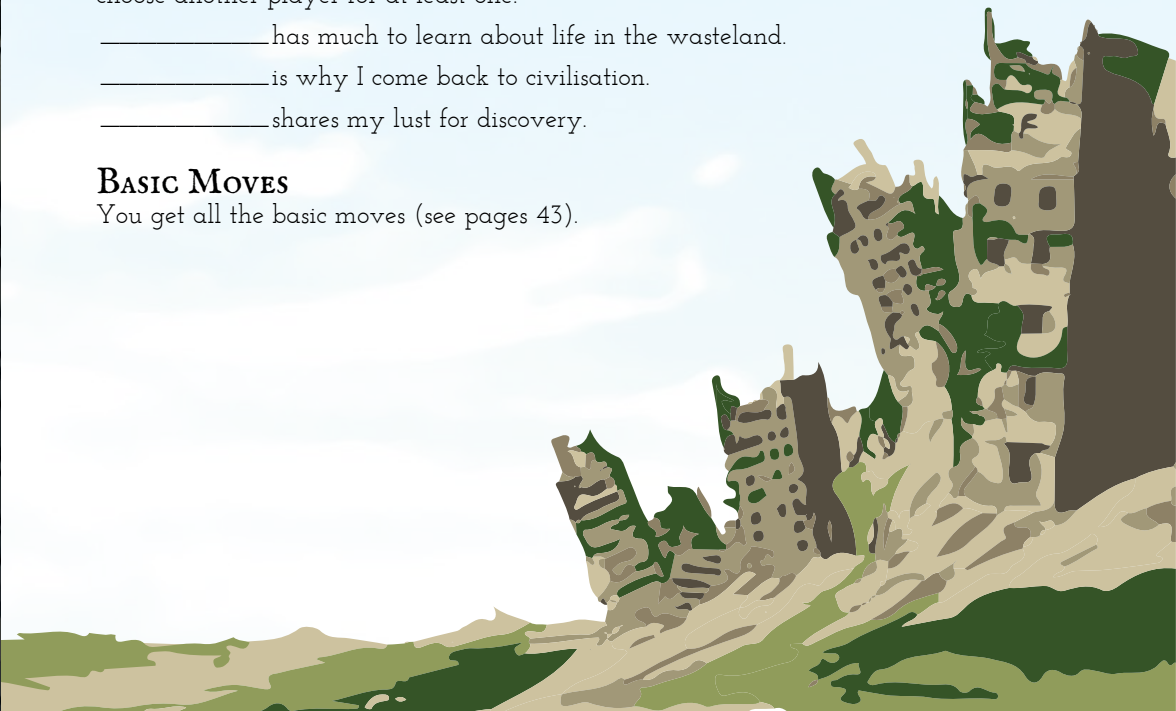
_____ has much to learn about life in the wasteland.

_____ is why I come back to civilisation.

_____ shares my lust for discovery.

BASIC MOVES

You get all the basic moves (see pages 43).





SCAVENGER MOVES

Choose two:

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

- + Sensors that can detect any trace of _____, however miniscule.
- + A shield against _____
- + Communication from afar.
- + Destruction of whatever it's attached to.

The GM will choose one downside:

- + Someone needs to stay with it all the way up to and during its activation.
- + It'll require some potent energy source.
- + It needs to charge up before it triggers.

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

Architectural Eye: When you take an hour or so to scrutinise and plan the exploration of a new ruin, roll **+Steel**. On a 7-9 hold 2; on a 10+ hold 3. While you explore the ruin, spend your hold 1-for-1 to:

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

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

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

Ruin Survivor: When you find a bolt hole in a ruin, no-one will find you if you don't want them to.

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, spend a relevant surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

When you mark off your Dead box you leave behind clues to the location of your greatest stash. If found, it will hold at least: 2 Tech, one powerful weapon (any four tags), and enough food to feed someone for 10 years.

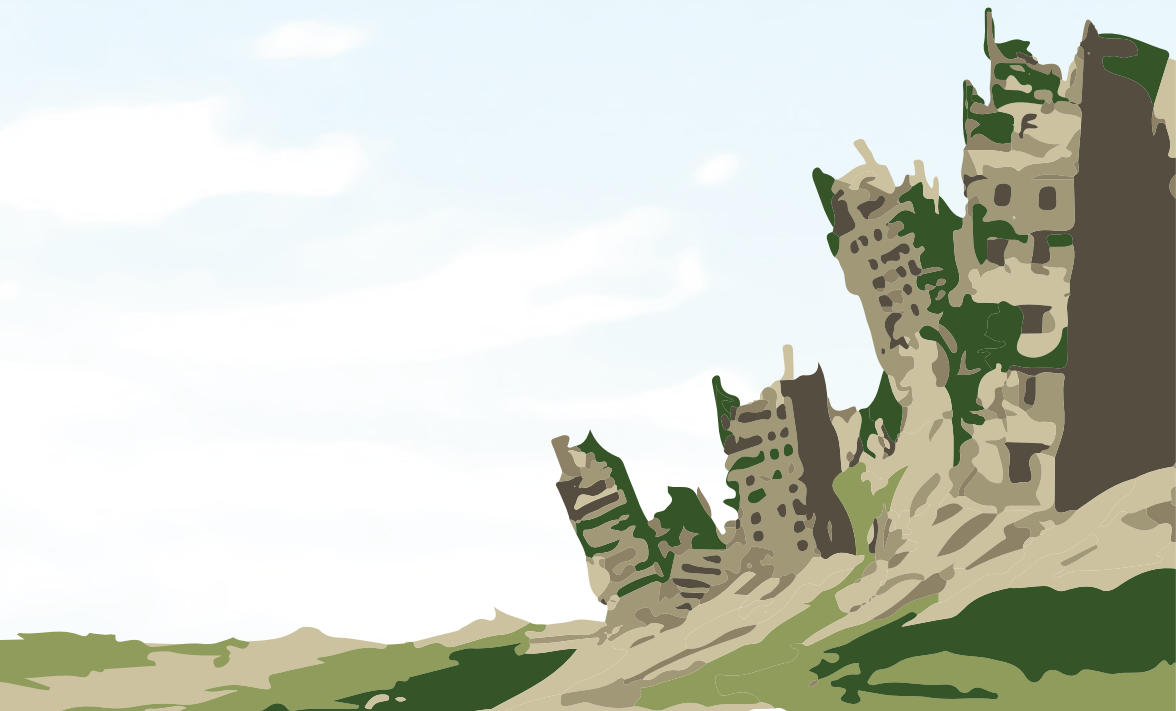
Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

SCAVENGER ADVANCEMENT

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

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

Each advance can only be taken once.





THE SEEKER

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

The Seeker focuses on Lore above all else.

CREATING A SEEKER

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

LOOKS

Masculine, feminine, concealed, ambiguous

Young face, kind face, aged face, pale face

Naïve eyes, soft eyes, quick eyes, bright eyes

Compact body, awkward body, fit body, energetic body

STATS

Choose one:

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

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

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



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

I fear _____ hates what they don't understand.

_____ can guide me to the truth.

_____ will be soon lost without my technology.

BASIC MOVES

You get all the basic moves (see pages 43).





SEEKER MOVES

Choose two:

Visionary Archaeologist: When you come upon the ruins of a device from the World Before, roll **+Lore**. On a 7-9 ask 1; on a 10+ ask 2.

- + What's its power source and how can it be removed?
- + What was this built to do, and what's happened since it was destroyed?
- + How was this broken, and how can I repair it?

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

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

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

Duck and Cover: While you seek shelter and hide instead of fighting, take +1 Armour.

Experimental Energy Projector: You have several chunks of scavenged technology, wired together into a deadly if unstable weapon (*ranged, area, hi-tech*). When you Fiercely Assault with it you roll **+Lore** instead of **+Force**, but choose one:

- + It goes haywire, affecting far more than you desired.
- + The energies turn on you, leaving you with lingering physical aberrations.
- + It's damaged and will need to be recalibrated in a place of safety.

GEAR

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

- + Small thought-crystals, embedded with memories of the world before (3 uses, +1 to Activate Forgotten Lore on use).
- + A sturdy walking staff (*inconspicuous, nonlethal, melee*).
- + A metal detector.
- + Ceramic earplugs, able to block out more than sound.
- + A food and water purification kit.

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

- + Winded
- + Glitching aura
- + Terrified (-1 Steel)
- + Mind-Scrambled (-1 Lore)
- + Dead

DEATH

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

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

SEEKER ADVANCEMENT

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

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

Each advance can only be taken once.





THE SENTINEL

There's no safe place in this world, but your kin need someplace to call home. It's your calling, then, to be the bulwark on which your families' foes break, the unblinking eye they cannot hide from, and the keen blade that stops them hurting anyone else.

The Sentinel uses Steel to weather their enemies' attacks and Force to push them back.

CREATING A SENTINEL

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

LOOKS

Masculine, feminine, concealed, ambiguous

Handsome face, blunt face, hidden face, scarred face

Wise eyes, merciless eyes, judging eyes

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

STATS

Choose one:

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

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

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



BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

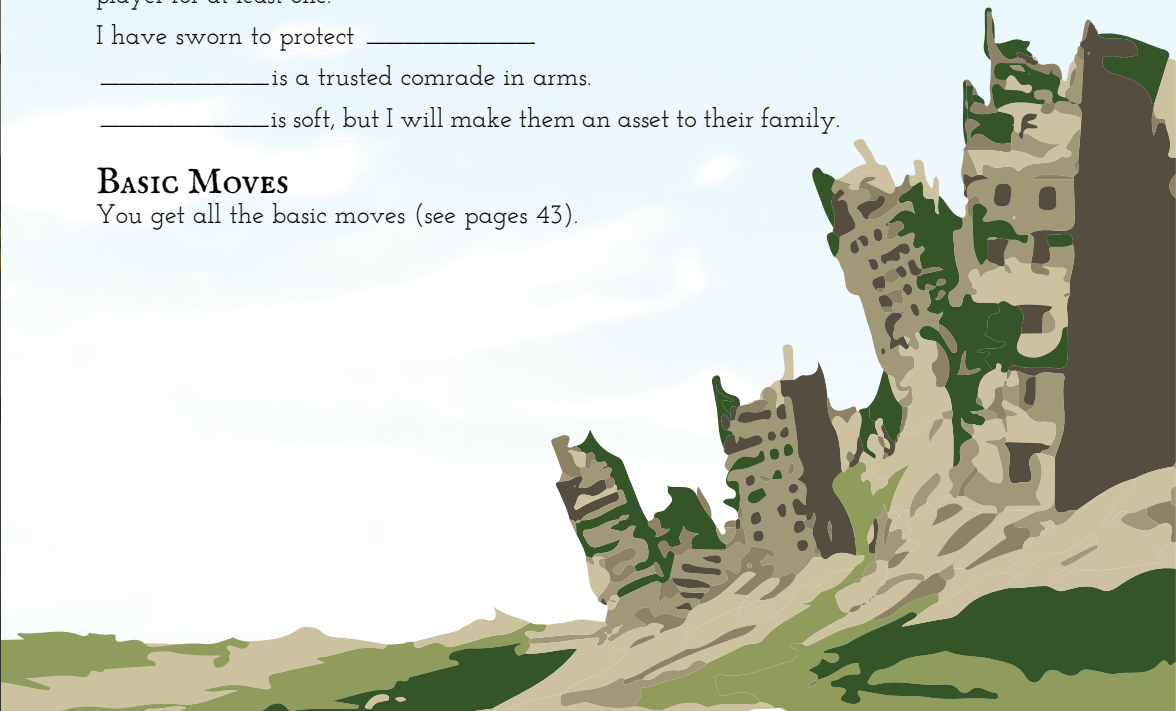
I have sworn to protect _____

_____ is a trusted comrade in arms.

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

BASIC MOVES

You get all the basic moves (see pages 43).





SENTINEL MOVES

Choose two:

Holding Back the Tide: When you stand in defence of a person, place or thing, roll **+Steel**. On a 7-9, pick one. On a 10+, pick two.

- + No harm comes to the thing you defend.
- + You deflect the blows that rain down on you harmlessly away.
- + You force the danger back and away.

Citadel of Dust: When you take your time shoring up defences, placing traps and scouting the local area, hold 3. When under assault at this location, you may spend 1 hold at any time to:

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

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

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

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

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

- + Bruised
- + Drained
- + Angry
- + Crippled (-1 Force)
- + Dead

DEATH

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

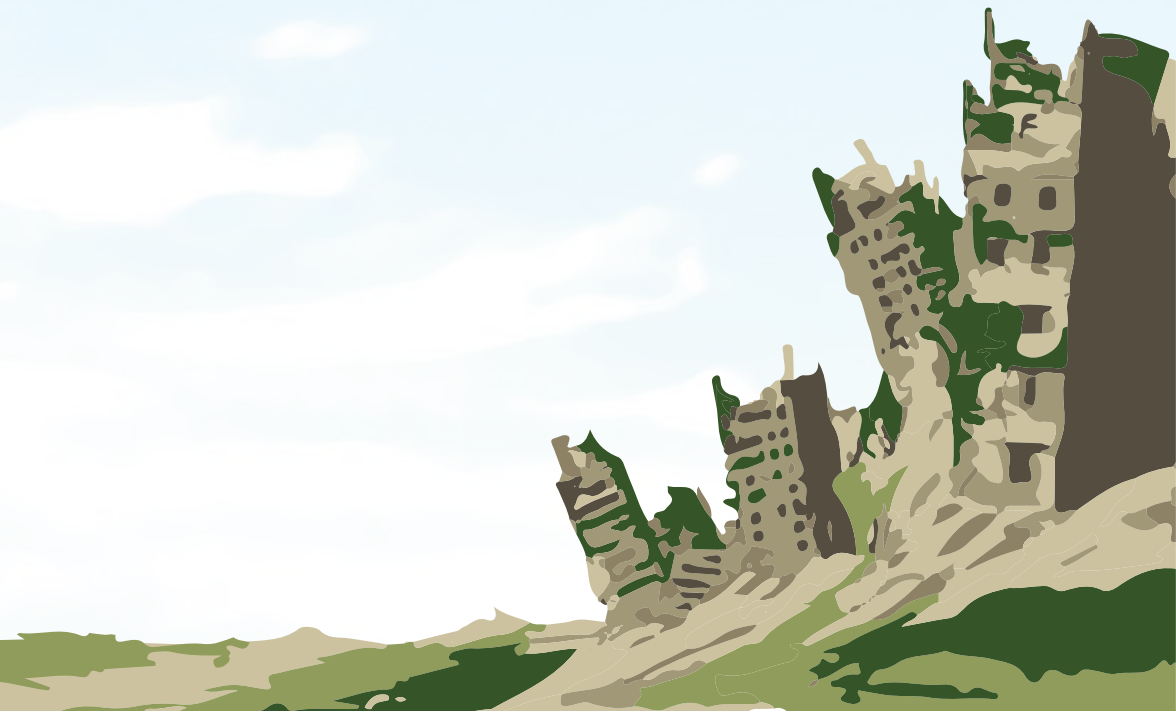
Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

SENTINEL ADVANCEMENT

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

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

Each advance can only be taken once.





THE SURVIVOR

This world's thrown everything it has at you, and through quick wits and sheer grit you've made it through. Now, your family needs someone who'll get through the monsters of the past and the barbarity of the present to get them what they need.

The Survivor uses Steel to keep going through danger and continue surviving.

CREATING A SURVIVOR

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

LOOKS

Masculine, feminine, concealed, ambiguous

Weathered face, grimy face, friendly face, scarred face

Hollow eyes, sunken eyes, wary eyes, cold eyes

Lean body, bulky body, marked body, quick body

STATS

Choose one:

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

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

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

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BACKSTORY

Everyone goes round the table and introduces their characters by outlook, appearance and history. Go around again, and on your turn choose another player for at least one:

_____ reminds me of someone lost long ago.

_____ will need my help to survive.

I saved _____ from certain death.

BASIC MOVES

You get all the basic moves (see pages 43).





SURVIVOR MOVES

Choose two:

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

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

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

This Won't Kill Me: When you suffer Harm, roll **+Steel**. On a 10+ choose two. On a 7-9, choose one.

- + Take -1 Harm.
- + Take +1 ongoing to escaping the cause of the Harm.
- + Ignore the effects of all wounds until the danger has passed.

Memento: You keep reminders of everything you've lost. When you make camp, you can tell the story behind one of them to the people there. The next day, they can take +1 when your story is relevant to the situation.

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

GEAR

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

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

HARM

When you suffer Harm, check one box. To heal, spend a relevant Surplus in a place of safety or attempt to Shake It Off (see page 48).

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

DEATH

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

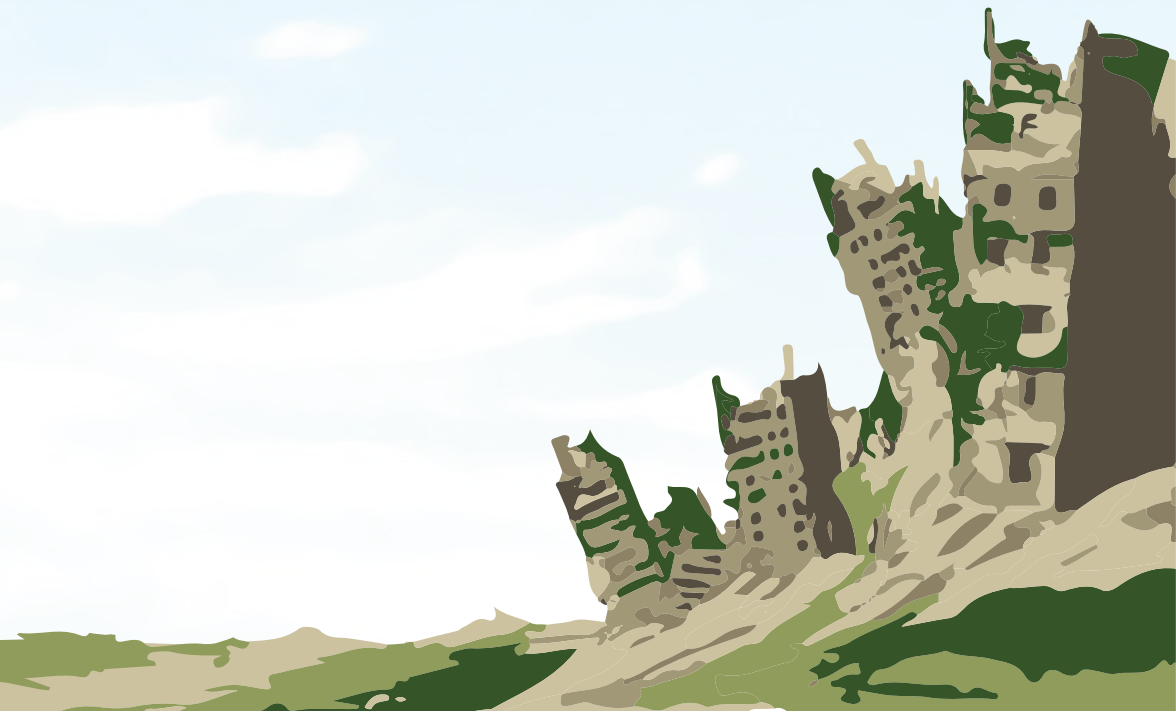
Choose one of your possessions as a relic, and one of your moves; while a Family member holds that relic, they can use that move.

SURVIVOR ADVANCEMENT

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

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

Each advance can only be taken once.







THE TURNING OF AGES



CHAPTER 4: THE TURNING OF AGES

From its beginnings in the ruins of the Fall to the glittering wonders of the rebuilt future, your Family's story is one that spans Ages.

When you feel you've dealt with the threats and opportunities of the current Age, you can call for the Age to turn. If nobody objects, go ahead. If anyone feels they have unfinished business in this time period they get an opportunity to resolve it, and once everyone's satisfied time moves on.

THE AGE TURNS

When years and generations pass by and your Family grows and changes, roll **+Mood**. On a miss choose two trials, on a 10+ choose two fortunes and gain 2 Tech, and on a 7-9 choose one trial and one fortune and gain 1 Tech.

TRIALS:

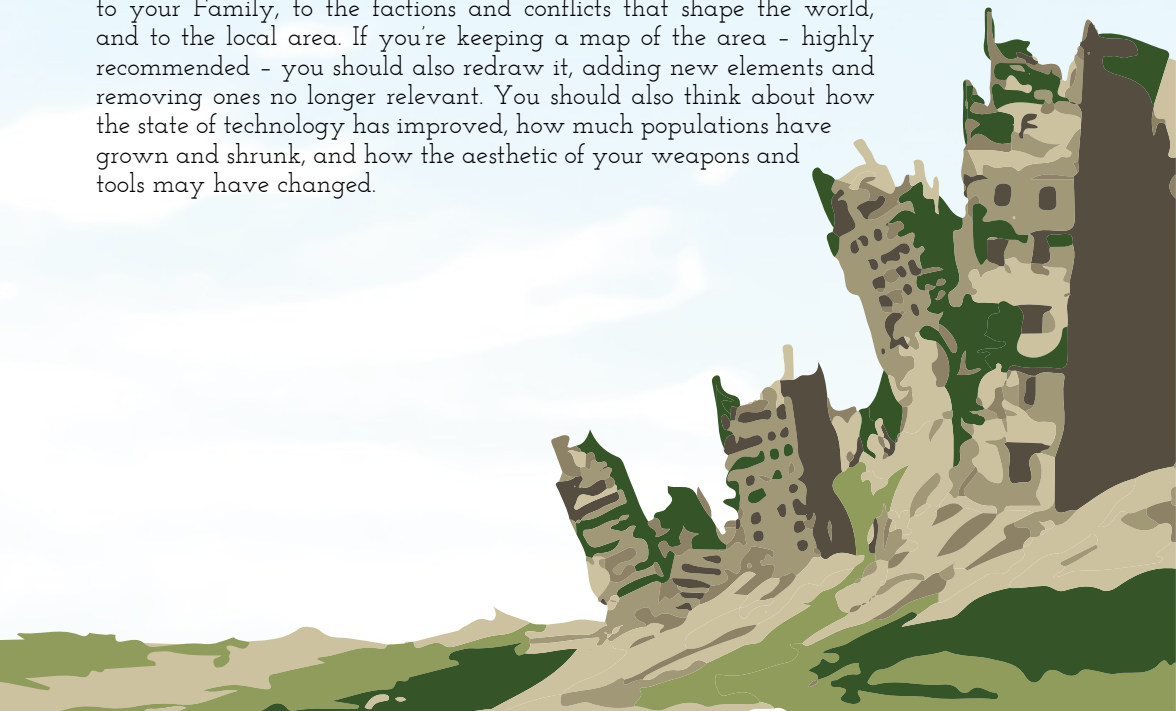
- + Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain *Need: revenge*.
- + Your Family was subsumed or enslaved by another Family, and have only recently managed to break away. Take a move from their playbook, but they get 2-Treaty on you.
- + Starvation and poverty forced your Family to resort to raiding and thieving, and it pissed people off. Gain 3 Surpluses, your choice, but give 2-Treaty to other Families distributed how you wish.
- + Something monstrous from out of the wasteland took a particular dislike to your Family and has been hounding them ever since. Say some secret you've learned about it, gain 2 Tech from scavenged parts of it, but take -1 ongoing to Family moves against it.
- + Plague and illness ravaged your Family, and no other Families could help. Afterwards, they promise to help in the future. Gain 3-Treaty split between any Families you wish but take *Need: medicine*.
- + Your Family saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and *Surplus: motivation*, but take *Need: recruits*.
- + Your Family fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and *Surplus: leadership*, but gain *Need: culture*.

FORTUNES:

- + Your Family goes through a golden age, questioning old philosophies and forging new paths. Gain a new Family move but gain *Need: leadership*.
- + Through marriages and the sharing of secrets, you gain some of the strengths of another Family. Take a move from their playbook, but they get 2-Treaty on you.
- + Your Family spends its time brokering deals and making friends. If you erase 2 of your Surpluses by spending them on gifts and trades you can gain 3-Treaty divided between other Families however you wish.
- + Your Family found a hidden vault still intact from the World Before. Say what its true treasure was and gain 2 Tech from initial scavenging. However, decades of delving have left your Family isolated; gain *Need: trade*.
- + Your Family finds a windfall, whether through scavenging or by absorbing a smaller family. Gain 3 Surpluses of your choice, but it's left you bloated; gain *Need: idle*.
- + Your Family invests heavily in a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and *Surplus: peace*, but take *Need: obligation*.
- + You go to war, whether for righteous justice or as savage raiding. Gain +1 Grasp and *Surplus: weaponry*, but someone or something out there really hates you now. Take -1 ongoing to all Reach moves against them until they've been dealt with once and for all.

Describe in broad strokes the story of your Family through the Age, and change their Doctrine, Lifestyle and Traditions if you want. Then, every player (including the GM) names one new threat, opportunity or faction that is unique to this age, never seen before. Finally, every player decides on a new Objective for their Family, and makes a new character.

Take some time to look through the changes that have happened to your Family, to the factions and conflicts that shape the world, and to the local area. If you're keeping a map of the area - highly recommended - you should also redraw it, adding new elements and removing ones no longer relevant. You should also think about how the state of technology has improved, how much populations have grown and shrunk, and how the aesthetic of your weapons and tools may have changed.







RUNNING LEGACY



CHAPTER 5: RUNNING LEGACY

BASICS

Games working on the Apocalypse Engine are incredibly rewarding to GM, but to make the most of it there are certain procedures to bear in mind. This chapter contains these procedures, as well as advice on how best to use them.

There's a hierarchy to the procedures of play, in order from most to least foundational:

- + Your Agendas are the basic philosophy of the game. Everything you do should serve your Agenda; it's your aim for the game.
- + *Legacy* plays as a conversation - that's why it's important to bear in mind What To Say. Be honest and generous with the information you give out, and commit to using the rules the group has agreed on.
- + Your Principles are how you go about pursuing the Agenda. As you're going through a session and playing the world, keep these as a mantra in the back of your head.
- + Moves are your precise tools. When players roll 6-, or there's a gap in the conversation and everyone's looking to you to see what happens next, make a move.

The next few pages describe the Agendas, Principles, and Moves set out in *Legacy*.

AGENDA

MAKE THE WORLD SEEM REAL

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

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 successes and failures should never be mediocre or petty.

PLAY TO FIND OUT WHAT HAPPENS

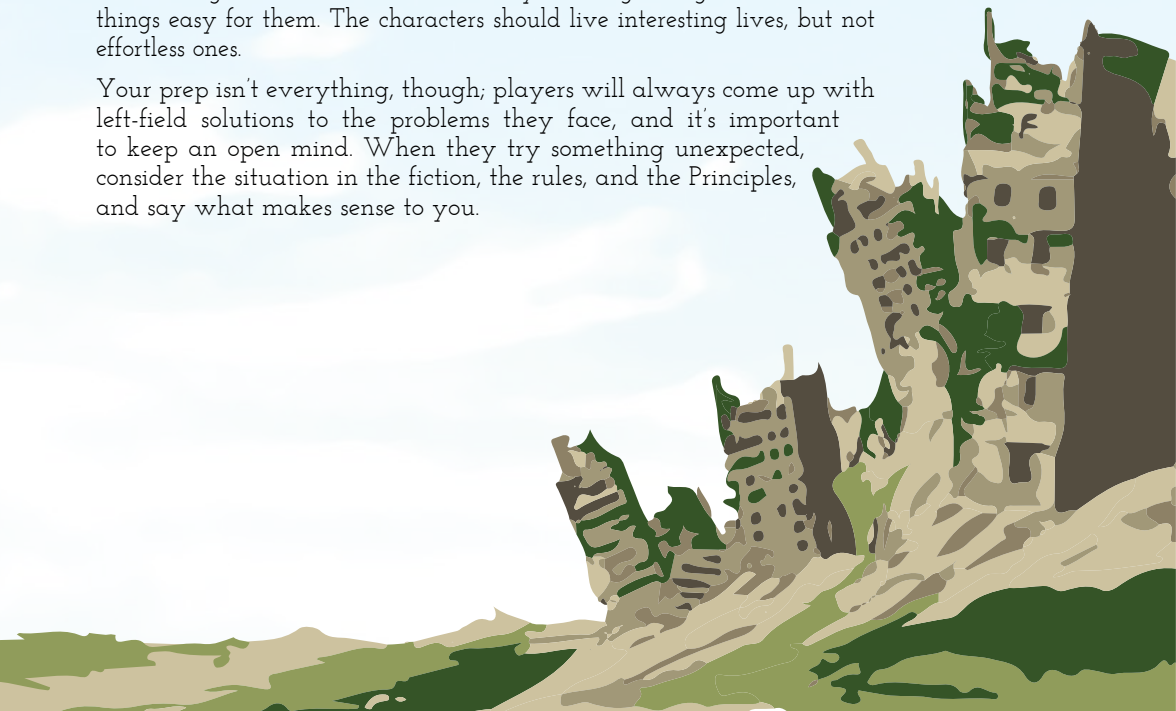
This is your reward and your goal in running *Legacy*. There's no pre-planned story, and no assumed future. Just the logical consequences of the players' actions in the world, and the story they create.

WHAT TO SAY

- 1) What the Principles demand.
- 2) What rules demand.
- 3) What your prep demands.
- 4) What honesty demands.

A key part of running a game well is being fair. You should never attempt to negate a player's unexpected victory by inventing new threats or rewriting old ones, but neither should you change things about to make things easy for them. The characters should live interesting lives, but not effortless ones.

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





PRINCIPLES

FILL THE WORLD WITH RUINS

As you describe the world, fill it with mystery and history. One Family might live 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". It's a small thing, but it keeps the players focused on the fiction.

BEGIN AND END WITH THE FICTION

Moves are great, but the fiction is where the meat is. When your players make a move, ground its trigger and results in the fiction.

NAME EVERY PERSON, AND THINK WHO BACKS THEM

Everyone has the potential to be historic, and having a name keeps characters memorable. Everyone is a member of a family, clan or cult, however estranged, so you should consider who someone might get support from.

DRAW MAPS, LEAVE BLANKS

Legacy is grounded in the landscape. Families fight over natural resources and political borders, characters explore mysterious structures, and natural disasters sweep through the wasteland. A map helps you 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, bring in inspiration from the players and let your maps expand and change.

WRITE HISTORIES, AND REFERENCE THEM

Legacy is also grounded in history. Keep a record of the events that have passed, especially at the end of an Age. When you're prepping new things, look over your histories and see what past events might have caused new troubles.

ASK QUESTIONS AND USE THE ANSWERS

Use questions as a spotlight - when you're interested in how a character lives their life, why they do what they do, or how they know the things they do, just ask them. Their answer creates ties to the world, and gives you more grist to work with in your own descriptions.

BE FLEXIBLE WITH YOUR RESPONSIBILITIES

Sometimes it's more interesting to put the decision-making power of the GM into someone else's hands. This can be one of the players, giving them the choice of how a situation resolves, or it can be one of your characters, letting you make the choice that makes sense according to the characters and world as established. Similarly, you can give players the ability to decide what's happening when the spotlight moves to them, to suggest what action a faction might take, or to create a new threat assailing their homeland.

THINK OFFSCREEN, TOO

Sometimes it's better not to show the players the immediate consequences. Make a note, and remember to bring it to light later. Make sure when you reveal it, though, that it doesn't feel unfair.

EVERYTHING THAT YOU OWN IS TEMPORARY

The easiest way to make the game dynamic and the events historical is to always be willing to destroy, murder, uproot and burn down the people, factions and settlements in the world. Don't trivially destroy the player's achievements, but make sure they have to work hard for reliability and security.

MAKE YOUR MOVES LOOK NATURAL

When you need to make a move, first think about what's going on in the situation and what you'd like to do with the characters. Your moves are your tools to direct the game, but they should be used through established parts of the fiction. Never state that you're using a move, or declare their effects without showing where they flow from. No-one'll be fooled, but this keeps players immersed in the world.

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 in a particular direction.





MOVES

- ❖ Reveal an unwelcome truth.
- ❖ Put someone in a spot.
- ❖ Separate them.
- ❖ Capture them.
- ❖ Trade Harm for Harm (as established).
- ❖ Deal Harm (as established).
- ❖ Turn their move back on them.
- ❖ Offer an opportunity, with or without a cost.
- ❖ Take away their stuff.
- ❖ Exhaust a Surplus.
- ❖ Add a Need.
- ❖ Erase a Surplus.
- ❖ Show a remnant of the past, used in unexpected ways.
- ❖ Show the consequences of past decisions.
- ❖ Show a downside to their playbook.
- ❖ Highlight a weakness of their Family.
- ❖ Tell them the consequences and ask.
- ❖ Use a move from a threat.

As the GM, you'll often be more reactive than proactive. You make your moves when it makes sense in the pacing of the game;

- + When a player rolls a 6- on a move.
- + When everyone's looking to you to find out what happens next.
- + When the players offer you up a golden opportunity, performing some action that would have immediate consequences in the fiction as established.

To unpack that third category a bit, it's when, for example, 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. Less dramatically, it's what happens when a PC makes a faux pas in a foreign court, when they consciously take the last supplies an expedition had, when they do something you want to immediately respond to. It differs from the first two categories in that the GM is actively interrupting things to give an immediate reaction, but they can only do this when the trigger has been previously established in the fiction.

When you make a move, it can be hard or soft. A soft move is one that gives players a chance to react; saying that the characters spot a settlement on the other side of the chasm (offer an opportunity), or that the warlord picks up his spear and charges the Sentinel (put someone in a spot) are good examples. Then you ask them what they do.

A hard move 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). Oftentimes, an ignored soft move is great fodder for a hard move.

UNPACKING THE PLAYBOOKS

When you GM it's important to highlight what's cool about each playbook, and set up situations where they can use their particular talents to affect the story. Every choice a player makes when playing *Legacy* is a message to you about what that player wants or doesn't want to see in a game, from their choice of playbook, to the moves they pick from the playbook, to the actions they take in the game.

Pay attention to these choices and keep them at the back of your mind, ready to bring them out if an opportunity presents itself. This is especially important with the reactive moves - if a Hunter takes *Eternal Arsenal*, keep an eye out for opportunities to have them captured or 'disarmed', so they can reveal a hidden weapon and turn the tables.

What a player doesn't choose is another message to you. For example, by choosing a low Grasp, a family will have difficulty taking control of things and withstanding adversity. This might be a sign that they're not interested in that option - they don't want their family to be an active and aggressive presence in the world - or it might mean they're interested in what happens when tough times force this peaceful family to take up arms and fight for their rights. Generally I'd suggest that most people want to see their character or family doing the things they're good at, with the downsides of their choices brought up as an occasional spice, but as the person with most knowledge of your player's preferences I leave the decision in your hands.

With that out of the way, here's a look at each of the playbooks one-by-one, unpacking their strengths, weaknesses, and role in play.

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GM TIPS #1

Keep an eye on how much Tech you hand out - give out too much and the characters may not be challenged, but give out too little and they won't have those aces in the hole when things get dire. I find giving out 2-5 Tech a session works well. As a guideline, 2 Tech is about how much you might gain from raiding a bandit's stash or from within the corpse of a monster, while 5 Tech is the sort of wealth characters might get by raiding a pre-Fall bunker and stripping it bare.



FAMILIES

THE ENCLAVE OF FORGOTTEN LORE

The central conflict of the Enclave is whether they hoard and protect their gathered tech or use it to improve the world. Enclaves that are Holding Back Another Fall or pursuing Better Living Through Technology tend to focus more on the first option, and can use that tech to dominate the region with Weird Science and I Am Become Death. The second, more philanthropic option can make the Enclave a social powerhouse - they can provide incentives to follow their advice with Uplifting Mankind's Remnants, gain treaty on others by helping them with their technology, and use Deep Knowledge and An Eye For Details to be the most informed group around on a range of topics. Also, remember that unless an Enclave is Nomadic, their technology is obvious and advanced to all who see them. When you're exploring life in an Enclave, then, you should go into how that differs from other families and whether they keep their greatest advances hidden away or flaunt them.

Characters from an Enclave don't start with many inherent advantages, although a hi-tech weapon can be an ace in the hole and the Enclave's moves can provide a safe and secure home base to retreat to. The journal they can start with is a subtle way to add flavour to their Family by harking back to their origins; alternatively, in later Ages previous characters could leave their journals to the Family and provide a way for the group to call back to old characters and see what they did after the game moved on. Characters that are good at finding and employing Tech such as the Seeker and the Scavenger work very well with the Enclave's abilities, while the Remnant is a natural fit as a living vestige of the Before with memories and abilities the Enclave will want to exploit.

THE GILDED COMPANY OF MERCHANTS

The Gilded Company are materialists at heart, with Stock in Trade at the core of this. The simple elaboration of how the Company maintains their Stock in Trade should tell you a lot about the family's day-to-day life, and the extra surplus use can be very useful. In play, a Company can trade their way to domination: they find valuable things in the wasteland (aided by Cabinet of Wonders and Avaricious Appraisal), sell them for a large return on investment (aided by Whaddya Buying?), and leverage the contacts made to gain social standing and find new treasures (aided by Brand Loyalty). Each of these steps can be aided by the Company's ability to wring the most out of their Surpluses with Rationing, and when the Company's operations get too big for them to handle personally their Alliance Move gives them some confidence that they can trust their subordinates. As a GM, it's important that you seed the world with valuable things the Merchants can get hold of, but it doesn't need to be easy for them - a rival gang of scavengers can be an interesting foil for a family of Merchants.

Characters from the Company start wealthy, with the clothes, servants and provisions to fit in at any noble court. On top of their default gear, Cabinet of Wonders lets them get gear perfect for the situation, albeit with strings attached. When a Company needs to put together trade

deals an Elder or Envoy can provide the social might to push them through, with the Elder skilled at straightforward deals and the Envoy better at intrigue and blackmail. When they need to find new products to sell a Scavenger is the obvious choice, although a Survivor or Sentinel may be better if somebody's already laid claim to the resource in question.

THE LAWGIVERS OF THE WASTELAND

The Lawgivers are caught between two poles - order and chaos. Their actions are motivated by a desire for law and order, but those actions are often dangerous, reckless and disruptive to the established social order. Their moves make them incredibly powerful when proactively hunting down their targets - Ear to the Ground gives them information on the target's strengths and weaknesses, and Round Up the Posse and Tooled up and Looking for Trouble really let them bring the pain when they have time to prepare. They're much weaker when they're on the defensive; expect (or provide an opportunity for) them to retreat and regroup rather than stand and fight. On the other side of things, This Is A Civilised Land lets them mould the land in their image and make part of the wasteland more peaceful and secure. Their Lifestyle options also help them maintain order, in different ways. Finally, Laying Down the Law is a clear statement of right and wrong, and challenging that statement with contradictions and edge cases can lead to very interesting situations.

Aside from the gun, badge and transport provided by their Family, Lawgiver characters can also rely on a strong moral code from Laying Down the Law and backup from Round Up the Posse. This means that any Character playbook can be an asset to the Lawgivers depending on the target being pursued. As flexibility is a key asset in a law enforcement officer, the Envoy, Remnant and Sentinel can do particularly well, although if the Family just needs to take down a certain lawbreaker a Hunter is the obvious choice.

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GM TIPS #2

To raise the tension, you should choose your moves so that they snowball, building on the effects of the player's moves and your past moves and firing back new threats for them to deal with. A move should never shut down a player's ability to react, but instead raise the stakes and increase the story's momentum.





THE SERVANTS OF THE ONE TRUE FAITH

Like the Lawgivers the Servants are a force of disruption in the game world, but the narrower focus on a religion rather than law and order allows them to act as free agents. A family of Servants can shift their allegiances as they please, helping those that can promote their faith and destroying those that stand against them. With the right moves, they can learn how to undermine an enemy's beliefs (Ecumenical Eye), dismantle their social support structure (A Voice In the Wilderness), strike unexpectedly and without fear (Sacrifice), and be made stronger by their reprisals (Prophecy From Pain). As a downside, the Servants' low Reach and bizarre practices will render them constant outsiders, and their moves can make enemies and saddle them with needs. Their Alliance Move allows them to use this status of moralists untouched by politics to absolve others of crimes and gain their gratitude, which can help ameliorate the problems caused by the other moves. One other factor to note is that the Servants are more explicitly paranormal than the other Families, particularly when using Sacrifice, Prophecy from Pain or The Faith is Mother. If the Servants in your game take those moves, you may want to consider where their powers are coming from - or you might just want to leave it as something mysterious, numinous, and unexplainable.

Of all the moves the Servants have, their Doctrine is most useful to Characters. Depending on which is chosen, they can go anywhere so long as they go peacefully, scour monsters from the land, or get backup whenever they truly need it. Faith of the Fallen can be used to get visions and turn an NPC to their cause, and Sacrifice can be used to help a Character infiltrate any area or wade through a battle without fear. The Envoy and the Hunter can get the most out of these advantages, but the Seeker and the Elder are also Servant mainstays.

THE TYRANT KINGS

The Tyrant Kings are all about claiming settlements and keeping them, but their choice of starting moves give them a few ways to do that. Always Outnumbered, Never Outgunned and Lords of War make them unstoppable in battle, while Conscription and Tyranny help them exploit their conquests to maintain their empire. Dominion provides a tool to make sure that the settlements they take over remain cooperative, while their Alliance Move gives them an incentive to give others prominent positions in the empire. They have an incentive to leave others with some degree of autonomy, though, as their skillset is only any good at dealing with physical threats. Come a threat they can't fight - a plague, for example, or a rapid plunge into winter - they'll have to hope that they have allies that can save them.

The gang that Tyrant King characters start with can be very useful in providing more eyes to keep watch, more hands to loot ruins, and more bodies to stand intimidatingly behind the Character. Aside from this, the Tyrants provide few resources to Characters away from their empire, and they'll have to survive using their own strengths and smarts.

CHARACTERS

THE ELDER

While the Elder and the Envoy both specialise in making deals and gaining allies, the Elder works best by placing themselves as the centre of attention with Statesman, sending their Loyal Staff to gather information and make friends, and giving valuable advice with The Voice of Experience. In this way they can make themselves invaluable, and the results they desire soon follow. To round this out, Tough Old Soul helps them turn danger into opportunity, and Political Upheaval allows them to confer a degree of flexibility to their Family and shift it as the situation needs.

THE ENVOY

The Envoy is an excellent diplomat, no matter which of their moves they choose. The Black Dossier and Long Memories work particularly well together, giving them the secrets those in power would prefer no-one knew and the tools to get the most leverage out of them. A Matter of Honour and Fragile Alliance present another route, getting people's respect by defeating their champions and then binding them together on a mission of your devising. Finally, Wasteland Savant ensures that whenever they travel between settlements, they discover something new they can use as a bartering chip in their negotiations.

THE HUNTER

The Hunter's all about finding and taking down their target, but how they approach that is up to them; the monster hunter might pinpoint their quarry's strengths and weaknesses with Hunter's Lore and use that to strip away its advantages with Red in Tooth and Claw, while the assassin might approach their target peacefully, take them out with a hidden weapon provided by Eternal Arsenal, and take advantage of the confusion provided by A Shadow on the Wind to escape. The Hunter's starting gear selection provides them with a wealth of options for how they fight, while their Harm boxes allow them to soak up plenty of punishment before they start taking penalties.

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GM TIPS #3

To keep players engaged, bounce the spotlight around; Player X's move brings consequences for Player Y, and Y's move then creates a great opportunity for Player Z to get what they want.



THE REMNANT

The Remnant is a very powerful playbook - Protean Form and Painfully Immortal allow them to take on terrible foes, Inhuman Elegance gives them a powerful - if inhuman - ability to influence others, Eternal Memories lets them uncover secrets of the World Before and with Arcane Aberrations they can improvise any effect that makes sense according to the world as established. The balancing factor of all of this is their relationship with humanity - the more they solve their problems by giving in to the unpredictable and uncontrollable power of the Fall, the more they distance themselves from their adopted Family and the other characters. Not to mention that failures when using Remnant moves can strip the Remnant of control of their abilities, at least temporarily.

THE SCAVENGER

The Scavenger is another highly focused playbook, this time concerned with exploring the ruins of the World Before and retrieving the technology within. Their high Steel ensures that they can make their way through the Wasteland and have quick reactions when surprised or hurt, while their high Lore means that they can spot Tech when they see it and attempt to activate the great structures of the Before. Their moves augment this: Architectural Eye allows them to explore ruins safely while Tech Attunement tells them where to go for greatest reward, and Ruin Survivor is a great failsafe if they run into trouble. As a GM you should allow them to find boltholes if it seems at all possible, and even if this is their pursuer's home turf - the scavenger is just that good. They aren't just treasure finders, though; Bag of Tricks ensures that they always have the right mundane tool for the job, and Scrapheap Ingenuity lets them improvise powerful effects at a cost.

THE SEEKER

The Seeker is defined by their knowledge - aside from their skill in understanding old tech with Visionary Archaeologist and Activate Forgotten Lore, with the right moves they can attack with Lore (Experimental Energy Projector), navigate through the wasteland with Lore (World Traveller) and heal by spending the Tech they've discovered (Curative Admixture). On the other hand, when those moves don't apply or haven't been taken the Seeker has very low stats and capabilities, so expect them to behave defensively when they're not in their preferred circumstances. Duck and Cover plays along with this, giving them incentives to escape dangerous situations rather than fight and only walk into trouble in arenas they understand thoroughly and can subvert to their goals.

THE SENTINEL

Where the Hunter is a proactive fighter focused on tracking down specific targets and taking them out, the Sentinel waits for their enemy to come to them and then crushes them utterly. Holding Back the Tide works on a personal scale (you should let them use it the moment their allies come under attack if they're nearby), while Citadel of Dust works to fortify a certain area with some time to prepare, but both enable you to repel the attacks of your enemies and mount brutal counterattacks. Armoured in Vigilance makes the Sentinel invulnerable unless they come under sustained attack, while Armoured in Glory enables them to give orders in the heat of the moment and be sure they'll be followed or force enemies to back down. Finally, Steel Rain gives them an incentive to use themselves as a distraction, absorbing the brunt of the enemy's attack and then having their allies launch an ambush.

THE SURVIVOR

What the Survivor has survived should be a notable event in the world - the Survivor is remarkable because they survived it, and so at least part of the politics of this Age should be dealing with that event's repercussions. In play, expect the Survivor to be extremely tough - only one of their Harm boxes gives a stat penalty, they can start with armour, and This Won't Kill Me allows them to reduce or ignore wounds. A particular wrinkle is that This Won't Kill Me can be used to ignore the effects of the Dead box until danger is passed, allowing the Survivor to accomplish one last feat before dying. The Survivor experiences the world through their loss - Memento lets them give aid through remembering the fallen, Lone Survivor gives them permanent boosts by avenging their friends' deaths, and The Things I've Seen lets them leverage the wounds of the past into present bonuses. If a Survivor comes to terms with their loss and moves on, they should either retire as a character or switch to another playbook - do whichever makes more sense.

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GM TIPS #4

Always finish up your moves by asking the most important question: What do you do?





STRANGE MACHINERY

While the basic moves, the five Family playbooks and eight Character playbooks have been designed to try and cover all the bases, it's quite possible you'll run into a situation that doesn't quite fit. Alternatively, you could have an idea for a playbook that you reckon will be really interesting. To help you out, here are some tips on creating moves and playbooks for *Legacy*.

BUILDING MOVES

Firstly, work out whether you need a move for the situation. If it's something that isn't going to come up more than a few times and won't need complex resolution, it's probably not worth creating a move; just use the existing basic moves and GM moves to resolve it. If you want to make a move, you have a few options: **direct moves**, **fortune moves**, **list moves** and **hold moves**. With all custom moves, you should let the players know what they involve once they've been activated, or once the players gain the means to trigger the move of their own accord.

DIRECT MOVES

Direct moves are very simple - they don't involve a roll, and they may not even involve choices. Their basic skeleton is *When [trigger occurs], [outcome occurs]*. Here are some examples:

When you enter the flux room, every metallic object you carry is dragged to the floor.

When you speak to someone who's bonded to a thoughtworm, choose one: answer their questions completely honestly, or obviously avoid eye contact.

When you consult the maps of ancient Rashida, take +1 to Wasteland Survival within that area.

Their main function is to codify the outcome of certain situations without taking much time at the table.



FORTUNE MOVES

A dice roll gives fortune moves an increase in complexity over direct moves. Their basic skeleton is *When [trigger occurs], roll +Stat. On a 10+ [best result], on a 7-9 [ok result], optional on a 6- [specific awful result]*. An alternative skeleton uses *On a 7+ [positive result], on a 10+ [extra bonus]*.

Sometimes you'll want to specify what happens on a miss, but most of the time the standard GM moves work well enough. There are two main classes of fortune moves: active moves, where the Character/Family is attempting something and the roll tells them how well they do it, and reactive moves where something bad is happening to the active party and the roll tells them how badly it goes. Here are two examples:

When you read the future with the sidereal engine, roll +Lore. On a 7+ name a particular faction. The GM will tell you what they will do next, if you don't interfere. On a 10+ you also see a difficulty your Family will face soon, and they take +1 forward against it.

When you wade through the writhing marsh, roll +Steel. On a 10+ you avoid infestation. On a 7-9 you spot a worm in the process of boring into you, with time to remove it. On a 6- take 1 Harm now and every day until the parasite is removed.

The first is active, and the second is reactive. Reactive moves generally are written with a specific thing in mind, so should usually specify a 6- result. If you want a bit more depth to your moves, you can use list and hold moves.





LIST AND HOLD MOVES

These move types give you a bit more nuance. A list move gives you a number of options to choose at the point of rolling and can vary the number of options based on the dice roll, while a hold move gives you a pool of points (again potentially varying based on rolls) and things to spend them on over a certain time period. List moves can be active (better rolls give you more choices) or reactive (better rolls mean fewer things happen), but hold moves generally work best as active moves.

The general skeleton for a list move is either:

When [trigger occurs], [choose X:] or [roll +Stat. On a 7-9 choose X, on a 10+ choose Y:]

- + Result 1
- + Result 2
- + ...
- + Result N

Optionally, a list move with a roll can give you choices on a 6-, but this typically comes in with a specified downside. For an example of the first one see the Tyrants' Conscription, while the Servants' A Voice in the Wilderness is an example of the second. List moves should be used when the choices are made by the player at the point that the move is triggered. For reactive moves, it's good practice to write the options so they emphasise what happens if they're not taken (e.g. You don't run out of supplies, or You don't draw attention to yourself). Feel free to mix and match Fortune and List moves by providing a list of bonuses to choose from on a 10+, having a 7-9 present the player with a tough choice that the 10+ avoids, or some other variant.

Hold moves provide the player with a pool of points that they can spend on a list of options within a certain time frame. The player can pick the same option multiple times if they have enough hold; if you want something to only happen once, or only at the point of the roll, try a different move format. Here's their general skeleton:

When [trigger occurs], [gain X hold] or [roll +Stat; on a 10+ gain X hold, on a 7-9 gain Y hold]. Spend hold 1-for-1 within [time period] to:

- + Option 1
- + Option 2
- + ...
- + Option n

Again, it can be written so that a 6- result still gives you hold at a cost. As a default assumption, spending hold allows you to interrupt other's actions, and doesn't require a roll to activate once the hold has been generated. The Hunter's Red in Tooth and Claw and the Remnant's Protean Form are good examples of this type of move.

CREATING PLAYBOOKS

Playbooks are quite a bit more work than a move, but there's a basic framework I've followed in creating the playbooks in *Legacy*. First, you need a concept. This should be broad enough that you can see a number of different ways of approaching it, but narrow enough that the playbook has a definite focus. You should also consider how well it fits into the standard setting assumptions of *Legacy* - or if you're making something solely for your home game the setting assumptions you made in homeland creation. The next steps are different depending on what you're making.

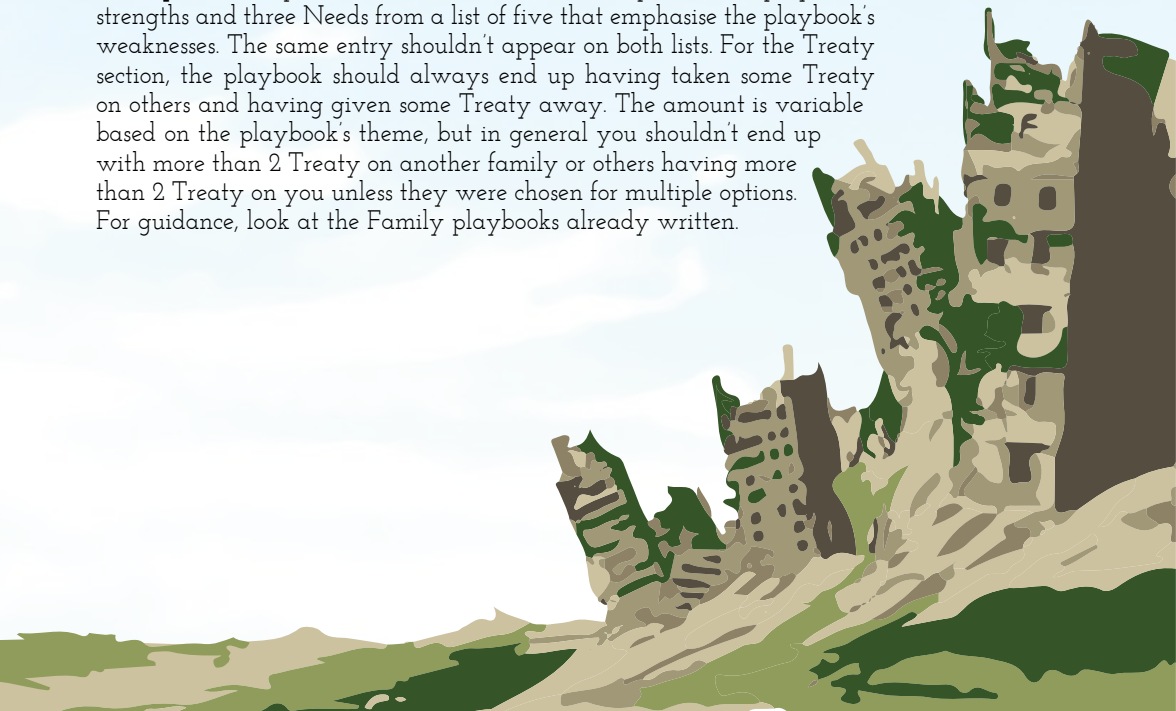
FAMILY PLAYBOOKS


Stats: If the Family deals with information and social connections it should favour Reach and provide the options of +2 Reach and -1 Grasp or +1 Reach and 0 Grasp. Conversely, if it prioritises its own integrity or takes the things it needs rather than making deals it should favour Grasp and give a choice between -1 Reach and +2 Grasp or 0 Reach and +1 Grasp. If a playbook could go either way, let them assign +1 to one stat and 0 to the other. Mood always starts at -1 and Tech is 0.

Doctrine: Three options that should represent different ways of approaching the playbook's theme. The move that comes with them should be a direct move, without a roll, and shouldn't have complex mechanics beyond a +1 forward or gaining/losing of a Need or Surplus.

Lifestyle: Three options (Nomadic, Dispersed and Settled), again with a direct move attached. Nomadic moves should be about what happens when you leave a place, what happens when you arrive at a place, or some advantage of the Family's caravan. Dispersed moves should emphasise a wide reach, or a covert advantage in unfamiliar settlements. Settled moves should represent social dominance or privileged access to local resources.

History: Two Surpluses from a list of five that emphasise the playbook's strengths and three Needs from a list of five that emphasise the playbook's weaknesses. The same entry shouldn't appear on both lists. For the Treaty section, the playbook should always end up having taken some Treaty on others and having given some Treaty away. The amount is variable based on the playbook's theme, but in general you shouldn't end up with more than 2 Treaty on another family or others having more than 2 Treaty on you unless they were chosen for multiple options. For guidance, look at the Family playbooks already written.





Traditions: List some ways that the Family might be related to each other, might appear, and might be organised. This is a good place to show the breadth you imagine for the Family and spark a player's imagination - put interesting details into each option, as the player is free to make up their own populace, style or governance if they don't like any of the ones presented.

Alliance Move: The Alliance Move is the Family's main way of gaining Treaty on other factions. It should be something that would earn the gratitude of other factions, however grudging, as making the move gives that other faction an obligation to the playbook. If someone could brush off what the Family has done without any social repercussions, it probably doesn't work as an Alliance Move.

Playbook Moves: The real meat of the playbook. You should present five moves of which two are chosen at character generation; if one is particularly central to the playbook you should instead make that move mandatory and give them the choice of one other. About 2-3 of the moves should be new capabilities for the family, with rolls only if needed, while the remaining ones should augment the basic moves.

Gear: Provide five flavourful things that every character from the family can start with. These should include an interesting form of clothing, and basic weaponry with two tags. You can also add a form of transport, minions, consumables, or something that can be consulted to gain non-crucial information.

CHARACTER PLAYBOOKS

Looks: four options for gender presentation (feel free to change the ones on my playbooks if you can think of ways to improve their representation of the many beautiful facets of humanity), four options for what your face looks like, four options for what your eyes communicate, and four options for your body.

Stats: Provide three arrays, each using the numbers +2, +1, 0, -1. If your playbook is based on a single stat each array should place +2 in that stat, while if it's based on two stats each stat should be either +2 or +1 in each array.

Backstory: three options, each either an interaction the characters had in the past or the playbook character's opinion on the other character. They shouldn't be so negative that the characters wouldn't want to work together afterwards.

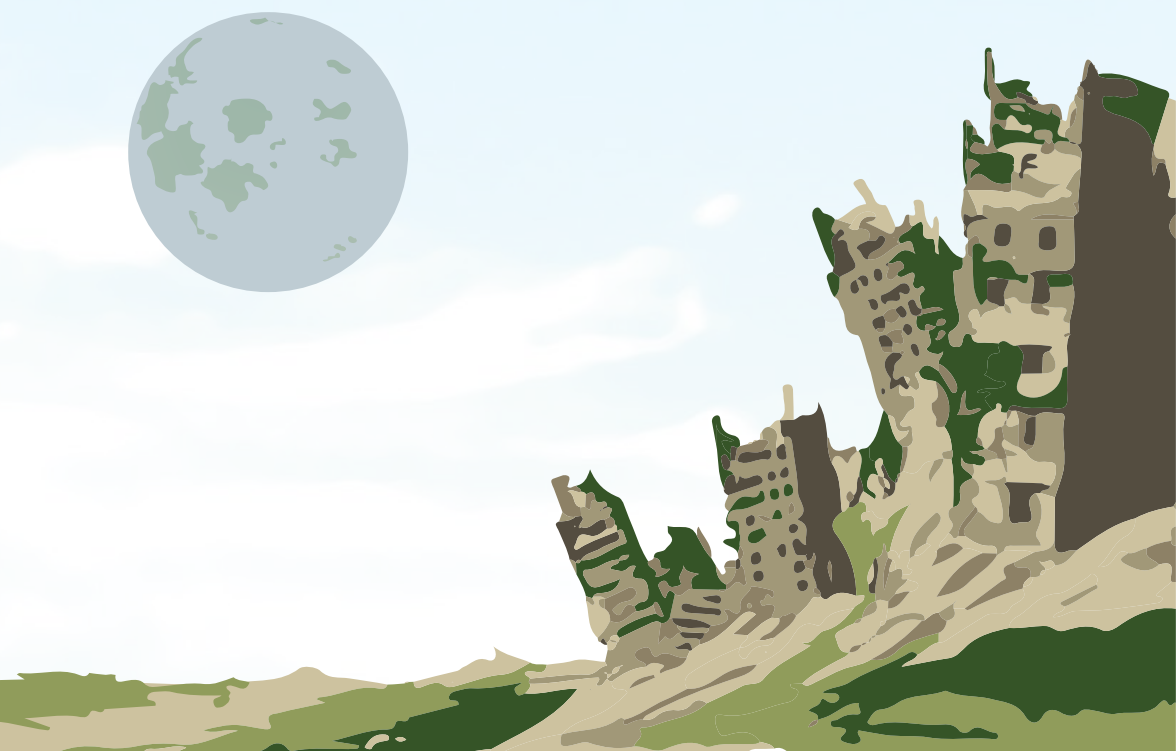
Playbook moves: Five options, of which the player chooses two. About 2-3 complex moves involving a roll and/or choices works well. The rest of the moves should either augment the basic moves (by adding new options or switching the stat rolled for it in a specific situation) or give the character a reliable ability that they won't need to roll for.

Gear: five options, of which the player picks three. This can include one or more weapons (two tags for a less combat-focused character, 3-4 for a tough character, let combat specialists choose the tags), Armour (1 point), something that provides a non-mechanical advantage, something that boosts a particular playbook move, or something consumable that boosts the basic moves.

Harm: five boxes, one of which is Dead. Two of the boxes should come with stat penalties unless the playbook is especially tough, in which case only one should have a penalty. The description of each box should be based on your image of how the playbook reacts to adversity - a frail character might get terrified or have broken limbs, while a battle-hardened character could get angry or exhausted.

Death Move: something impressive that will provide a fitting coda for the character. It should have a lingering impact on the world or on the surviving characters' lives, and it should ensure that once someone's Dead box is checked the scene is then all about their character's last moments.

Advancement condition: This should be simple enough that a character can expect to accomplish it 3-6 times over the course of an Age, and should be something that makes the character feel the world or their life is significantly improved.





LEGACY HACKING

SETTING ASSUMPTIONS

Legacy has a default style of setting - a post-apocalyptic wasteland where the technology used by the survivors is a patchwork of the basic medieval-level things they've put together themselves and the advanced and enigmatic devices of the World Before that lead to that society's destruction. It's a broad tent, but if you're looking to try something different here's the basic assumptions the system works on:

- 1) The world only entered its current state very recently.
- 2) The world is dangerous and home to sentient, bestial and inanimate threats.
- 3) Objects can be found that are a) beyond the characters' ability to construct and b) capable of performing feats far beyond the characters' tools.
- 4) Resources are scarce and every faction has things they're lacking.

So long as your setting matches those, you won't need to rewrite any rules, although some gear options or moves might need re-flavoursing to make them fit.

Here's some ideas:

- + **Change from sci-fi to fantasy:** When the ancient dragons went on a rampage the collected efforts of the kingdoms of man, elf and dwarf were barely enough to stop them. The unleashed power destroyed dragon and civilisation alike, leaving only the 'monstrous' races to pick through the rubble and try and build the society they were always denied.
- + **The Fall and the hyper-advanced tech weren't mankind's creation:** They came from Alpha Centauri, lasers flashing and hyperdrives glowing. By the time they left, human civilisation was reduced to rubble. Now the survivors must use the strange devices left behind to contend with other survivors, WMD-created wastelands, and the alien's abandoned minions.
- + **The Fall never happened:** The gleaming spires of wonders and miracles still stand, but you're not welcome in them. The tunnels and slums at the base of the towers are where you make your home, picking through the elite's refuse and working thankless jobs to keep the great machines turning. Food is running scarce, and something needs to change...

GAME PACING

Legacy's default mode of play is to spend some sessions (2-8) in one time period, then advance time by a few generations and create new characters. If you want to do things a bit differently, you can be flexible with this:

- + **A shorter timeskip:** Move ahead by only a few years or decades - enough to bring change to the setting, but not enough that things are radically different. This may need you to alter results from *The Ages Turn* to make sure things make sense.
- + **Unaging Characters:** While your families grow and change over the Ages, some mechanism - a relic of the World Before, or something intrinsic to your characters - ensures that they survive from Age to Age. This is easy to justify with a Remnant, making them a good choice if there's one player in the group uncomfortable with changing characters as rapidly as the default mode of play.
- + **No Timeskip:** While there's a lot of subsystems that won't kick in if your entire game stays focused on one time period, it's still possible. If you want to do this, I'd recommend that a different method of Family advancement is used - potentially using the entries of *The Ages Turn* as individual moves to gain advances by fulfilling certain conditions.
- + **Vignette:** The opposite style to the above, in Vignette play each Age only takes one session. If you're trying this method, make sure to frame each age as you create it such that it has an obvious conflict with aspects that interest every family, so that you can dive straight into the game. As you're unlikely to get character advances, accumulated Relics are likely to be the main method of character improvement.

CHANGING ADVANCEMENT


If you're changing the pace of the game, you may also wish to change how character advancement works. Especially if you're spending dozens of sessions with the same group of characters, the default rules will quickly leave you with no advancements left to take. If you find yourself in this situation, here's some suggestions:

- + **Slow down advancement:** When you fulfil your advancement condition, you instead gain 1 XP. Once you hit a set number of XP, you gain an advance.
- + **Move between playbooks:** When a timeskip happens, take this opportunity to move your character from one playbook to another - a young Hunter becomes an adult Envoy, and then a grizzled Sentinel. When you transition you still gain a relic from the old playbook, giving you a degree of access to your younger self's moves.
- + **Add more advancements:** Either let each advance be taken multiple times, or add more items to the list - gaining Tech may work, as may story benefits like gaining an ally, a gang, or a safe haven. I'd advise against letting anyone have a stat higher than +4, as the dice mechanics break down once someone's guaranteed to roll 7 or higher.





THREATS



CHAPTER 6: THREATS

DANGERS OF THE FALLEN WORLD

The Fall smashed the old world into a thousand pieces, and the shattered landscape is full of terrors. If you can overcome them, though, the future awaits.

Threats in *Legacy* are tools the GM uses to provide adversity for the characters. This chapter gives you some sample Threats, divided into three categories:

- + Monsters and Horrors
- + Natural Disasters.
- + Organisations and Gangs

Each threat comes with a description, some moves to guide how you run them, and the amount of Harm they can deal out as applicable. This Harm may be dealt out when a player uses the *Fiercely Assault* move, when a player rolls 6- in a dangerous situation, or when it makes sense in the fiction.

When a character fights back against a threat with *Fiercely Assault*, remember that the weapon they're using determines their effectiveness. If a threat's numbers or capabilities make it seem unlikely that the character could meaningfully fight back, don't have the player roll *Fiercely Assault* - instead let them use *Defuse* to try to escape or just deal Harm to them, depending on the severity of the situation. On the other hand if a character clearly outguns the enemy it's equally OK to have them win the fight without a roll, although things should never go entirely the character's way when they commit to violence.

Finally, it's important to make sure that *Fiercely Assault* isn't the only way to deal with the threat. Try to be open to attempts by the characters to strike deals with others or even with the threat itself, to use some piece of pre-Fall technology to redirect or remove the threat, or to simply try to escape.

When you're putting together ideas for ways of challenge your players it may be helpful to come up with a *Front*: a group of threats, whether political, martial, or natural, with a common origin or theme. This could be an organised army sending forth battalions, raiders and spies, an ecological shift causing knock-on catastrophes in the region's food supply and sending animals rampaging, a religious movement undermining the players' Families with taboos on their products and slave revolts, or any other groups of multiple threats with a common theme. A *Front* comes with ideas of what it could do absent the player's actions, its potential end result, and characters the players might meet as they deal with it. They're designed to help you organise your thoughts on how to challenge the players, and as a reference of what to do when you're short on ideas when you're running the game.

To build a Front, you first need an overall picture of its origins. The world of *Legacy* is dangerous, unpredictable, and impoverished; dangers might arise from the treacherous new status quo created by the Fall, the emergence of something unexpected that causes upheaval of the established order, or someone resorting to desperate measures to get what they need.

The second step is to create the Front's Face. This NPC is the pivotal person in the story of the Front - whether they're its instigator, an expert the PCs can consult, or the messenger bringing news of oncoming danger. Flesh them out and try to make sure they're something the PCs would be interested to talk to.

The third step is to develop the individual Dangers that may be created by the Front; each Front should have 2-3. Think through which outcomes of that root cause would impact on the player's Families and be interesting to play through, and focus on those. As a Front is a big enough deal that every player should be able to interact with it, you should mix up sort of problems the Dangers pose - try to make sure that politicians, scientists, warriors and explorers all have something to do. Where the Danger will be confronted directly by the players you should give its representatives moves and Harm if applicable - see the threats later in this chapter for examples, and feel free to raid them for ideas. It is through dealing with these Threats that the players will understand the root cause of the Front, and build a plan to deal with it before the worst comes to pass.

The fourth step is to determine the Front's Fallout - what exactly you see happening if the players cannot stop the front. Once this comes to pass, the Front is over. This should be disastrous, but not game-ending; if a Front comes to pass it should define the Age and reshape the player's Families without wiping them out entirely or bringing them so low it wouldn't be fun to continue playing them. While a given Front is unlikely to get to the point of inflicting Fallout on the world, having it written down gives you an idea of the stakes that are in play.





EXAMPLE FRONTS:

THE COSMOLOGICAL AMBITIONS OF MAGISTER ARIKHIV

Concept: Magister Arikhiv leads the Order of the Stars, a cult of technologists seeking to escape this world into space. They have found in a crumbling tower a pre-Fall device able to communicate with the satellites floating in high orbit, and are trying to commandeer one and use it as transport. As the satellites were never meant to return to the planet's surface, this will not end well.

Face: Magister Ilsa Arikhiv, an elderly scholar whose greying hair and weathered ebony skin is normally hidden under a repeatedly-patched environment suit. Her years have seen many friends, family members and lovers snatched away by the hazards of the wasteland, and now she seeks security for her clan in the peace of space. While she's a genius with technology her grasp of pre-Fall space exploration is shaky at best, and her ego may prevent her seeing her mistake until doom arrives.

Threats:

- + Crops start failing, tides shift and thunderstorms batter the Homeland as Magister Arkhiv tampers with weather control satellites.
- + The Order of the Stars starts raiding surrounding families for the supplies and tech they believe they'll need in space.
- + The stars start moving in unprecedented ways, causing panic in the astrologers and mystics of surrounding clans.

Fallout: A star crashes to earth in a great conflagration, annihilating the Order of the Stars and the surrounding land.

THE WINTER STAMPEDE

Concept: Every year the megafauna that stomped the cities flat complete a circuit of the habitable lands, destroying everything in their path but leaving behind valuable shells and fertile land. This year, however, a quake has toppled a mountain in their path, diverting the migration. Even as snow blankets the ground and your family shelters from the cold, hundreds of tonnes of lumbering beast are thundering towards the heart of civilisation.

Face: Nym Carrera. Nym is an outrider of the Engine Hearts, a group of nomads that follow the megafauna on patchwork vehicles to harvest the choicest leavings. Nym was the first to realise the beasts had changed direction, and now they're riding as quick as possible to warn others the stampede is coming.

Threats:

- + Packs of predators pushed from their homes by the oncoming stampede surge through the players' lands.
- + Earthquakes shake the ground again, threatening homes and food stores.
- + Refugees warned by Nym arrive asking for shelter and warmth.

Fallout: The stampede carves a path through civilised lands, rendering hundreds homeless in the bitter winter.





MONSTERS AND HORRORS

SPIRIT-SWARMS

Deals: 1-2 Harm.

"I was watching my herd when I heard the bell ringing. I looked up and saw it sweeping like a wave through the flock. One by one, they lifted up their heads and stared at me. I dropped my crook and ran."

Sometimes an invisible fragment of power tears through an area, planting hooks in every member of a species and turning them towards a single, terrible purpose. Weak spirits create locust-swarms, but older ones can seize livestock, predators or even people. Fight the swarm, flee from it, whatever; those that are claimed belong to it forever.

- + Worm thoughts into the minds of others.
- + Advance as one.
- + Overwhelm what it cannot control.

REMNANT BEASTS

Deals: 2 Harm.

"The Light gave us all two arms, two legs, two eyes, one head. Once, every creature was as pure as we are. No longer. Now, the Light gives us fire to purge the many-headed, the skinless and the ravening."

Stories say that during the Fall the night was filled with screams as potent energies lashed the landscape, fusing beasts together or imbuing them with cancerous regeneration. These Remnant beasts and their children still roam the landscape, driven half-mad with pain but holding a cold hunter's instinct within their protean, rippling bodies.

- + Stalk their target from afar.
- + Lunge forward and drag them back.
- + Twist into a new adaptation.

FLAMEWALKERS

Deals: 4 Harm.

"Its trail led me across the desert to the city of bones. Among the shattered ruins of that place I traced its ashen footsteps over arcing bridges and up endless flights of stairs until I came to a house still intact. I looked in the door and saw it sitting in a smouldering rocking chair, cradling a bundle of rags and ancient charcoal as courses of flame slid down its ravaged face."

The fires of the Fall burned millions alive, but a few never stopped burning. The flamewalkers remember only the world before, seared into them by the terrible conflagration that still burns under their skin and shoots out in gout.

- + Re-enact ancient memories.
- + Walk between fires.
- + Unleash an ancient inferno.

NIGHT HULKERS

Deals: 3 Harm.

"Now, this route you're taking goes deep into hulker territory. I know it's your first time, but play it safe and you'll be ok. Just never stop moving, pay attention to the way the ground shifts, and work on your night sight. No lights after dark if you want to live."

There's no mystery to the night hulkers; they're 12 feet tall, built like boulders and one swing of their arms can scatter a small mob. No mystery, but plenty of danger.

- + Fly into a rage when exposed to light.
- + Scatter enemies with one sweep.
- + Burrow under the ground, then erupt out.

INQUISITORS

Deals: 2 Harm.

"The problem in dealing with an inquisitor isn't in the killing of it. Their spindly limbs can't put any heft behind their blows, and their silver flesh might as well be putty for all it can resist your strikes. No, the problem of dealing with an inquisitor is that by the time you've realised what's happening it's dissected your past, your motives, and your family. How are you going to hunt something that knows you better than you do?"

Where did the Inquisitors come from? Some say they were the police of the pre-Fall society, keeping the machinery of government clean. Others say they were birthed during the Fall, as alliances were shattered and betrayal scoured the world. Still others say they have come to this world afterwards, to see what secrets they can glean from the ruins of old. Few know what motivates them, but some have found a steady diet of secrets can get them an inquisitor of their own, for a price.

- + Glide through mundane security like a breeze.
- + Tear out knowledge with shimmering ribbons.
- + Strike at a secret weakness.





NATURAL DISASTERS

EARTHQUAKES

Deals: 1 Harm in cover, 3 Harm elsewhere.

"My top three quake tips? Pay attention to the little tremors, 'cause it's when they go quiet that something big's coming. Keep tabs on everyone, so you know who was most likely to be buried under the rubble. And get it together quickly, so you can grab what it unearthed before anyone else."

Maybe it was different back then, but these days you get tremors pretty much all the time. Most people have learned to hide through the big quakes, but stories of ancient treasures exposed while the earth parts always draw out heedless treasure hunters.

- + Rumble alarmingly.
- + Rain down rubble and close off escape.
- + Reveal things buried long ago.

COLLAPSING RUINS

Deals: 1-2 Harm

"Sure, I'll abide by your law, but you got no idea what it's like. When you ain't seen daylight for four days, when you got stale air, no light, no food, tell me you wouldn't be tempted to do the things I did."

Even the savviest Scavengers sometimes slip up, and the rewards that can be found in the ruins of the Before are more than matched by the risks. When the walls start coming down, maybe you'll regret going back in for that heavy console. Or maybe you'll tighten your grip and run.


- + Block off the route of escape.
- + Rain down debris.
- + Open up the floor underneath someone.

FIRESTORMS

Deals: 2 Harm from smoke and heat, 4 Harm from the rain itself.

"Girl, get your brother and start throwing water over the crops. That cloud's getting redder by the minute and I figure we have less than an hour before it starts conflagrating down on us. If you see your mother, tell her to head to the shelter."

Sometimes when the clouds burst it's in a deluge of water, flattening fields and washing away homesteads. Those are the good times. When the clouds turn crimson, when weather control machinery gone bad turns water into napalm sparked by lightning those are far worse.

- + Drown the landscape in fire.
 - + Send down lightning to ignite water.
 - + Spread embers across the sky.
- 

STARFALL

Deals: 5 Harm at the epicentre, 4 Harm within a mile.

"It was ten years ago, in the court of the Verdant Empress. I was their astronomer; you need someone to tell the difference between the useless far-stars and the powered near-stars, and use that to forecast harvests and weather. When I saw a near-star dim and start falling, I didn't have time to warn everyone. I just jumped on a horse and fled."

They say the ancients put a mind into machinery, gave it tools to talk to them and twist the weather, wrapped it in metal and shot it into the sky. The near-stars are still up there, floating lonely in the sky, but sometimes they stop floating and come crashing back down to earth.

- + Whip the clouds and waves into a frenzy as it falls.
- + Devastate the landscape for miles around.
- + Leave a lasting imprint on the land.

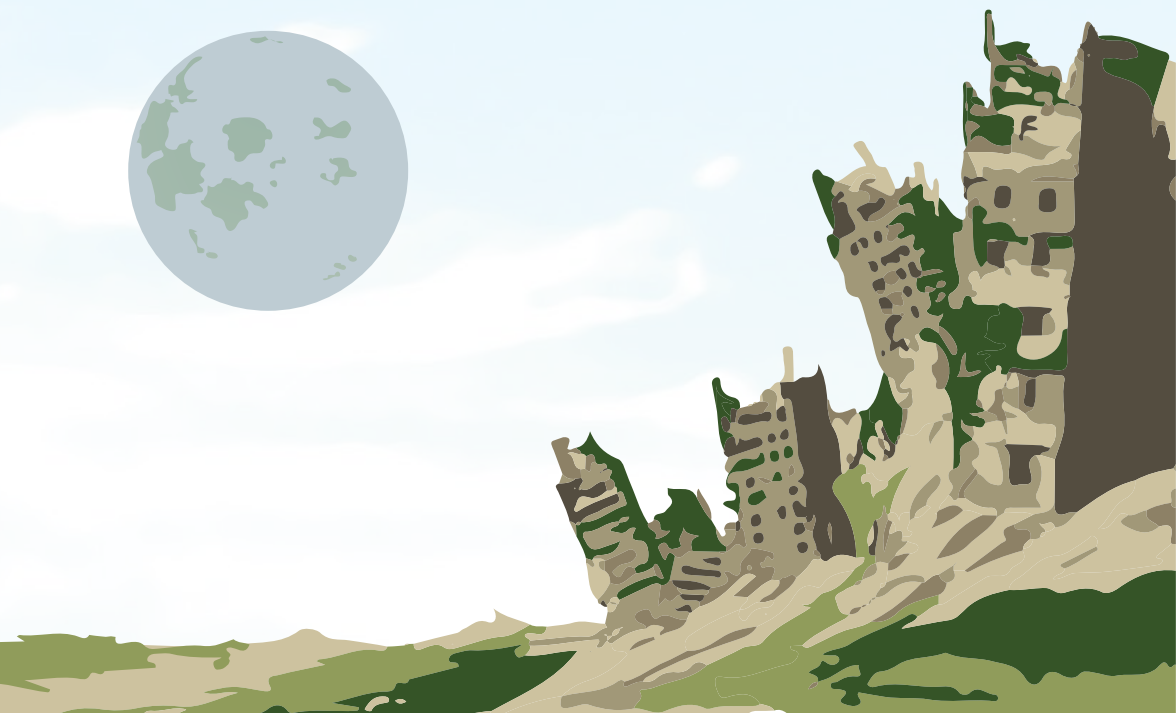
THE MAELSTROM

Deals: 5 Harm

"The time for repentance has gone! The sins of our ancestors destroyed their world, but compared to your depravity they were nothing! Look! Look to the north! The Fall comes again!"

The world ended in fire. The world ended in lightning. The world ended in chaotic energy, lashing energy, burning words and horrors too much to describe. But the cataclysm of the Fall? That didn't end. It's still rolling across the world, twisting everything that passes through its tumult.

- + Send monsters fleeing the Maelstrom as harbingers.
- + Twist the laws of reality unpredictably.
- + Reveal hidden truths at the eye of the storm.





ORGANISATIONS AND GANGS

CARGO CULTISTS

Deals: 1 Harm (if unarmed), 2 Harm (if armed).

"We were driving our cattle up-range when we heard the voices. They came over the hill waving sticks with crystals tied to them, chanting some made-up gibberish. The one in front had these patched-up robes and a crown. We laughed our asses off, up until they drew blades and charged."

People dealt with the Fall in different ways. Some hid underground long after the danger had passed. Some sacrificed their way of life, their ethics and each other in order to survive. But these guys? They broke, and decided the Fall never happened. Now they walk the world wearing their threadbare costumes of the Before, re-enacting fragments of rites preserved in folklore and savagely attacking anyone who doesn't fit into their fantasies.

- + Involve interlopers in bizarre rituals.
- + Craft great structures out of scrap and trash.
- + Attack with makeshift weaponry.

MERCENARIES

Deals: 4 Harm (as a group), 3 Harm (on their own).


"Over the river and across the plain, we march to conquer again and again.

Walking toward us with banners held high, our foes come meet us to fight and to die.

Home is behind us and peril's ahead, but so is the glory so forward we tread.

Over the river and across the plain, we march to conquer again and again."

If you need to be in a Family to survive in the new world, then what happens to the outcasts? Mostly those that don't die in the wasteland find another Family to lurk on the fringes of, but some find other exiles and band together as soldiers-for-hire, waging endless wars to earn food, wealth and a place to belong.

- + Split up and flank their foes.
 - + Demand tribute.
 - + Scrape together shelter and supplies even in the wasteland.
- 

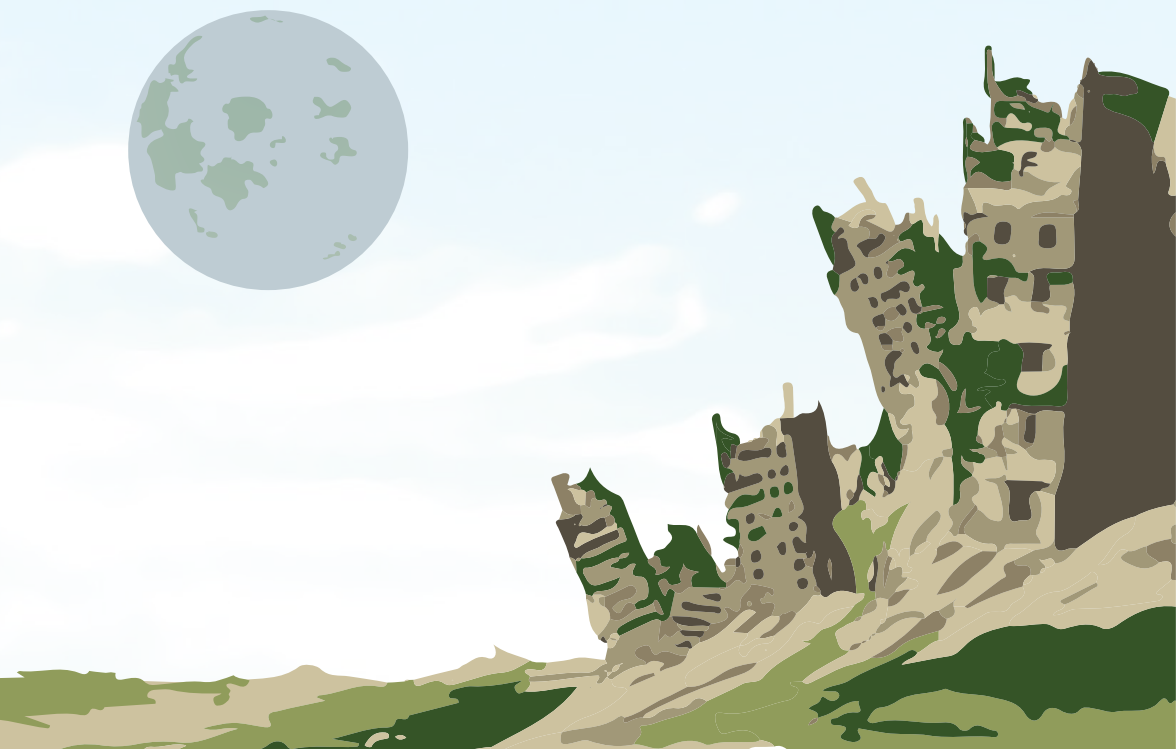
CUCKOOS

Deals: 4 Harm (from surprise), 2 Harm (else).

"What is that that you desire? The secrets of your foes? The jewels they wear in their crowns? Or the life they live every day in defiance of your will? The Guiding Hand can bring you all of these things for the right price."

If Families are insular and untrusting of strangers, these people are probably why. From a single seed planted during the Fall, the many Cuckoo guilds have spread across the world, communicating through a secret language of signs and infiltrating any settlement that suits their whim. If you want something and the local law won't like it, the Cuckoos will know. If you have something they want, they'll contact you. If you only knew how it would end, you would never agree.

- + Infiltrate a location through charm and disguise.
- + Scrawl an innocuous sign in a public location.
- + Make use of a surprise new advantage.





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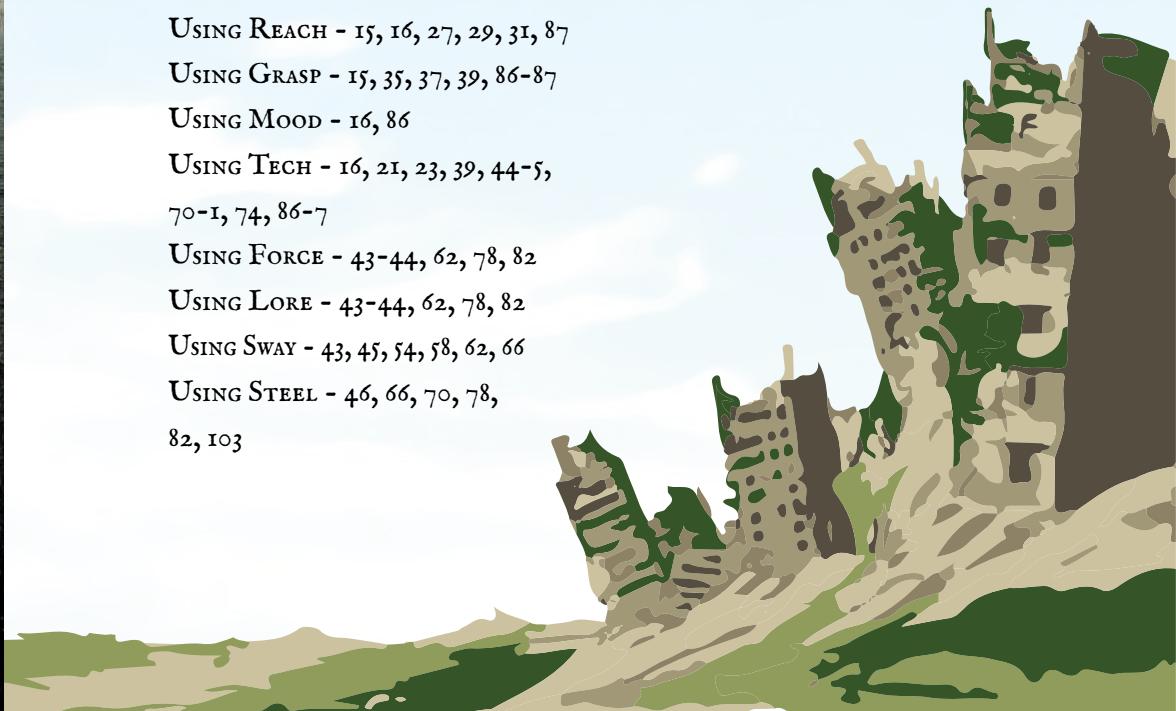
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THE WORLD OF MAN IS DEAD.

The shining cities and glittering skies have been sundered by the Fall. Now their corpses lie in pools of pollution and the twisted creations of arcane artifice haunt their halls.

THE WORLD OF MAN IS BORN AGAIN.

Refined by apocalyptic fires, the survivors have emerged into the light. With remembered lore, keen blades and fierce loyalty you will retake the world.

Legacy: Life Among the Ruins is a tabletop roleplaying game about the survivors of a reality-twisting apocalypse, the families they form, and the new world they will create as the ages turn. Craft characters and families, head out into the wasteland and create true, lasting changes in the world. With cutting edge rules, a highly flexible multi-generational system, and more than a dozen character playbooks to choose from, *Legacy* has everything you need to start playing.

- + Five family playbooks - wandering lawgivers, devout cultists, expansionist tyrants and more.
- + Eight character playbooks, ranging from the wisdom and clout of the Elder to the brutal blades of the Hunter.
- + Strong Worldbuilding Tools - the homeland creation system guides your group through making your own wasteland to play in.
- + Play at Multiple Scales - switch between infiltrating an empire with your spy network and exploring an ancient ruin with a few allies.
- + Play Across Generations - as each new age presents challenges for your family, a new character will rise from their ranks strengthened by the relics of past heroes.

