

The wonders of the World Before were glorious, and even as their 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.

TO CREATE YOUR ENCLAVE, CHOOSE A NAME, STATS, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS AND MOVES.

STATS

Choose one:

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

Reach 1, Grasp 0, Tech 0, Mood -1 if you keep the light of civilization 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 gives you +1 forward.
- ☐ **Settled:** when you encounter a fragment of Pre-Fall culture, you know its cultural significance.

HISTORY

Pick two surpluses:

Defenses, Operatives, Knowledge, Camaraderie, or Culture

Pick three needs:

Recruits, Trade, Motivation, Leadership, or Barter Goods

Then, look at the other families:

One of them looks like civilization's best chance to regrow. They take 2-Treaty on you.

One family has seen the true power of your technology. Take 2-Treaty on each other.

TRADITIONS

Populace: Close-knit families passing secrets to their children, scholars 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.

MOVES

You get all the basic moves. Choose any two Enclave moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

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

Characters from this Family can start with any and all 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.

☐ 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.

☐ 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 Claim by Force by bringing their most advanced arms to bear and letting loose with twisted fire, you gain an extra +1 for each Tech spent.

☐ 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.

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 can get rich by selling them.

TO CREATE YOUR COMPANY, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS AND MOVES.

STATS

Choose one:

Reach 2, Grasp -1, Mood -1, Tech 0 if they grease palms and give generously.

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.

☐ **Wealth and Taste:** When your Family gain a lavish or opulent 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

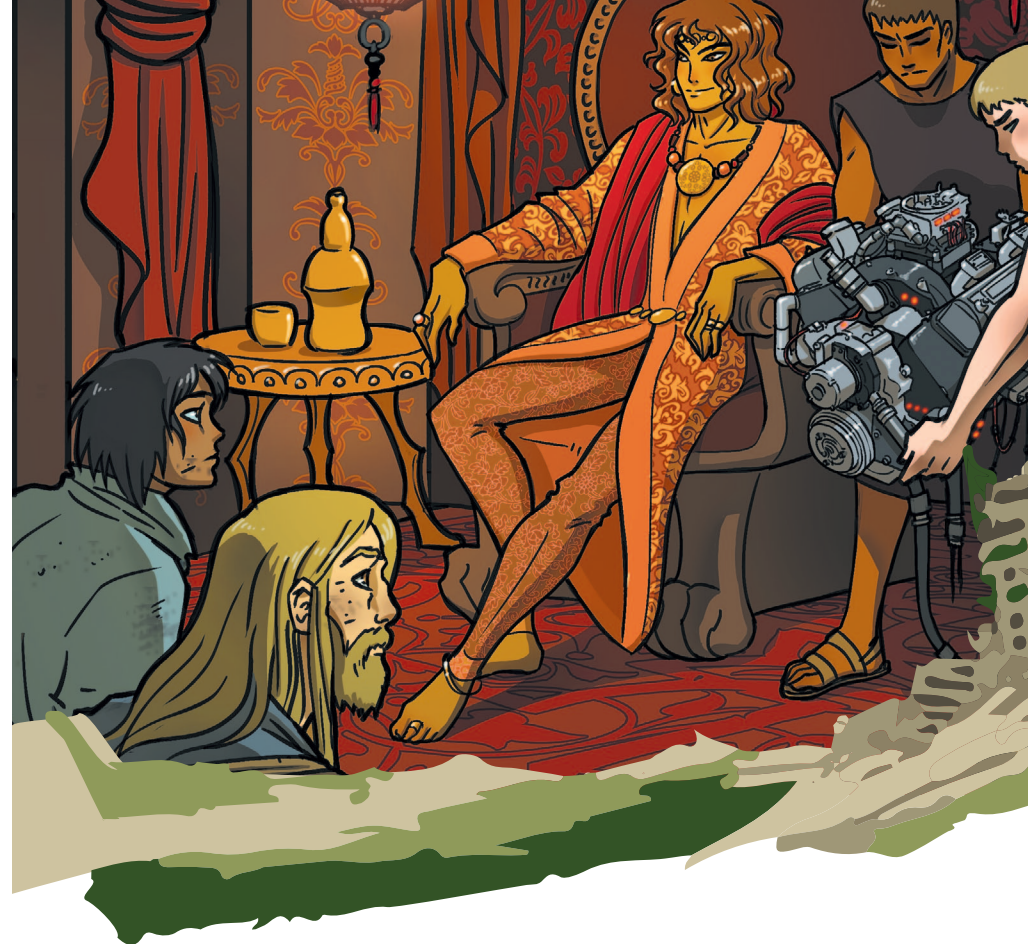
Populace: loose confederacy of traders, aristocrats living off their pre-Fall heirlooms, enthusiastic but eccentric collectors, something else.

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.

MOVES

You get all the basic moves. You get Stock in Trade, and then choose one other Company move.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

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

Characters from this Family can start with any and all 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.

■ 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.

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

TO CREATE YOUR LAWGIVERS, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS 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 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.

MOVES

You get all the basic moves. You get Laying Down the Law, and then choose one other Lawgiver move.



REACH:

ACCESS, READING THE WIND

GRASP:

HOLD TOGETHER, CLAIM BY FORCE

TECH:

JURY-RIGGING

MOOD:

THE AGE TURNS

NAME:

■ 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 ongoing 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 ongoing 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, over time its people will gradually change their behaviour to be in accordance with the Family's principles.

□ 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

ALLIANCE MOVE

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

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

- A battered leather jacket.
- 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.

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.

To CREATE YOUR SERVANTS, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS 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.

MOVES

You get all the basic moves. You get Faith of the Fallen and then choose one other Servant move.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

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.

Characters from this Family can start with any and all 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.

■ FAITH OF THE FALLEN

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

- ☐ The restoration and healing of mankind.
- ☐ 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.

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

TO CREATE YOUR TYRANTS, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS 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, 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.

MOVES

You get all the basic moves. Choose two Tyrant moves.



REACH:

ACCESS, READING THE WIND

GRASP:

HOLD TOGETHER, CLAIM BY FORCE

TECH:

JURY-RIGGING

MOOD:

THE AGE TURNS

NAME:

ALLIANCE MOVE

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

Characters from this Family can start with any and all 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.

□ 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.

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

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.

MOVES

You get all the basic moves. Then choose two Elder moves.

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.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Elder Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Elder Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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. 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.

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.

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.

MOVES

You get all the basic moves. Then, choose two Envoy moves.

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).



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- ☐ Dashing Scarred
- ☐ Angry
- ☐ Bleeding (-1 Force)
- ☐ Shellshocked (-1 Steel)
- ☐ Dead

DEATH MOVE

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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Envoy Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Envoy Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.

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.

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 0, Steel +1, Sway -1

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

Force +2, Lore -1, 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:

_____ has fought shoulder to shoulder with me.

_____ once left me for dead.

_____ is smart enough to be worth keeping around.

MOVES

You get all the basic moves. Then, take two Hunter moves.

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.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Hunter Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Hunter Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.

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.

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.

MOVES

You get all the basic moves. Then, take two Remnant moves.

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.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

Even mortal injury cannot stop the chaos within you. Choose: cut loose in a frenzy of destruction then flee into the wasteland insane and bestial, or collapse, insensate, as your body and mind transform into something new. Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Remnant Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Remnant Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.

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.

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.

MOVES

You get all the basic moves. Then, take two Scavenger moves.

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.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

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.

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

- | | |
|---------------------------------------|---|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Scavenger Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Scavenger Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another playbook |
| <input type="checkbox"/> Get +1 Sway | |

Each advance can only be chosen once.

☐ 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.

☐ 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.

☐ 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.

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.

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 0

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

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 fear _____ hates what they don't understand.

_____ can guide me to the truth.

_____ will be soon lost without my technology.

MOVES

You get all the basic moves. Then, take two Seeker moves.

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.



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Seeker Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Seeker Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.

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.

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.

MOVES

You get all the basic moves. Then, take two Sentinel moves.

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).



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Sentinel Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Sentinel Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.

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.

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

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.

MOVES

You get all the basic moves. Then, take two Survivor moves.

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).



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

DEATH MOVE

When you mark off your Dead box, choose one of your companions. No matter what, they will survive long enough to get back to safety; the next time their Dead box would be checked they do not die, and instead 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.

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

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Get +1 Steel | <input type="checkbox"/> Get a new Survivor Move |
| <input type="checkbox"/> Get +1 Force | <input type="checkbox"/> Get a new Survivor Move |
| <input type="checkbox"/> Get +1 Lore | <input type="checkbox"/> Get a move from another |
| <input type="checkbox"/> Get +1 Sway | playbook |

Each advance can only be chosen once.

☐ 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.