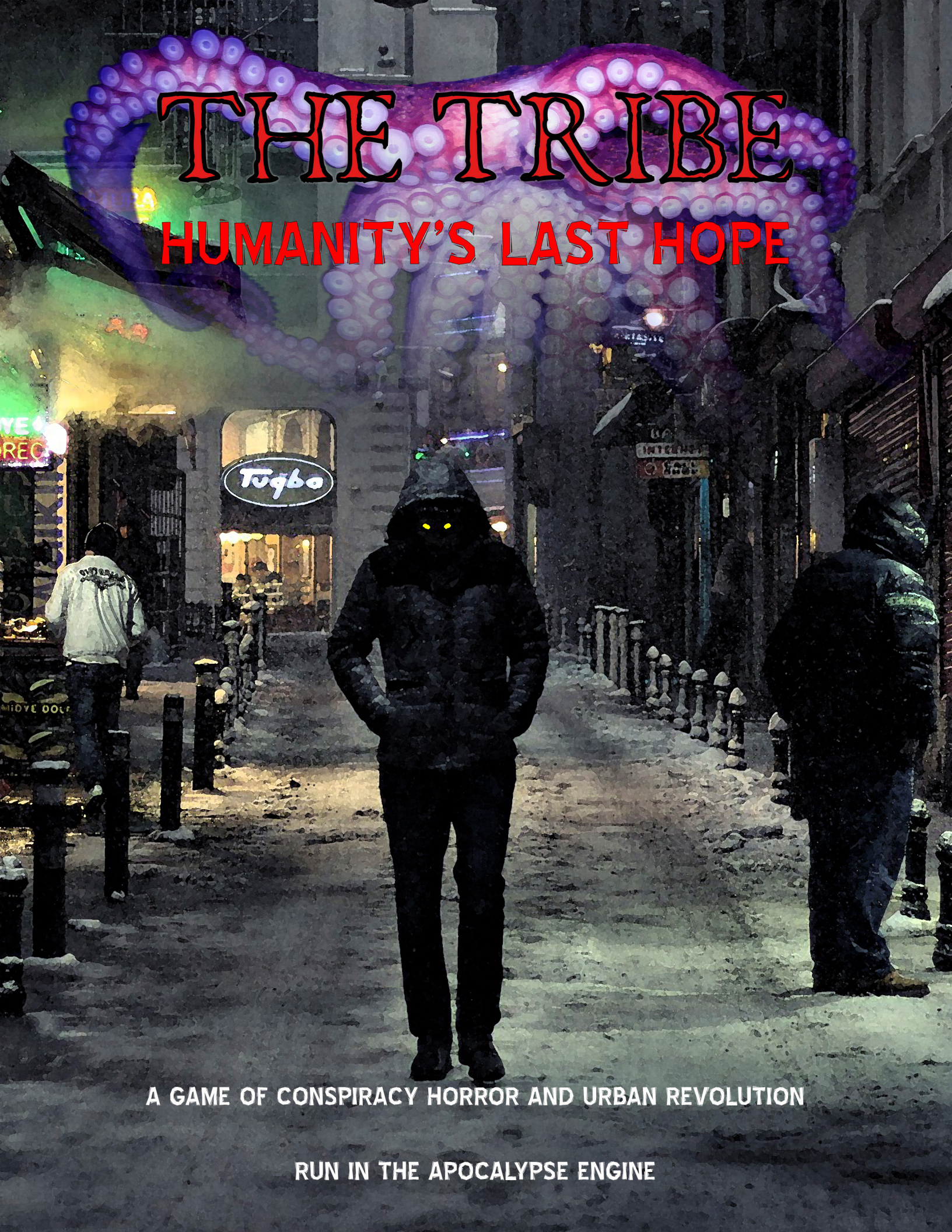

THE TRIBE
HUMANITY'S LAST HOPE
Tugbo
A GAME OF CONSPIRACY HORROR AND URBAN REVOLUTION
RUN IN THE APOCALYPSE ENGINE

THE TRIBE

HUMANITY'S LAST HOPE



A STORYTELLING GAME OF CONSPIRACY HORROR AND URBAN REVOLUTION

BY CHARLES BORRALL

POWERED BY THE APOCALYPSE

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-minor edits to Advanced Playbooks, replacing "heart" with "fire" on moves
-grammar correction on rear cover

DEDICATED TO THE UNCERTAIN FUTURE, FROM THE HOPEFUL PRESENT

AND

TO SEAN, GENEVIEVE, SAMANTHA, AND STEVEN
MY OWN TRIBE

AND

TO JACK DAVIDSON, THE BEARKILLER
THE BEST BIG BROTHER AND SHIELDSMAN A MAN COULD EVER HAVE
(YOU ARE MISSED.)

CREATIVE CONTENT AND WRITING BY CHARLES BORRALL
COPY EDITING BY GENEVIEVE GILLILAND
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PHOTOMANIPULATION BY CHARLES BORRALL
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FONTS ARE DOMINICAN (COVER), BLUE HIGHWAY LINOTYPE (HEADINGS AND REAR COVER), AND PALATINO LINOTYPE (MAIN TEXT.)

WARNING:

This is the disclaimer. I shouldn't have to have one, but the world is full of assholes, so there you go. If you're not an asshole, you can skip this. But there's good bits ahead.

First: this is a role-playing game using the Apocalypse World Engine system. If you don't know what a role-playing game is, you are in entirely the wrong place, Frances. If you haven't seen Vincent Baker's Apocalypse World, what are you waiting for? Go buy it and run it right now. I can wait.

This book costs money to buy, but I expect many of you will rip copies or find them free online. That's cool, just tell people about it, run it, and enjoy it. Send me money if you can, and think you should. I wrote it, so of course I love it, but I'm an egotistical monkey-shagging pervoid with delusions of grandeur and major sanity issues. Or so my ex-wife says. I hope you like the game, too. If you do, wonderful; pass it along, but don't try to charge somebody for it, or make changes (every typo has been lovingly crafted.) Don't be jerks.

Second: a lot of games work well as LARPs. (That's live-action-role-play, as if you didn't know.) THIS ONE DOES NOT. If you run around in public places pretending to be fighting an urban insurgency, YOU ARE GOING TO PRISON. This is the age of the War on Terror, babydolls, and the Man does NOT have a sense of humor about this shit. Hey, it's your life, and if you wanna spend long invisible years curled up in a hole somewhere in Cuba getting your testicles roasted and water-soaked rags forced down your throat by our so-called Central Intelligence defenders of democracy, it's your right. Don't say I didn't warn you, though. If you wanna get together in your private hotel rooms and LARP Tribals hanging out together, that's cool, though. I call that an "orgy," and everyone should have one once. I don't see why you'd need the excuse, though. (And I don't accept invites any more, thanks. I'm done with all that.)

Third: it's a game, people. I do not endorse or promote any of the beliefs, behaviors or life choices of any of the characters depicted in this book. (Well, I do, but I sure ain't telling you WHICH.) If you're a consenting adult, what you do in the privacy of your own home with other consenting adults is your damn business, and no one else's. Once you bring it out into the public around the kiddies, it's everybody's business. What I mean is, you have the right to behave how you want on your time, and the responsibility to take others into consideration when you're out and about. How this culture turned into a bunch of me-first, my-way-is-the-only-way, selfishness-is-king narcissists is beyond me. (Oh, wait, that was incredibly self-referential.)

This being the ultra-paranoid post-9/11 world, someone is going to read the descriptions of a massive underground guerrilla cult made up of gun-toting hash-smoking orgy-making hippies attacking the forces of authority, utilizing terrorist and subversive tactics, and think I'm trying to send some kind of message.

Good. I am.

This kind of stuff is happening RIGHT NOW all over the world. People no longer trust their governments, and our land of the free is no different than any other country on Earth. I love this country; Hell, I spent 23 years in the military defending it. But we aren't God's gift to this fragile planet, and just because they're our criminals up on the Washington Beltway doesn't make them any less criminal. While I sit and write this, the world situation is tumbling madhouse batshit crazy, and sometimes it seems like no one is watching. So listen up, troop, 'cause here's the Word of God. I don't want you to go out and throw a revolution. Blood in the streets isn't solving anything. Bombs built by madmen crashing airplanes isn't helping jack-shit, it's just spreading more hate and making it easier for the crooks to hide the reality: we don't own our governments any more, we fear them.

What I want is for you to play this game about an urban revolution, about bad things gone to a worse conclusion, about you and me and the unmentionable nagging fear that, no, Virginia, everything is NOT going to be all right in the morning. Hybrid cars and the Department of Homeland Security are not going to make the world a better place while we all sit and eat cheese curls. Our government is doing bad things to people all over the world right now, under the guise of defending us. Don't worry, so is everyone else's. I've been around the world many times, in Africa, and Bosnia, and Turkey, and Greece, and Korea, and Israel and the Middle East and every country in Europe. We aren't any better than any of them, and we aren't all that different. We're all scared of tomorrow, and thinking about how we're gonna make it through today with the ones we love intact. And the people in power are keeping the fear screwed tight, ratcheted up so we won't challenge the status quo. (Which is definitely NOT quo.) The bloated oligarchy in power in DC are the same bloats as those in power in China or Russia or Egypt. Or the big companies which own it all, and are profiteering on the misery of 90% of the world, and telling us we need more of everything, that affluence for its own sake is the dream, that if we can just eat more or drink more or fuck more, we'll all be happy. Or that we, as the deprived, should hate and fear the ones who have, and that any action is therefore justified, no matter how murderous or horrid. It's time to stop asking for more, and start giving some of our more to the people starving in Africa while they cut diamonds out of the dirt for us to spend crazy money on worthless and valueless rocks.

The world's gone crazy, and we're all fucking it up worse. I've got kids who mean the world to me. What am I turning over to them? (I was gonna bag ass to somewhere safe, but where the fuck is that?)

We are going to have to stand up and make our governments listen to us again, because they sure ain't listening to anyone but the special interests and the politicos and the big companies making billions off our spiraling debt crisis. When your government can shut itself down just to make a political point, there's something seriously wrong with the entire system. (I don't care which side you back; if two people are arguing, and they do something stupid, then they're BOTH at fault.) Write congressmen, march, get out the vote, yell from the rafters, jam the system, think global, act local, bring back our voice and tell the head motherfuckers in charge we're all pissed off enough for a real change this time. (Which is definitely NOT Lord President Marmalade, the guy who going to supposedly make us Great again. If he ever strings ten words together without attacking someone or telling lies, it'll be a sign of the Second Coming.)

And, hey, here's an idea. Why don't we all stop teaching our kids to hate or fear people who are different than we are? You tell your kid not to respect someone else because they're black, or Jewish, or Muslim, or gay, or genderfluid, or leftist, or conservative, or from the wrong culture, or the wrong school, or whatever difference you personally don't agree with, you're just throwing your kids to the wolves. Because the people in power, they love it when you hate. Hate is easy to direct and control. An open mind is the best armor we've got.

Get loud, get mad, and shake the system up. Because, in a good democracy, the government should fear the people, not the other way around.

You wanna comment? Tell me I'm a dick? Hook up for me to run this game the way I wrote it? Sync up world views? Desync your head-space and chill for a while? Donate some art to spice this dull motherfucker up? Rant? Ask me if there's anything real to this Tribe thing? (Heeheehee.) You're the jack-booted door-kicking water-boarding illegal-renditioning civil authorities and your top secret NSA computer text parsing programs you say don't exist have hit on "urban", "terrorist", "9/11", and "monkey-shagging" and you would like to ask me a few questions, Sir? Fair enough, hit me up at unfortunatewords@gmail.com. I may even answer, if I'm rational and coherent at the time.

And remember: this is just a game. Would I lie to you?

"All that is needed for the victory of evil men is for good men to stand by and do nothing."
-Edmund Burke (not really, but that's who gets the credit usually)

The Eyes Of Michael Holt (Part One)

He releases the grip of the assault rifle, dropping it to the concrete with a loud plastic clatter as he slowly exhales, feeling the tension flow out of him. Fragments from the shattered stock sting his wrist, almost masking the pain of his broken thumb. The sensation in his arms and legs is beginning to fade, and, as he slumps down on top of an overturned fuel drum, the scent of spilled diesel fuel stinging his nose and eyes, he can make out the edges of the wound on his left wrist as they gray, wrinkle, and slowly begin to heal. At the rate the flesh knits back together, it'll probably only be a few more minutes before he's fully healed and good to go.

***Damn it all to Hell**, he thinks as he slides his pistol out of the back of his belt and struggles to get a good off-hand firing grip on it. **This is not the way I saw this all going down. Hope my grandmother's wrong about suicide being a mortal sin.** It takes three tries to pull the slide back on the nine-millimeter Beretta; the muscles in his fingers won't cooperate, tremors fighting the messages from his brain; he tries not to think about what's going on inside his body as he silently fights to end his own life. The fuel is still draining from punctured barrels onto the hanger floor, puddling around the bodies sprawled by the cargo helicopter in the center of the hangar. Somewhere, there's an alarm going off, a loud klaxon, but there's no sign of anyone responding; if the others did their jobs, everyone else in the building is dead by now. He hopes the rest of his friends got away clean, and as he levels the barrel off on his temple and begins pulling in the slack on the trigger, he allows himself to imagine being with her one more time…*

***

"C'mon in, Mike," said Special Agent McConnell, motioning his friend into the room and pointing out the high-backed chair in front of the desk. As DEA Agent Michael Holt entered, McConnell saw the agent's gaze moving around the room like a hunted animal run to ground. There were dark circles under Mike's eyes, and he still favored his left side where bullet wounds had been sutured up by the best doctors at Johns Hopkins. His motions were hesitant and unsure, almost reluctant, as if he couldn't quite believe he wasn't still in a hospital bed. It had been a damn near thing; at one point, there were talks about turning off life support and letting him go.

No man should have to outlive his wife and son, McConnell thought as he buzzed the intercom button on his desk. Holt flinched at the sound, and McConnell saw Mike's cheek began to twitch, a tremor in time with the man's pulse. Mike stayed quiet though, but McConnell noticed that Holt's body was tensed like a spring, ready to go. **If I made a loud noise right now, he'd hit the roof,** Rudy McConnell realized. He considered calling Special Agent Warrick back and telling the agency to take a long walk off a short pier. It was clear Holt wasn't emotionally ready to come back yet, not after being forced to watch while Cartel gangbangers raped and murdered his wife and shot his son in their own house. Not after his vacation in Monterrey. Not after four months in intensive care, and certainly not after the near miss with the performance review board. **Maybe I should make that call,** thought McConnell. **For Gina's memory if nothing else. He's done.**

"I'm lucky to still be employed, Rudy," Holt said quietly, his voice tired. McConnell jerked as if stung by an invisible bee, and Michael restrained a laugh. The reaction was confirmation that he'd guessed correctly, and his best man had called him in to discuss a job.

"You're lucky not to be in a Mexican prison. What you did caused a lot of trouble, Mike."

Holt shrugged. "They killed my family. I killed them."

McConnell searched his friend's face, trying to read his emotional state. The words were cold, uncaring, almost bored, but it was Holt's eyes that really told the story. They were dark, vacant, a snake's eyes, flicking around the room looking for threats. **A robot's eyes,** he thought. **No, not a robot's. A dead man's eyes.**

The two men sat there in silence as they studied each other. Holt broke the eye contact and looked away, and his face seemed to change, muscles working in tension. He took a deep breath, looking at the file under McConnell's hand. He noticed the concern in Rudy's posture, the way he was white-knuckling the arm of his chair.

"I'm cool, really." He held still, trying not to seem too eager. "I'm ready to go back to work."

"Bullshit," snapped Rudy, leaning back in his seat with an angry expression. He picked up the folder, reluctant, paused, and then flipped it over the desk to Holt, who caught it with one hand and whipped it open like a starving man attacking a juicy steak. "But the Performance Board decided killing seven men in a brothel is acceptable behavior for an undercover agent of the DEA."

"They drew first."

"One didn't draw at all, and you stabbed him to death with a pen."

Holt did laugh at that. "It was what came to hand at the time."

Rudy shook his head, disapproving. "The witnesses said he was begging for his life."

"Wouldn't you, if someone was stabbing you to death with a pen?" Holt swept through the file fast the first time, noting the overall job, leaving the details for a second, deeper, read later when he had time. He ignored Rudy's tone, some part of him knowing that it was out of concern, and that Rudy was right to be worried. Only an insane man would challenge a room full of drug dealers to a gun fight on their own turf.

He focused on the pictures in the file. A dread-locked black man and a younger blonde girl outside the doors of some college dorm. It was a classic drug hand-off, the bodyguard behind the perps, a tall dude in a leather coat and boots, a feather in his cowboy hat, well-trimmed goatee. Not typical dealer dress, but these guys could be new players. A picture of Dreadlocks and a shaggy-headed computer geek sitting in a coffee shop with a butch-looking redhead, an angry scowl on her face, a large buck knife carving something into the table. It was the third picture that grabbed him. It was of the blonde again, this time up close, as she took cash from a preppie college kid and passed over a small baggie of what he guessed was weed. She wasn't thin, but she was well-proportioned, and the look on her face, the smile that didn't quite reach her eyes, it made her look somehow vaguely fragile. Her hair was straw blonde, and her clothes seemed drawn from every possible style popular on campus today. She pulled it off, though.

"That's the mule, Mike," Rudy said, seeing Mike's face color a little, a kid caught stealing candy from a store. "Usual operation, from what I read. They pass to her, she makes the sale while they stay in the background. Her name's Annie Bryce, details are in the file."

"So I approach her, make some buys, try to move closer to them?"

"That's the general idea, yeah."

"Seems like these guys are pretty lightweight from what's here in the file," Holt muttered, something nagging at him. He couldn't see any priors on any of the players, and they were running mostly grass and pills. "These aren't exactly hardened felons, man."

"Special Agent Warrick up in D.C. Special Operations asked for you by name. My guess is the higher-ups are throwing you a softball to see if you're really honestly ready to come back."

It made sense, but there was still something odd about it, something that didn't quite line up. It didn't scan, sending a highly decorated undercover with two years in Afghanistan on the FAST busting poppie dealers and dodging IEDs. Not for weed and poppers.

"The black guy is the head man, as near as I can tell," Rudy said. "Name's Omar Washington, no priors. Showed up near Virginia Tech two months ago, started dealing small time to college kids. The weight's all been minor so far, but surveillance said he and his friends are packing a lot of heat."

"How's this play?" Holt asked, looking back at the blonde. Annie, he corrected himself. He eeded to know her, earn her trust. An image of Gina passed, and he felt his stomach turn over.

"Use her to get to him, claim you wanna make a bigger buy, see what they offer up. Once they say yes, you roll the whole group." McConnell caught Holt's grimace. "She IS a drug dealer."

Holt nodded. "Just seems awfully young." He was quiet again, and McConnell let Mike think for a bit. Outside, Rudy heard birds and road noises, and someone laughing. He wondered if Michael Holt heard anything like that anymore.

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INTRODUCTION

"Listen up, citizen, cause I'm only gone told you once. You think you got the Plan, but you firin' blind. You think you safe cause the five-oh and the Wall got you sleepin', but here's the WOG. There are things out there in the Dark waitin' to eat you up, body and altogether. And the only reason Mister and Missus Bunny don't be kibble is 'cause me and mine are out there, turning and burning, moving the War so you can couch and drool. So unless you gonna get out on Uncle Street with us and keep this rock-ball safe, get the fuck outta my way before I forget which side I on and give you the MOAB."

-Bulldog, ripper in Mother Rat's Screaming Face Family, to an over-zealous and highly confused bouncer shortly before issuing the Mother Of All Beatdowns



WHAT'S GOING ON?

The Tribe:HLH riffs on the popular conspiracy trope some alien entity is actively and secretly invading our world, and unskilled warriors are dedicated to fighting off this invasion. In movies and books, the invaders are truly aliens from some other planet; in ***The Tribe: HLH***, the aliens come from an alternate dimension, a debased and wicked shadow of ours. These renegades have established a foothold on Earth, infiltrating power groups and taking control of human networks by physically infecting and invading our bodies. Their otherworldly biology means these Outsiders can't survive here for long without the tainted energies of their native dimension, requiring them to contaminate and corrupt their surroundings in order to extend their ability to stay in the "real" world. Without anyone resisting them, the Outsiders' plan is to call the Great Gate, converting and polluting enough of reality to tear open the boundary between their world and ours, remaking existence in their own image.

Fortunately, a small group of people discovered the truth, fighting back to protect reality from the Outsiders. These warriors, the Tribe of Humanity, were formed by an obsessed psychic veteran of the American military intelligence community, who used his background as a guerrilla warfare specialist to organize a secret army of ordinary men and women who have sacrificed their mundane lives and gone underground to seek out and destroy the Outsiders and their agents wherever they can find them. Because the police, the government, and the politicians are in the hands of the Outsiders, the Tribe wages an illegal campaign of domestic sabotage and subversion while avoiding arrest and incarceration by lawful authorities, or capture and corruption by the aliens. They have a wide network of allies and resources diverted from legitimate sources, as well as friendly public servants and law enforcement "in the know," who serve as agents-in-place for the Tribe, rats in the official wall, spies, safe house operators, supply couriers, information brokers, and advance scouts.

And mortal humanity isn't alone, either. A fully developed Outsider Host can absorb and deal out tremendous amounts of damage, utilize Qlippothic bio-mimetic powers, and rely on vast illegal networks of their own. But the Tribe has the *Loa*, supernatural powers, spirits and entities which help in the war for unknown reasons.

THEME AND MOOD

There are several ways a game of ***The Tribe: HLH*** can be played. The MC and players decide variables such as the level of Outsider infiltration of human culture, how close the aliens are to their victory, how much support the Tribe gets from others, and how far the average Tribal will go to achieve the objective of freeing humanity from the Outsiders. These choices have a direct impact on the way a Tribe story plays. However, in general, the theme of Tribe is existential body horror, and the mood is conspiratorial uncertainty.

Theme

In the real world, the way your body and mind works is not as mysterious as it once was. Although people still disagree on the finer points of human cultural and political ideals, the value of or methods of psychology and psychiatry, or the interplay of complex environmental factors on human biology and behavior, most educated people no longer fear the day-to-day forces which shape their lives and health. We are a culture of people comfortably ignorant of the potential dangers around us; we eat and drink and work and sleep in surroundings which we trust to continue to react as they always have. The lights will come on, the power will work, paychecks will come, and when we want to grasp an object, the brain's message to our fingertips will work without interruption or issue.

Those who suffer from catastrophic health or life events don't have that comfort. Recurring headaches bring a diagnosis of terminal brain cancer as the body's own cells rebel and slough tumors. For a man with Alzheimer's, the memories of his own life become dim and confused, suspect. For the woman furloughed during the recent political stand-off shutdown in D.C., a trip to the grocery store carries unexpected fears of need or want in an American society where we live with the daily belief we have plenty, and always will. For the elderly veteran who sacrificed blood and tears in defense of the country's freedom, a sudden decrease in pension benefits or medical care causes him to question the very system he fought to keep in power.

In ***The Tribe: HLH***, the threat is much deeper. The Outsiders represent an immediate active threat to life as we know it, and a creeping breakdown of everything we value and understand. They operate by isolation, seduction, and corruption, and their invasion of human host bodies, suitably prepared, is deeply disturbing at best. Once infected, a human host has some period of time in which they are still themselves, some small window of opportunity to experience the destruction of their sense of self, and the overthrow of their control of their own bodies. Imagine being buried alive and suffocated in your own body, and you have the feeling of an Outsider host just before the Outsider gains full control. And the Tribals know this is going on, and can only fight to stop it as best they know how, while dealing with the ongoing breakdown of reality around Outsider-held areas. The supernatural Taint of the Outsiders' home realm causes unpredictable, dangerous effects. Existential body horror is about the invasion and subversion of the normal functions of our bodies and our minds, and the terror that comes from having to question all we understand. In a world where reality, body, and mind become unreliable at best, what else is there to hold on to?

Mood

If the theme of Tribe is about losing control of society, body and mind, then the mood is distrust and conspiracy. The world is a rotten onion, with layers and layers of activity, each more poisonous than the last.

On the surface, there is the mundane world which we would recognize, where society and civilization operate by the rule of law and decent behavior. Peel that away, and there's political corruption and secret deals and factions fighting quietly to achieve their own secret goals. And beneath that, there's a third, darker, layer, that of the *Loa*, supernatural spirits who populate the shadows of the psychic maelstrom. And you can strip down even farther. Beneath the power centers are the Outsiders' tentacles, burrowing deep into the onion toward its rotten center. This is also where the Tribe operates, cutting through the rot, sometimes with precision, but more often in random bursts of hyper-kinetic violence and fire. And the further down the layers you go, the harder it becomes to tell what is fact and what is fiction. No one except your closest friends can be trusted, and in a world where an Outsider needs only minutes to infect and take over a human host, how can you even be sure your friends are safe? Maybe hey were taken over already. Maybe it's better to operate alone. Maybe the data you gathered was actually planted there just for you to find. If the Outsiders are running things behind the scenes, they can define what truth is, what news gets out and what never sees the light of day. They have their agents in every major power center and all the national agencies. Maybe every conspiracy theory you ever heard is true. Maybe there really was a crash at Roswell. Vapor trails from airplanes? Outsider genetic tampering operations. The Twin Towers? Removing witnesses to a failed Outsider gate break. The split election in Florida? Bush (or Gore) is one of them (or isn't), and the Outsiders worked the election to make sure he won (or to make sure the other guy lost.) The Trilateral Commission? Outsider training academy. The Vatican? Outsider puppet state. ENRON? Outsider currency manipulation scheme. The housing mortgage bubble and sub-prime lending? Cheap way for Outsiders to grab more property for breeding pits and pumping stations. The War on Drugs? Outsiders making sure you only get stuff they want you to have.

Don't even get me started on public access television.

USING THIS BOOK

Although my layout and design skills are about equivilent to that of a blind spastic monkey, there is a method to my madness. You will find the various sections of the book have been lovingly color-coded for your use. In addition to basic text, you will see the following:

BLUE LARGE TEXT like this means there is a game term or definition you may find important. A quick rundown of vital info for the MC and player follows.

When you see the big blue box, it means I'm calling your attention to something I know you're going to need when you play.

MAGENTA LARGE TEXT like this means there's an example of the game concepts described. This is used to help you understand the usage and exceptions of a rule or term.

This kind of flyout is used throughout the book to call your attention to helpful examples and "show-me-don't-tell-me"quick and dirty answers to common questions.

INDIGO LARGE TEXT in the fancy box is a writer's comment. It may be extra color text, or a suggestion from me on how you might want to play something. It might be an optional extra, or just a random bit of silliness. You never really know.

Later on, in the actual rules chapter, you'll also see a general format for moves. You'll learn more about moves later, but for now, just know if you see a section of text starting in red, it's a move. For instance, one of the basic moves in ***The Tribe: HLH*** is to **get into a dust-up.** The move looks like this:

GET INTO A VIOLENT DUST-UP

When you have decided to resort to violence to solve a problem, roll +steel.

On 10+, choose 1.

- Inflict severe harm on someone.
- Place someone at a disadvantage.
- Take something or seize control.
- Prevent all harm to someone.

On 7-9, also choose 1.

- Suffer harm if you inflict harm.
- You are placed at a disadvantage.
- Lose something or lose control unless you escalate to **burning shit down**.
- The MC makes a move.

On a miss, suffer harm as established by the fiction.

Don't worry that you don't know what all that means right now, it's okay. We'll explain later.

CONTENTS

Along with the story that runs throughout this book, here's what's going on in each chapter:

The Disclaimer is a righteous rant. It explains why I wrote this, and what it means to me, and why I think you need to drop this book, go out, and change the world. Or it's an excuse to have a profanity-laden tirade. You decide, it's your game.

The Eyes Of Michael Holt tells the story of one man's introduction to the Tribe, his love for a special woman, and how it affects his life.

The Introduction is what you're reading now. It covers the barest surface of what this game is about, and includes a glossary of terms used both in and out of game.
Chapter One: Contagion covers the rules players will need. There are lists of traits and moves, discussions of the Pull and Influence rules, and how harm and gangs work.
Chapter Two: Patient Zero talks about the Tribe and the general way its members work, what their life is like, and what it takes to join and succeed as a Tribal. It also talks about what Tribals believe, and what they do, both in and out of battle.
Chapter Three: Infection identifies how to start a storyline for The Tribe, defining the starting situation and the type of Family the players' characters belong to. We delve into the mechanics of Families of Tribals, what they are, and how they work, both in game and out. This chapter covers what Families can do, and how members of Families can use their group of mates to get things done.
Chapter Four: Fever Dreams reveals the real nature of the *Loa*, and how to petition them for aid. Each of the Tribe's patron spirits is detailed, along with their spells and desires.
Chapter Five: Hot Zone covers the game system information required for Tribal playbooks, and for the rare supernatural creatures in the Tribe. Being a non-mortal in the Tribe carries some serious repercussions, and those are discussed here.
Chapter Six: Outbreak describes the tools and weapons of the Tribe, their methods for fighting the enemy (whoever that is on any given day) and the trouble a Tribal Family can get itself into.
Chapter Seven: Pandemic tells what the Outsiders are, how they operate, and what they can and can't do. It also details their operations in human culture, and what sorts of agents they use. The person running the game as MC will find all the rules they need in here, as well as principles of play. Finally, the mechanisms for playing with territory and Outsider contamination is revealed.
Chapter Eight: Synthesis has a complete example of the way you set up the first session of a new campaign, as well as suggestions on running the Tribe for those who are familiar with other games based on Apocalypse World. It also has some ideas on how you can add content from those other games into your Tribe game. It includes a starting set-up, threats, and possible story-lines for a first Tribe game, with a fleshed-out example of play. Finally, it has some extra optional rules and content that I wasn't sure I wanted to add to the main part of the game.
The Busted Appendix doesn't exist, and is just a myth. But, if it did exist, it might reveal a nasty secret about the Tribe that could rip the entire organization apart, or be the greatest weapon in the Tribe's arsenal. (MCs are advised that this chapter is OPTIONAL. It is not canon, and your particular story doesn't have to use it. If you do, watch out.)
Afterword? Some closing thoughts once the project was completed. Things change, and this is sort of a warning and a plea to those who bother reading this far.

WHAT IS THE TRIBE?

We assume you're playing the Tribals in a modern day conventional world similar to our own. It's certainly possible (with a little work) to use all the new options in this book in a normal Apocalypse World story, or to run a Urban Shadows game where normal vampires or mages discover and must fight off Outsider (or Tribal) assaults and schemes, but this book is written with Tribal characters primarily in mind.

Great, I hear you asking.

What the Hell does that mean?

The Tribe: HLH imagines alien beings from an alternate dimension have escaped into our world to take it over and rebuild it as their own. While the true origin of the Outsiders is unknown (various explanations are in Chapter Seven), they come from a horrid poisonous nightmare shadow of the real world. Now this Hellish other-world leaks into our own, spreading Taint and altering reality.

The Outsiders arrived on Earth at the end of World War Two, and they've been building their infrastructure and power for years, slowly infiltrating every aspect of our culture. Their natural forms can't survive in the "real" world for long, so they're diligently working to convert more and more of our world to be like theirs. They are working on contaminating as much of the human population as possible with chemicals slipped into food, water, and consumer products at every possible interface. Oil spills, acid rain, immunization programs, free school lunches- any or all could be Outsider chemical programs creating a wider population suitable for host bodies for newly arrived Outsiders. Also, they contaminate land and buildings just by being there; the more Outsiders in an area, the more Tainted the area is, the more Outsiders can move in. It's a vicious cycle which, if left unchecked, will result in the eventual conversion of enough of Earth to allow them to open the Great Gate, when their realm will pour through in and utterly devour all that is. They've seen first-hand the power of a roused humanity, so Outsiders work behind the scenes, using human agents and traitors to spread their power, keeping themselves safe from exposure. They form a network of conspiracies which feed back to the ultimate seat of power, a hidden cabal of elder Outsiders running a government agency known as the Consortium.

The Tribe of Humanity (simply called the Tribe) are a group of humans who follow the loose guidance of Jefferson Davis Mitchell, a Vietnam war Green Beret veteran who was once part of the CIA's top secret MKULTRA experiments into psychic power. Exposed to visions of the arrival of the Outsiders at a very young age, Mitchell worked to discover a way to destroy the aliens. After years of loyal service in the most secret black operations, he was hand-picked as a trusted agent of the Outsiders; using his own psychic talents, he avoided revelation until his plan was complete. With the aid of friends and contacts who also questioned their supe-

riors' goals, on Valentine's Day, 1975, Mitchell and his teams struck at several important Outsider facilities, stealing technology and research materials, and raiding accounts and data-banks before they fled into the night and disappeared into the underground. Scientists and computer programmers left behind sabotaged gear and experiments (the most infamous being the Breed), as well as nasty computer viruses, Trojan horses, and thousands of back doors which have helped to fund and direct Tribe operations ever since. Since then, the original Tribals have divided and redivided into cells called Families, each usually from three to twelve members, answering to a central leader known as the Mother or Father. These leaders are responsible for guiding their families, fighting the war against the Outsiders, and meeting up once yearly at an immense festival, party, and war council called Equinox. Here, Families trade resources and people, share information, and generally let their hair down for a week of hard partying, sixties-style free love, and regenerating the batteries for the year ahead. Then it's back out to the battle, picking targets, surveilling them, lining up supplies, and attacking Outsider facilities and escaping back into the shadows.

Because they are forced to live "off the grid" to avoid discovery, Tribals give up mundane identity, severing all ties with old friends and family as they take up with their new Family. Without valid ID or jobs, they survive in the urban underground, just like the homeless and the outcasts of society. Money comes from non-traditional methods, including con jobs and theft, off-the-books employment, and confiscating goods from the Consortium and its agents. More details on Tribal life are listed in Chapter One; Tribals are NOT normal dayworker citizens. They are recruited from alternative lifestyles and iconoclasts, neo-Pagans and right-wing conspiracy nuts, distraught homeworkers who've seen their entire families killed by monsters, and blue collar construction workers who found their faith shaken by what they saw in the dark of the night. The whole thing only works because of the fanaticism with which members commit to protecting each other and killing Outsiders, and because of the extremely loose and tolerant guidelines the Tribe expects from its members.

SO YOU'VE DONE THE APOCALYPSE BEFORE

If you have played other Apocalypse World games, you will notice there is one major change here. In many other AW products, the characters are often at odds with each other as their needs and schemes cross and desperation builds. That is totally different in this game. Tribals are reliant on each other and their Families for survival and success in battle. Don't go after each other; you'll have plenty of enemy targets to deal with.

IN-FICTION GLOSSARY

Tribal slang is rich and varied, forming a secret language called Slam (better described in Chapter Two.) Since it is a living language, Slam warps and twists from day to day, reforming and norming every year at Equinox. Listed below are some of the terms used by the Tribe, as well as common terms used within this book. You may notice there are a lot of way to say kill in Slam…



ain't no fun- a phrase which means something is a bad deal or unexpected difficulty, used as a warning, a complaint, or a perverse form of compliment to a Tribal Family which is doing something you wouldn't want to do

babydoll- an affectionate term of endearment among Tribals, specifically meant to address a younger or less wise member of your Family; the equivalent of calling someone "buddy" in a pleasant and non-demeaning way

Band, the- people who are part of the right group

bang bricks- running away from a problem, a valid survival tactic

Before, the- the time before the Tribe, a term most often used by Firstborn, who seem to believe 1975 is too far back to be important

best blues I ever had- life is tough, but it's still worth living; alternately, a way of expressing that no matter how bad it is now, it's been worse before

black hat, black heart- a Tribal way of saying that if someone looks like a bad guy, there's a good chance it's a bad guy; Tribals judge books by their covers, too

Bloat- slang term for any Outsider in general, taken from the bloated and corrupt appearance of Outsiders in the Master stage (see Chapter Four for more on Outsider life cycle)

Breed- varieties of human-Outsider hybrids originally created in the late sixties and early seventies by research geneticists in the pay of the Consortium. Many Breed are loyal to humanity, thanks to Tribal sabotage of the program; some still serve the Outsiders.

> The Breeds are actually an optional advanced playbook you can take if your MC allows it. They come with extra moves, but also start play already Tainted. If your character isn't born a Breed, there's no known way to become one later.

breeding pit- a heavily Tainted area where the Outsiders are able to create new spawn for implantation in helpless human host bodies. The most heavily defended and secretive Outsider facilities, and therefore the most valued target for Tribal raids.

Butterlie- description of facedancers or social-types who are adept at misleading , seducing, and misdirecting people

Carnival- a Family which travels frequently, but not randomly, along a circuit between various locations. May actually hide out as a carnival or traveling band. An example would be a Family which winters in Florida and moves north to New York in the summer. Reasons for this behavior vary.

cherry joint- a place which has no connection to the Tribe and can be used as a temporary safe refuge for a

short time. Families use them to crash for brief periods while they are not moving the war. A classic cherry joint is a small apartment paid for with clean cash from a legitimate source, using identification which can be discarded afterward. The Family will use the spot for a few days to a few weeks, then disappear and never return. Note that, even in cherry joints, smart Tribals are still standing watch and aware of threats.

childe- someone newly accepted into the Tribe, but not yet having proven themselves to their Family. Disrespectful if applied to anyone who isn't one.

chuffed- happy, specifically healthy and secure

citizen- extremely insulting term for anyone who lives a mundane life as part of normal society; calling a Tribal this will start a fight

clean and green- not infected with Outsiders, and not injured too badly to fight

Code, the- the informal set of twelve rules Grandfather has set down as the guiding principles of Tribal life, followed more or less seriously by most Tribals Only the first four rules are considered mandatory. Sometimes referred to as the Twelve Commandments as a way of tweaking the nose of right-wing conservatives.

Consortium, the- secret conspiratorial organization run by the Outsiders, and made up of Outsider hosts, their agents, knowing traitors, deluded dupes, and unknowing tools (see Chapter Seven for more on the Consortium, its assets, and how it works.)

couch and drool- the Tribal opinion of what citizens do for fun: sit on the couch, watch television, and drool

Coyote laugh- a big mistake, or difficult task which is easy to fail at

Dark, the- specifically, night time, but more generally any time or place where Tribals are at risk if they conduct business; anywhere the War is going on

deadheader- anyone who is riding along through life without paying their dues (q.v.); comes from a hobo term for riding trains for free, ironically a favorite Tribal past-time

didi- very quickly, from Vietnamese War Army slang

dog count- roughest but most popular early warning system for whether or not an urban area has Outsiders operating in it

> Stray dogs, thanks to the overpopulation problem, are everywhere in big cities. But they HATE Outsiders, so most will flee an area infested. Also, the earliest growth stage of an Outsider includes something the Tribals call scuttlers, which tend to eat all the strays they can reach. The fewer stray dogs you see, the more chances there's enemy close.

dollarslave- a worker bee or drone who goes to work every day and collects their check without ever questioning the rules; calling a Tribal this will get you hurt

down- to be in hiding, as opposed to deep down, which is dead

drop- to send someone deep down

dues- the notional fee we all pay for the rights and privileges of being safe and secure at night when we sleep; Tribals believe only they are truly paying their dues through fighting off the Outsider incursion

end of- end of discussion, nothing more will be said about this

Equinox- the massive yearly Tribal gathering held in the autumn in a highly secret location somewhere in the Pacific northwestern forest; a week of parties, war councils, trading, and free love. Think Woodstock with guns, or Burning Man in the woods.



eyes and ears- security in place around an area the Tribe wants to target

Faceless, the- those who have joined the ranks of the Tribe's secret supporters, but have gotten their hands dirty in combat before. More than Ponies, often "retired" Tribals or members of Shade Families.

Family- a group of Tribals, all agreeing on the basics of Tribal life, who choose to follow a single senior Tribal (see Father/Mother); Families have many different styles, and change wildly, gaining and losing people and changing their beliefs and even their language over time

Father/Mother- (also Papa/Mama) the person in charge of a Tribal Family, usually by virtue of the fact the majority of the Family accepts them as being in charge. Every year at Equinox, new Mothers and Fathers announce the formation of their Families, and are acknowledged by other leaders as having a voice in war councils (q.v.). Mothers and Fathers have exactly as much authority as their Families give them.

Feet, the- a Tribal's right to be free to think and believe whatever he wants, and to follow whatever path he feels is best for him, as long as it isn't at the expense of others. A Tribal who decides to leave a Family over a disagreement that can't be resolved is said to be using his Feet. Similarly, restraining someone or taking away their options is called foot-stepping

fire and ice, steel and smoke- the four traits that make a good Tribal Family, according to most Tribals; fire is their passion, ice their ability to deal with stress, steel their expertise with violence, and smoke their ability to be stealthy.

firing blind- to not know what's going on around you

Firstborn, the- anyone raised Tribal from childhood.

This happens in one of two ways, either by Tribal lovers deciding to become pregnant and stay Hard Tribe and raise their kid in a war zone (rare), or because a Family sees some citizen neglecting or abusing their children, and "frees" them of the responsibility (much more common.) Firstborn are known for being really dedicated to the Tribe, and not being able to pass among citizens at all.

Fostered, the- the average Tribal, a citizen who was recruited into the Tribe for their skills or their personality. Almost everyone in the average Family.

four points of contact- the elbows, knees, butt, and head; the four areas young Tribals are taught to keep covered, in order to avoid scrapes and bruises in an urban environment. How many Tribals listen is a major source of argument, and most Families figure if a Tribal is willing to bleed in order to wear shorts and a tee-shirt, that's up to them.

gas and go- a drive-by shooting or attack where the Tribals don't stick around for the result

gaslighting- to use any of several techniques to screw with a group's collective heads, whether by spreading lies, planting misinformation, or sabotaging their plans directly

gate break- the opening of a gateway between the Outsiders' home dimension and Earth, accompanied by destruction on a scale commensurate to the size of the gate, and allowing new Outsiders to enter our reality

Genuine- a controversial recent movement in the Tribe, preaching that supernatural creatures are dangerous to humanity, and should be treated as the enemy; definitely in the minority right now, but gaining strength

gooned- to get fucked over by events, not from your mistakes, see also pooched

Grandfather- Jefferson Davis Mitchell, the first founder of the Tribe

Hard Tribe- a Family or Tribal who makes fighting the Outsiders their primary concern; warriors

hardware homicide- using an improvised weapon or tool to fight

he don't wash no dishes- a Tribal way of saying someone is rich, powerful, and probably in the pay of the Outsiders

heater- a period of time where the members of the Family are free to do as they please for relaxation and entertainment; the Rule of Twos and the Family's version of the Tribal Code are usually the only rules they still must follow.

Hive- the Tribal term for any location, site or facility thick with Outsider activity

homegrown- Tribal marijuana, grown from certain strains passed around from Family to Family, and guaranteed to be free of Taint; see Downtime in Chapter One for a discussion of Tribal drug use

ice- kill without warning

implantation- the preferred way for an Outsider to take over a human host; the Outsider is surgically implanted in a restrained human, and time allowed for the body to be assimilated by the Outsider's personality. This can take several hours, but results in the body being less damaged by the Outsider, and allows for finer control and longer use

infection- the spontaneous creation of the Outsider life stage known as Carriers; see Chapter Four for details

Insider- a myth; they don't exist. (See the Busted Appendix)

Invasion- the secondary way Outsiders take over a human body; an Outsider host slowly slides into a new host through any available opening and then attempts to overcome the body's natural defenses and spread infection throughout the body, eventually taking it over on a cellular level. Although this is fairly easy to attempt, it is more difficult to successfully complete takeover, and an unrestrained host can fight back effectively. The back-up means for Outsiders taking over a human body is a special form of invasion called a blitz; the Outsider tears free of its original host over the course of a few seconds, killing that body and attempting to reach or create an access to a new body. This will usually do extensive damage to the new host which must be healed before the Outsider can pass for normal, and also reduces the length of time the new body can be used before it is burnt out; it is used in emergencies only.

is what it is- there's nothing you can do about it, so why worry?

it's a technique- a polite Tribal way of saying something is not a very smart way to handle a situation

little gun, big bullets- a particular place or person is way too well organized or defended not to be an Outsider undercover; comes from the fact that Outsiders try to hide in plain sight by seeming normal and non-threatening (little gun) while still going overboard in keeping themselves safe (big bullets)



Mister/Missus- sarcastic form of address which Tribals seem to tack onto almost anything

Mister Bunny- a citizen, named for their ability to be cute and useless in combat

Mister Suit- any authority figure in general, but usually used to refer to Outsider agents and dupes

MKULTRA- an illegal CIA program which ran from the Fifties to the Seventies (some say longer) and involved psychic research, drug experimentation on uninformed subjects, and illegal exposure of American cit-

izens to foreign chemicals and substances in an attempt to create perfect killers and psychic spies
MOAB- in the military, the largest bomb in the inventory, the Mother Of All Bombs; in the Tribe, the Mother Of All Beatdowns; the worst beating you could give someone without just killing them
most- somehow in Tribal Slam, the word most has become a universal modifier for almost anything; if a gun is good, a bigger gun is most gun. A pretty girl is good, the one you love is the most girl.
mouse around- sneak and hide, keeping a weather eye out; general stealthiness and caution
moving- working to advance the cause of the Tribe's war on the Outsiders; in Hard Tribes, this means you are actively seeking out and engaging targets
nest- when Tribals don't have the time or inclination to sleep in a bed, they will often toss a bunch of pillows and blankets in a pile and climb into the nest they've created
new shoes- a false identity, fully backed up, with all the fixings
on bottom- to utterly destroy someone so there's not even evidence he existed
Outsider- the Tainted alien race which has invaded Earth and begun taking over humanity and its organizations. Outsiders have a myriad of life stages, which can be rather confusing to humans; they can't survive on Earth without access to their own Tainted energies, which slowly kill their hosts, forcing them to switch bodies frequently
paint it red- a reference to any superstitious belief that doing something will somehow help something else happen; among Tribals, this doesn't always mean they don't actually work, and many Tribals use symbology and minor magic to influence events. The term comes from a rumor that painting a car red will make it go faster.
party fuel- booze, snacks, and drugs (if you're so inclined), usually in quantities that would frighten a frat party
People Who Were Too- Tribals. They were too weird, too rough, too angry, too poor, too edgy, too chivalrous, too horny, too dedicated, too giving; every Tribal was too something to fit in.
Plan, the- a citizen's belief in the way their life, and everyone else's by extension, should be; Tribals see this as get born, get schooled, get laid, get hitched, get pregnant, get rich, get old, get dead. They hate it.
Pony- anyone who helps the Tribe and is aware of its existence, but not yet willing to actually join; Ponies are valued assets to be cultivated and protected, but they are not Tribals, and therefore not as important to the Family as its own members. Ponies are given whatever information about the Tribe and the Outsiders they have to have to do their job, and nothing more.
pooched- to be seriously screwed by events you brought about yourself, or should have seen coming
popping a charm- to use a Tribal charm, it must be destroyed; this "pops" the spell into existence
pull tail- to follow someone
pump and dump- to interrogate, sometimes by torture, and then kill someone
pump station- any location used by Outsiders to poison the world with Taint, even if it is not actually pumping anything. Packaging plants, homeless shelters, free clinics, and water treatment plants have all been used as bases for spreading Taint.
Qlippothic- the Tainted creatures of the maddening and insane realm of chaos which exists beyond our own world; a dark mirror of humanity's psychic maelstrom
read?- do you understand me?
Reborn- what happens to a Tribal when she is first given a Tribe name and accepted as a full member of her Family



re-homing fee- when a Tribal catches someone abusing their children, just before the Family takes the child away, they'll issue a massive (and occasionally fatal) beating; this is the "re-homing fee"
revolver recruitment plan- someone who will have to be killed if they try to leave the Family, because they simply know too much
Road Family- any Family which keeps mostly on the move, going from area to area without long term roots
Romeo/Juliet- a Tribal in love with a citizen, because it usually ends badly for both
St. Valentine's Day massacre- the night in 1975 when Grandfather and his Family destroyed Outsider facilities and went underground
Sealed- any supernatural who has been through the ritual of Sealing and is now Tribal; see Chapter Five for the game effects of being Sealed.
Shade People- any Family which keeps valid citizen identities and lives among them as if normal people;

rare, and usually formed for specific surveillance purposes

shake the bones- cast a ritual spell of some kind

shoot first, shoot some more mode- to spray heavy amounts of fire at a target until you know it is dead; suppressing fire actually aimed at a target

six- the very best you can have, comes from the six bullets in a magnum revolver, which many Tribals have an unnatural attachment to

skyfe- to steal something you or your Family needs

sleeping- what all citizens are doing, since they don't know anything about the reality of the world they live in

slice and dice- fighting with knives or blades

Soft Tribe- any Family which has given up violence except in unavoidable self-defense; Soft Tribe Families are usually made up of Tribals who re too mentally shaken, fatigued, crippled, or old to fight. They mostly act as safe houses, support and information brokerages for other Families more invested in the War.

solid- a person who will not give up information, a quiet person

Spawn- the larval form of an Outsider, small slug-like creatures with lamprey-like mouths who can only survive exposure to Earth's environment by being in a hive, or inside a human body

Stone Tribe- any Tribal who was around at the very beginning, or in the first generation of Families formed after the Massacre; to be Stone Tribe, you must have been at least 18 in 1975, and been recruited by Grandfather or one of his immediate circle, meaning all Stone Tribe are now in their fifties and getting on in years

sunflower girl/boy- a pretty peaceful hippie type of person, increasingly rare in the Tribe, except in Soft Tribes; a very ambivalent term of address in most cases, so listen to the situation around the use of this title to figure out if it's a compliment or a put-down

swell- a pretty or sexy person available for a cheap and meaningless liaison; someone to party with that comes with no attachments and can be left in seconds without serious complications. Many younger Tribals cultivate contacts in the club, entertainment, and (possibly) sex-worker industries in order to keep a supply of swells handy.

taking the blue pill- joining the Tribe

Tell, the- the truth, the direct gouge, the best and most vital information; also, any story or myth passed on by tellers

top-locked- any Tribal who cannot or will not let go of their connections to their citizen life; this is rare, and highly discouraged, and many Families will not allow it, making the top-locked Tribal use their Feet as soon as possible

troop- a term of respect for another Tribal, showing that you think they are capable of fighting

turning and burning- conducting illegal or dangerous actions in support of the War

Uncle Street- the world of the urban underground that Tribals live in; among the homeless and dispossessed

Up Babylon- the end of the world

Up Top- the world of the citizens and normal mundane nine-to-five society

Wall, the- the set of lies and half-truths the authorities put up to keep citizens dull and happy and uninterested in what's really going on around them, thereby allowing the Outsiders free rein to do as they will

War, the- when capitalized, the specific war against the Outsiders; when not, the general violence inherent in Tribal life

War Council- any meeting of several Mothers and Fathers to discuss what multiple Families are doing about a situation; generally, an informed discussion among equals to set tactics

went-to- you have run a full search for data on something; in the present tense, to go-to on something

wet- to be weak or defenseless, fighting words to a Tribal

WOG- Word of God; the absolute truth as the speaker knows it




EL YAPIMI
GUMUŞ TAKI
HANDMADE
SILVER JEWELRY

The Eyes Of Michael Holt (Part Two)

Holt checked himself out in the car mirror one more time before getting out of the beat-up Ford that Support Services had scraped up for him. *My name is Daniel Frye,* he thought to himself, working his cover into the front of his brain. *I am a disgruntled Iraqi Freedom vet here at Tech to finish up my degree in political science. I am mad at the world, and I want to change it.*

It had taken six or seven reads through the file to figure out his angle. At first, he couldn't get what was in it for Washington and his friends, why they'd be pushing dollar bags of weed, but carrying so much firepower. Then, last week, reading through wiretap transcripts of a buy Technical Services had covered, he'd caught the subtext. Washington was selling for someone else, as part of some political group. The wiretap had caught a few references to "changing the system" and "cutting the dead wood loose." From there, Holt had run searches of Washington through every computer he could find until he'd finally hit on an outstanding warrant from California for disturbing the peace and carrying an illegal concealed weapon. A call to the prosecutor had confirmed that California PD thought Omar Washington and his little group of pill-heads were part of something larger, some kind of radical group that might be tied into the militant right. Then a call to Homeland Security had really paid off; Washington's bodyguard was an ex-Marine by the name of Franklin Delarosa, also wanted, this time by the Corps for assault and being absent without leave. Franklin was a lapsed member of a west coast bike gang called the Straight Satans, who were known meth distributors and hardcore sons-of-bitches with members in prison all over California. So there it was, the real reason why Special Agent Warrick had asked for him. This wasn't just a buy-bust, he was being asked to infiltrate Washington's group, and then move up.

My name is Daniel Frye, he reminded himself as he got out and shuffled toward the front door of the frat house where he knew Annie Bryce was currently dealing. As he made his way up the stairs, young college kids in various states of intoxication were barreling in and out, bumping and slamming into each other, the noise a roar over the loud techno dance music pounding out of someone's speakers. I'm here to score some weed, and maybe make a little money. Inside the house, he surfed through the crowd, arrowing in toward the kegs in the front room. Sweeping back and forth through the herd of kids, he watched for any sign of Annie or Franklin, but caught nothing.

Maybe she's not here tonight, Holt thought, feeling a little anxiety. A young Chinese girl in a catholic school girl outfit thrust a plastic cup of beer into his hand, and he drifted, playing the part, making small talk, trying to catch a glimpse of any drug activity, which wasn't hard. He smelled pot, and saw a girl who couldn't possibly be more than 18 dropping two tabs of acid. From the music and all the glow sticks, and from the amount of activity in the front room, he guessed there was probably some X making the rounds, too.

About twenty minutes and two more cups of beer later, it happened. He was trying not to yawn in the face of some punk kid who was lecturing him on the importance of trying new experiences when there was a loud feminine yelp and she banged into him hard from the side. He spun, dropped his beer, and caught her around the waist as she was falling, and was suddenly uncomfortably aware of the firmness of her nipple through her silk shirt pressed against his forearm, the heat of her body, and a certain stirring in his loins. He felt his face flush as he responded to her, and she made no effort to pull away, just smiled wide and looked at him with the bluest eyes he'd ever seen.

"Normally, I'm a little more coordinated," she breathed, her hand on his chest. "Sorry I spilled your drink."

"No worries," he replied, trying not to imagine her naked. *What the Hell is wrong with me?* He was having trouble concentrating, and he felt his chest tighten as she shifted positions without leaving his arms. "I'm Daniel."

"Are you now?" she giggled, leaning away from him and searching his eyes with hers. "You

don't look like a college student."

His throat went dry, and for a moment he thought he was blown, and considered just getting out of there. But then she smiled even bigger, and leaned in and nibbled on his ear. "You look more like a knight in shining armor to me. Nice lance, by the way," she whispered, brushing against his groin, which was responding to her quite nicely. "Let's go and get you something else to drink."

She pulled him toward the kitchen, and he was making small talk and figuring out how to steer the conversation when fate took over. As she was leaning on the counter, her hip pressed against his, her hand on his arm, her eyes *(those eyes, my God)* locked on his, a young scholarly type slipped up next to her and tapped her on the shoulder.

"Annie, can I get a little, please?" the kid asked, a twenty in his hand. He stole a quick glance at Holt, who acted totally nonchalant, as if hearing someone ask for weed was no big deal.

It obviously wasn't to Annie, either. She fished out a small baggy from her pocket, the contents almost impossibly green and full. Must be homegrown, and fresh, too, Holt decided from the look of it. He followed the switch, money for drugs, and seeing her do the deal helped put him back into the right frame of mind. Whatever it was he'd seen in her was gone again, and he was able to refocus, which saved him from being stupid when Franklin Delarosa suddenly appeared from nowhere just behind Annie.

"Howdy," said Franklin, staring at Holt with a scowl. "Haven't seen you around."

"New student," Holt replied, making a show of checking Annie out. She was still smiling, and touching him again, and part of him wished she hadn't chosen drug dealing as a career. "I'm studying political science."

"Little old for school, aintcha?" Franklin's hands were inside his pockets. Holt felt the buzz of adrenaline, thinking about the possibility that Franklin might try to drop him right here in the party. He let himself become even more casual.

"I'm a vet. I'm going back to school." He looked to Delarosa, and grinned. "Not a lot of money in shooting people, and the economy ain't great." He allowed a little drawl into his voice. *Relax, Franklin, we're just two good ole buddies, hanging' out.*

"Depends on what you're doing," Franklin grunted. "Talk to you a sec, Annie?"

She scratched her cheek, and leaned across the counter top to fetch herself another beer. Holt had to tear his eyes off her bottom, and again he started feeling heat, and desire. "I'm busy, Frankie," she said, turning back to Holt.

"Not asking, troop," he said with a gruff tone in his voice. Holt had a sudden urge to smash him in the face, but Annie was smiling again, and pushed him back against the counter top, handing him her beer.

"I like you. Don't go anywhere." The two of them moved away through the crowd, leaving him standing there with two beers, waiting for her to come back. He found himself looking forward to her coming back, then felt a rush of guilt. *You asshole, Gina and Scott have only been dead a year. Get your mind back in the game.*

There was a shout from the back of the kitchen, and Holt's chest exploded with a mixture of fear and concern as he spun to see what was happening. The crowd was parting, and party-goers were getting back out of the way as a large drunken frat-type was wrestling with a chubby brunette whose mascara was running down her cheeks, obviously terrified of the boy. He knew he wasn't supposed to get involved, that it might blow his cover. But he also couldn't help seeing Gina, and that night, and then he was there next to them before he even realized he'd decided to act.

"Get your hands off her right now," he growled, his hands forming fists. The frat guy spun toward him, an angry look on the turd's face.

"Fuck you, buddy," the guy spit at him, roughly dragging the girl by the arm. "Mind your own business."

It all clicked for him, right then. Everything went cold and distant, like that night in Monterrey, and he felt himself go far away, as if everything was coming through a long tunnel. "Let her go, or I'm going to put you in the hospital." The tone of his voice was soft, even pleasant; he was dimly aware he had stepped up closer to the man, daring him to fight.

Frat guy obliged, shoving the girl away and aiming a drunken swing at Holt's face. It was easy to deflect, and Holt even let the asshole have another swing for fun. Then he stepped the rest of the way in, and drove the palm of his left hand into the man's solar plexus, driving all the air out of the target's lungs. His right elbow swung up into the man's chin and he crossed over the guy's outstretched arm, pulling the arm out and up into an arm bar, then dropping his weight onto his heels and rotating sideways fast. Frat boy went up and over, and into the floor hard, arm flopping wild, probably dislocated. Holt stepped onto the back of the bully's head and leaned in close as the turd gasped for breath and whimpered like a baby. "Fuck. Off. Now!" he barked, and let go, straightening, only to come face to face with Annie and Franklin standing there, staring.

He heard frat guy get hauled away by his friends, and the girl was trying to say thank you, but all he could see was Annie's big stupid grin of approval, and then she grabbed his hand and took him upstairs, and tumbled him into a bed, and he tried to say that it was wrong, but then she was there with him, with those blue, blue, eyes, and he didn't say another word all night.



I: CONTAGION

"I member when I was young like you, troop. I was only nineteen when I found out about the Bloats. I was working as a clerk in a Stop-N-Shop, late night shift, smoking weed and hitting on the boys to make the time pass. Strictly dollar-slave deadheader. Then some whackos in leather and flashing big damn knives come blazing in shooting at this one suited-up business-type dude. I froze, and then one tight-ass stud brother lands a solid hit with a bat, and Mister Suit tears off his skin and pops tentacles and claws and wires and God-knows-what-else, and grabs the brother up and starts trashing the rest of the place with him. I dunno, it just got me mad enough to stop being scared. I grabbed the .38 out from under the counter and plunked the Bloat one in the back of the head. And that's how I was reborn Tribal.

-Ruby, gun people in Father Feral's Route 66 Road Family, calming down a nervous childe before going in to cleanse a suspected hive



THE RULES OF THE GAME

The Tribe: HLH is based on the **Apocalypse World Engine,** by Vincent and Meg Baker. There are dozens of other games out there using this system now, from post-apocalypse to urban fantasy to conventional dungeon crawling. If you have already played Apocalypse World games before, you can skim the following section.

At its simplest, ***The Tribe: HLH*** is an interactive piece of fiction. As a player, you choose a playbook, which contains the information about your character. Unlike some RPGs, where the character classes are available to everyone and a party may have two or even three fighters or clerics, in ***The Tribe: HLH*** each playbook is unique, so each character type can only be played once in any given series of stories.

Once you make characters, the basic rules of the game are very simple. The Master of Ceremonies, or MC, will set the scene for you like in other RPGs, and when she asks you what you want to do, you'll respond. Your answer will either have an obvious outcome, in which case that outcome happens and the story moves along, or it will have an outcome that is in doubt. In that case, depending on what your character does, it will trigger any one of a number of moves, actions which require dice-rolling to resolve.

> A **move** is a story-based action which is resolved with the roll of two six-sided dice, with a trait and modifiers added in. Any roll totaling 7+ is considered a hit, with 10+ results giving better results. Any total of 6 or less is a miss, and exposes the character to some form of consequences. A move is triggered by the fiction that has happened, and rolls are not required if a move is not triggered. There are eleven basic moves all Tribal characters know, and each character will have access to other moves they can use as they see fit.

When you know what the result of your move is, the MC will continue the fiction, advising you of changes to the situation and the story. Your move may trigger moves by other characters, or by the MC herself, which will continue to drive the fiction forward. The MC does not roll any dice at all. His NPCs and Threats can make moves when triggered by player moves, or by the story. If those moves have effects on characters, the characters may roll moves to resist those effects. The MC may also make hard moves, which are direct damage actions that the characters again may try to resist. Different MC Threats or enemies have different moves available to them, and the MC chooses which to apply when they are called for.

> For **THREATS** and **HARD MOVES**, see the MC's section in Chapter Seven: Pandemic.



Remember, each character in the fiction is unique, and the purpose of playing is to tell the story and find out what these awesome people are doing. There may be lots of gun people in the Tribe, but if you are playing the Gun Person playbook, you are THE Gun Person. The characters are the center of their world, much like in a movie. When you watch ***The Bourne Identity***, you don't spend a lot of time watching the security guards talk. You watch Jason Bourne make things happen, and respond to what is happening to him.

Great. I've never played a role-playing game before. What do I do?

Go buy a copy of Dungeons and Dragons.

Nice, smart ass I've already bought this. Now what?

Okay, so let's take the time to walk through this. Those of you familiar with Apocalypse World and its various Powered-by games will already know some of this, so feel free to skip ahead. If you're planning on being the Master of Ceremonies (MC), the dudette running this, you'll also want to check out Chapter Five and on. Don't panic, there's another nice tutorial there as well.

The first thing you'll need to do is go to Chapter Four and look over the playbooks included there. Don't worry if you don't know what they all mean. We'll use one playbook, the gun person, as our example here. Each playbook is unique, and at any time in a story only one player will be playing a particular playbook. In this case, let's look at the gun person playbook together.

Making a character in The Tribe is quick. Each choice you need to make comes with either a list of suggestions, or actual game rule info you must choose from. The first thing you have on the playbook is a list of suggested Tribal names you can choose. There is a male list,

and a female list; don't feel bound by gender norms, and feel free to make up your own. Remember that all Tribal names mean something; they are selected by a Family as a tribute or reminder of what made you accepted into your first Family. What does yours mean?

Do I have to come up with a meaning now? I'm not even really sure what all this Family stuff is yet.

No, you can feel free to leave it quiet for now. Maybe it never comes up in play; it's just there to help you visualize your character. The next thing you'll do is define your look. Again, there's a list of some suggestions for both your gender and the general look of your character. Again, you choose both a gender and look from the lists, or make up your own.

The gender and look of your character are optional things to choose; you don't have to feel limited to what's on these lists, or to even define them.

At this point, you should have a nice general image for your new character.

After looking at all the playbooks, we decide to make a Gun Person. Pulling out a copy of that playbook, we review the names, and like the sound of Persian; maybe we rolled up someone in a Persian carpet after we shot them and got rid of the body, saving the Family from exposure? We pick female, and go with cowboy chic for our look; she's a dusty sort of gunslinger type. We want to tweak the normal stereotypes here, so we decide she's sort of a merry prankster, thinking of a woman who loves cracking jokes in the face of death.

What's next? What are these Traits listed?

Every Tribal character has a rating in five key traits that define what they are good at, and what they aren't so good at. The five traits and what they mean are:

steel: physical power and endurance
smoke: stealth, guile, and cunning
fire: force of personality, willpower
ice: intelligence, knowledge, mental ability
signal: spiritual strength or psychic power

These ratings run from -2 to +3 maximum, with 0 being an average person. The numbers aren't tied to any sort of hard science here, so don't worry too much how many cubic flartbats you can fleem with an ice score of +1. They add into your dice rolls when you make a move, which we iscuss later. Relax.

You may choose one trait to add 1 to. Again, no trait can go above +3 or below -2.

Not ever?

Nope. Hard limit there, son.

Look up HARD LIMIT on the internet...if you dare.

Okay, so does Influence work the same way?

Pretty much. Influence is the access and connections you have with five various groups that Tribals frequently interact with. These ratings are used with the Influence moves, which we will also discuss later. Again, choose one Influence trait to add one to. For now, just know that the five Influence groups are:

Citizen: the everyday wage slaves who live their normal gray lives

Authority: the people in power, the controllers and the police

Fringe: the people who don't fit in with normal society; bikers, gays, gamers, etc.

Nemesis: the power groups which compete with Authority to control things

Tribal: obviously, the other Tribals you know and get on with (or don't)

INFLUENCE is your ability to get things done in a group. It's all the favors, debts, promises, and power you have when you need to convince a group to hook you up.

So wdo I track Influence for every group I come across?

No, you're only tracking general categories of Influence. For instance, if there are two different law enforcement agencies in your area, they both use your Authority rating for moves you make. You DO keep track of your relations with them separately with Pull; we'll get into that later.

Are we ever going to get to anything about how to actually PLAY this game?

Here we go. The remaining sections of your playbook are where the meat and veg are.

The list of moves specific to your playbook are listed. Imagine them as special powers your character can access whenever they are appropriate to the story. The playbook will tell you which playbook-specific moves you always start with, and how many more you get to pick at game start.

The first rule of a move is, if you say you're doing something that involves a move, you trigger the move. There are examples for the basic moves in the next few pages, but in general, if you say you're doing something that should make that move happen, it happens, and you roll two six-sided dice (2d6) and add the trait the move tells you to add.

The second rule of a move is, if the move isn't triggered, it doesn't need a die roll. As an example, if I say I have a sniper rifle pointed at your head, all other things being equal, if I pull the trigger, you take the damage. Unless one of us has a move that would interfere with that, no die roll is needed.



The MC has final say on when a move should be triggered; she has extra rules for that in Chapter Seven.

When you trigger a move, and you've rolled your dice and added in modifiers, you will look at the move itself to determine what happens. In general, there will be three different possible outcomes:

- Your roll totals 10+. This is called a **hard hit** and means you achieved what the moves says you achieved. You may gain some special advantages for a hard hit, or be allowed to make some choices off a list associated with the move. In general, a hard hit is the best result you can get.
- Your roll totals 7-9. This is called a **soft hit** and means you achieved part of what you wanted, but with some form of complication or hard choice. This is defined by the move itself. Both a soft hit and a soft hit are still hits.
- Your roll totals a 6 or less. This is called a **miss** and results in the move not doing what you wanted, and something complicating your life more.

Every move therefore carries risk, and triggering moves causes the story to move forward. The advantage of a miss is that you get to mark experience, which helps your character advance their abilities.

The remaining rules about moves are also fairly simple.

Says you.

First, remember a soft hit and a hard hit are both hits, so if a move calls for you to do something "on a hit" then any result of 7 or more uses that part of the move's description. As you gain advancements, you may pick additional moves. (Don't worry about advancements yet; it's coming.)

You may see a move refer to **+x-ongoing**. This means that you gain +x to any further moves as defined by the move that gave you the ongoing. This continues until the MC determines the bonus should be lost, usually when something in the story changes or eliminates your advantage. For instance, if staking out a good ambush site gave you +1-ongoing for attacking anyone in that area, you'd lose the ongoing bonus when you move from your prepared position. Ongoing CAN be negative as well. If several different effects give you ongoing for the same move, only the highest one counts, meaning most times you can get no more than +1 to a move from ongoing effects. If there are both positive and negative effects, they cancel out 1-for-1 until only one effect is left. This doesn't stop the effects, it just means they don't both help or hinder at the same time.

ONGOING: Add the listed bonus or penalty until the MC rules the situation has changed enough to lose ongoing effects.

What?

Let's say you have +1-ongoing to shoot guns, and +1-ongoing to moves involving stealth, and -1-ongoing to all moves because you are sick. That means if you are shooting a gun from a stealthy ambush, you have a net +1-ongoing, as the penalty from sick cancels the bonus for one of the two positive ongoing effects. You are still sick, so if you then need to make a move to figure something out, you take the -1-ongoing for being sick, and neither of the other positive effects help you.

What other special rules apply to moves?

Some moves give you **+x-forward**. This works exactly like ongoing but only affects the very next move you trigger to which it could be applied. Once used, it's gone. There can be negative forward, but it's rare.

There's also something call hold. Some moves will give you **+x-hold**; this is a set of points you can spend to do whatever the move tells you hold can be spent on. For instance, a move that tells you you gain 2-hold may tell you you can spend the hold on meeting new people. From then on, until the hold is spent, you can use that hold whenever you want, until the MC tells you it's gone. It's possible to hold on to those points too long; the MC has moves that take hold away from you, and if story dictates hold should be gone, it's gone.

FORWARD: A bonus or penalty that only applies to the next move you make where that bonus or penalty could apply.

HOLD: A special set of points defined by a move which can be spent for an advantage based on the move.

After you've picked your starting playbook moves, you'll see three special story-related moves: a Connection move, a Darkness move, and a Death move. These moves are unique for each playbook. They are automatically triggered when the story leads to them, and the MC and the player determine the results.

A Connection move triggers whenever a character has made a deep personal connection to someone. This can be a shared moment of intimacy, emotional or physical, or it can be a stressful event which they survive together. If two characters would come away from something with new insight or understanding of each other, they have triggered their Connection move.

Can I trigger my Connection move if I'm interacting with an NPC?

Sure can. The MC will maintain a list of the NPCs who are affected by Connection moves.

If someone triggers their Connection move with me, does that mean mine triggers, too?

Only if you also felt the connection. I'm sure we've all had relationships we thought were important that turned out to be not-so-important to the other person.





What's this Pull the Connection move refers to?

It's the network of favors and debts Tribals use as currency. It shows that you owe someone something (if they have Pull on you), or that someone owes you something (if you have Pull on them.) We'll go more in detail on Pull and how it's used when we get to your starting Pull, later on.

And this Darkness move? It sounds bad.

It is. A Darkness move triggers when a character commits to an action that contradicts their principles or their morals. It does little more than make the character mark Taint, a very dangerous trait that signifies a reduction in the ability to control the wickedness inside yourself.

And Taint is bad?

It's all the evil thoughts and feelings you have; guilt, shame, rage, desire for something wicked, all these things cause Taint, and Outsiders thrive on the stuff. Whenever a character is told to mark Taint, they check off the appropriate box on the Taint track on their playbook. When they have to mark their fourth Taint box, they must take one of their four Taint moves and add it to their character sheet. They then erase all four marks. If a character ever has to take their fourth Taint move, they are lost to Taint and the MC determines whether they are destroyed, permanently crippled by their own evil, or become an NPC enemy of the Tribe. Many Tribals who are close to losing themselves to Taint kill themselves; those who fall totally often become Reavers in service to the Outsiders.

Taint moves are incredibly dangerous, because they give you more power, but only at the cost of marking more Taint. You can see where this can go badly wrong. This mechanism means that characters must be very careful not to slide down into the depths. The problem you'll have is that many of the moves you have can give Taint, so it's hard to keep from getting some in the course of your story.

And there's the list of Taint moves. So I don't have any to start with, right?

Not normally. There are some advanced playbooks the MC may offer you that do involve starting with Taint moves marked but that's something you can get into once you have a game or two under your belt.

There's a Death move. I don't want my character to die.

No one does, but it's very dangerous being a Tribal, and many fall in battle against the enemies they fight. A Death Move triggers when the character has been killed. It allows the player to dictate a cool way their character goes out in a blaze of glory, so that their death will be remembered.

I see the next thing on the playbook is these little circles called Harm. Since it's by my Death move, I assume they're related.

Got it in one, you clever thing. Every PC can take six points of Harm, two each for light wounds, severe wounds, and critical wounds. Moves which cause damage will tell you to inflict or take harm as an option in some cases. When a move tells you to deal harm, you deal harm as per whatever weapon or fiction has established. A handgun does about 2-harm usually.

> **HARM**: how much damage something does to you. All PCs have six harm, unless a move or playbook tells you otherwise.

I see one of my moves gives me the option to do severe harm, and another says minimal harm. What do those mean?

Damage in the Tribe isn't randomized by a die roll. Any move which refers to severe harm means taking or dealing one more harm than normal. Minimal harm is one less. So if I shoot your character with a magnum handgun, which normally does 3-harm to you, minimal harm is just two, and severe harm is four.

I only have six Harm I can take. No wonder there's a Death move. My character is going to die in the first fight scene!

Ah, not to worry, young one. First, if a character has armor, each time she takes harm, she can reduce that harm by her armor rating. Armour works the same way for NPCs. The maximum amount of armor a person can wear is 2-armor; some NPCs and some supernatural forms of armor allow higher armor ratings. If someone is getting armor from multiple sources, only the highest one counts. Also, Tribals are tough bastards, and they have a secret hole card that helps keep them alive. Alongside the Harm Track, you'll see four Conditions listed. These are:

Weakened: you have taken an injury that has left you unable to function at full power. Until this Condition is removed, all your steel moves take -1-ongoing.

Stressed: your ability to process information and input has been disrupted by fear, psychological trauma, or mental effects. Until this Condition is removed, all your ice moves take -1-ongoing.

Shaken: your morale or will to go on has been severely challenged, whether from a loss or an emotional shock. Until this Condition is removed, all your fire moves take -1-ongoing.

Fatigued: hunger, lack of sleep, or illness has reduced your response time and the finesse of your actions. Until this Condition is removed, all your smoke moves take -1-ongoing.

> **ARMOR** reduces the amount of harm you take from an attack by its rating.
> - No more than 2 armor for a character.
> - All PCs have four **CONDITIONS** on their playbook.
> - Each Condition penalizes moves with one Trait by -1-ongoing.

How's getting a penalty to my moves help keep me alive?

Any time you take harm enough to kill your character by marking off all six boxes on your Harm track with harm left over you can't mark, you may instead mark one of the Conditions of your choice. You then do not have to mark ANY of the harm you just took.



Your character Jenkins has three harm already marked on his Harm track when a soldier fires an automatic rifle at him, doing 3-harm. Jenkins marks off his remaining three boxes for the Harm track, and is still alive, although he's probably questioning his life choices now. If he had been hit for 4-harm by a severe hit with the weapon, he would have 1-harm he couldn't mark a box for, so his character would die. Now Jenkins has a choice. He may accept the inevitable, and trigger his Death move, going out in a blaze of glory the group will talk about for years to come. OR...he can ignore ALL the damage and mark one of his four Conditions.

Cool! So why wouldn't I just mark those all the time?

First, Conditions are semi-permanent. Unless a move or advancement tells you to remove one, or the MC decides you have had time and ability to heal the wound properly, they stay on your character from game to game, inflicting their penalties. Second, when all four are marked, if you take enough damage to kill you, there's no other option but your Death move.

Got it. Six harm, then mark a Condition; no Conditions left, you're pushing up daisies. Now what?

Now it's time to make your choices for what Pull you start with. Pull is the currency you earn and owe to Influence groups and other characters.

PULL is spent to gain advantages, or owed to those who have done you favors, and failing to pay your dbts to those who have Pull on you can hurt relationships, or even earn you new enemies.

Each playbook lists three options for starting Pull with the other members of your Family. Assign one option to each of three other characters. These can be NPCs if you like.

After the game has started, you can gain and lose Pull in lots of different ways, mostly by moves. The gathering and use of Pull, as well as responding to Pull others have on you, is a central part of the Tribe. It's discussed under Moves, later in this chapter. There are two Pull moves which cover these social transactions.

So the three things listed here are the Pull we already have inside our Family. Right. Almost done?

Relax, we're close. The last thing you'll see on your playbook is a list of Gear you get to start with. You'll notice you don't have any money listed, and if you flip through the rest of this book, you won't find big price lists anywhere. Tribals are not known for having regular sources of income, and barter, trade, and outright theft from Citizens tends to be their preferred method of getting the things they need. The gear listed here is the stuff you are going to be using every day as part of your role with the Tribe. In addition to that stuff, you can have any basic clothing or survival items your Family would most likely have access to, per the MC's discretion. As a general thumb rule, if you can buy it at Walmart for less than $50, I'd say it's available unless the situation states otherwise.



I usually run it that whenever a Tribal has some time off screen to rest and re-arm, they can freely switch around the gear choices on their playbook, except for special options like fighting styles or signature weapons. Cuts down on players going shopping.



THE BASIC MOVES

All characters have the following basic moves, which can be used whenever they are triggered by the story. After each move's description, there is an example of how that move is triggered and resolved. When a player says his character is doing something involving a move, and there is a question as to whether or not the action would succeed, roll the dice.



GET INTO A VIOLENT DUST-UP

When you have decided to solve your problems with violence, roll +steel.

On 10+, choose 1.

- Inflict severe harm on someone.
- Place someone at a disadvantage.
- Take something or seize control.
- Prevent all harm to someone.

On 7-9, also choose 1.

- Suffer harm if you inflict harm.
- You are placed at a disadvantage.
- Lose something or lose control unless you escalate to **burning shit down**.
- The MC makes a move.

On a miss, suffer harm as set by the fiction.

Heather is playing Cobalt, a ripper, cornered in an old warehouse by three dirty cops. The MC asks her what she will do.

"I'm going to pull my blades, spinninginton them, dodging and slicing."

That sounds like she is starting a dust-up. Heather rolls two dice and adds her steel of +1, getting an 8, meaning she chooses one from each list. She picks "place someone at a disadvantage" and "suffer harm if you inflict harm;" she knows her fighting leathers absorb two harm. She describes jumping them, and deals her blades' 3-harm to one of the bad guys, dropping him. The MC advises her the other two manage to attack with fists and feet, doing a total of 3-harm themselves. She takes one harm after her armor and the MC says her enemies are off balance.

This move is the one you use to deliver hurt and violence. If your goal is to make a mess of somebody or something, you're getting into a dust-up.



DIG DEEP TO SURVIVE HARDSHIP

When you need to tough your way through some sort of ongoing effect, roll +steel.

On a 10+, you are good to go; you tighten your belt and drive on without further comment. Whatever effect you were trying to resist doesn't affect you.

On a 7-9, choose 1.

On a miss, choose 2.

- You suffer harm as established.
- You suffer minimal harm, but are placed in a bad position.
- You must reach out to someone for help. They have Pull on you.
- Survival is gonna cost you; the MC decides what you have to give up to make it.
- The experience has darkened your soul. Mark Taint.

The Family has been through Hell recently, and they're running out of cash and fresh food. Sean's whitesleeve Prodigal hasn't has a solid meal in three days. The MC makes a move; he declares that Prodigal is approaching starvation. He asks Sean what he will do.

"I haven't got time to worry about it; I've seen worse in the Gulf. I'm gonna keep helping my Family's wounded."

The MC agrees that Prodigal is digging deep, and Sean rolls and adds his +2 steel, getting an 11 total. He is able to ignore his hunger pains and keep pushing on.

This move is triggered when you are trying to endure and overcome a lasting effect in order to keep going. This can be exhaustion, physical illness, dehydration, or simple starvation. If you're going to suffer a long-term physical disadvantage from something, or if you are targeted by an attack which doesn't have a specific move to resist, you're digging deep.

BANG BRICKS

When you decide to escape a dangerous situation, describe how you are fleeing the scene; roll +smoke.

On 10+, you get away and choose 1.

On a 7-9, you still get away, but choose 2.

- You suffer harm as established. If you take severe harm, deal harm as well.
- Something or someone gets left behind.
- You suffer a complication to further actions from your flight.
- Your enemy gains an advantage or achieves their goal.
- Someone gains Pull on you as they help your escape.
- You do something you later regret. Mark Taint.

On a miss, you either don't get away and the MC makes a hard move, or you still get away, but someone on your side takes severe harm. No take-backsies.



Backed into a corner in a secure building, with Outsider security closing in, Jon's character Screw is in serious trouble. The MC asks him what he's going to do.

"I pull out my tools, and quickly unscrew the ducting. I climb up inside and try to make my way out to the elevator shafts."

The MC tells him that sounds like he's banging bricks, so Jon rolls and adds his smoke +1. His total is a 7; he chooses "something gets left behind." Jon decides that, when Screw was pulling himself up, he left behind the rest of his tools.

This move triggers whenever you are fleeing from an enemy or dangerous situation. The moment a Tribal says they are getting the Hell out of Dodge, they are banging bricks.

Note that,in order to use this move, an escape must actually be possible. If the fiction has established that a character can't possibly get away from the situation, then this move automatically fails as if you had rolled a 6 or less.

Also, if if a Family is trying to escape, they each are rolling for their results individually. If the Family wants to stick together, they can share the worst result any member got on the move.

SHINE SOMEONE ON

When you want to manipulate or trick someone, declare what you want, and how you are trying to get it; roll +smoke. If you have Pull on the target, you may use it before rolling to gain +3 to your roll.

On a10+, you get what you want.

On a 7-9, they give it up, but they have a price and gain Pull on you, or there are complications you must accept to get what you want.

On a miss, the MC makes a hard move.



Steven's murdermouse Rambler has gotten separated from the rest of his Family after a particularly violent romp through the mud outside, and, being only 8, he's been stopped by an elderly couple who've noticed the blood on his face. The MC asks him what he wants to do.

"I'm gonna start crying and tell them I'm lost and my mom was sick. I went to buy her some medicine and another boy beat me up and took my money."

The MC agrees Rambler is shining them on, and Steven declares he is trying to get them to give him a ride to his "home," a safe house the Family uses as a meet-up. He rolls two dice and adds his smoke trait of +2. His total is a 9. He gets the ride, but the MC decides the couple are so concerned they won't leave until they've seen his "mom" and made sure he's all right.

It might be true for Citizens that honesty is the best policy, but Tribals tend not to agree. Tribals often have to exert pressure on others to get what they want. This might be threats of violence, seductive promises, or outright lies. If a character is trying to manipulate or mislead another person, they are shining them on.

As with other moves, if the pressure you are trying to apply wouldn't work on your target, then the move fails. But, if the target isn't aware your pressure wouldn't work, then you still use this move.So use this move for sneaking, too.





PACK YOUR GEAR

When you need to keep yourself together after an emotional trauma or stress, roll +fire. Before you roll, you may declare you are pushing the feelings down deep; mark Taint and gain +3 on the roll.

On a 10+, you can restrain your emotions and suffer no ill effects.

On a 7-9, you can keep calm and drive on, but there's a cost. The MC determines what that is.

On a miss, you lose it, and act on those emotions, even if it's not appropriate.

Genevieve's character Mother Chaos sees Outsider agents kick one of her Family members in the head while they're dragging the pair of Tribals toward a police van. There are too many agents to fight, and the Tribals should go along with the arrest until the rest of the Family can make it. The MC makes a move, telling Genevieve the abuse angers her to the point of violence. The MC asks her what she wants to do.

"I'm going to try to keep control of myself, and I look at the guy who kicked PolPol. I memorize his face for later."

That's definitely trying to pack her gear, so Genevieve rolls two dice and adds her fire trait of +2. She scores an 8, and the MC tells her the cost is that she lets slip some form of taunt or action that gets her hit, too. Genevieve decides Mother Chaos has gotten carried away and kneed the offending agent in the groin; the other agents then hit her as they forcibly restrain her, causing 1-harm. Mother Chaos, blood from her busted nose flowing down over her lips, is placed in the back of the van, still grinning.

As you may imagine, Tribals are very emotional people, many with some serious impulse control issues. Under pressure, they can make bad decisions. When a Tribal is under emotional pressure or stress and might lose control of themselves, they are trying to pack their gear and soldier on.

BURN SHIT DOWN

When you decide it's time to let lose and take your rage out on your target regardless of consequences, roll +fire.

On 10+, choose 1, or mark Taint and choose 2.

On 7-9, mark Taint and choose 1.

- Your rage gives you fearsome power. Raise all harm given by 1, lower harm taken by 1.
- Anger fuels an unbelievable rush. Ignore all effects and debilities that would give you negative modifiers to your moves.
- Something gets utterly destroyed.
- Someone is totally terrified and bent to your will.
- Your unbelievable violence creates opportunity for your Family.
- You draw unwanted attention; the MC can make a move, but you gain Pull on a new ally.
- Your actions cause you severe harm, but you don't mark the Taint.
- You are able to avoid collateral damage.

On a miss, mark Taint, and the MC makes a hard move.



Amira's gun person Shado has been watching a local vampire prey on the streetwalkers in her neighborhood for two months now, and she's had enough. The MC asks her what she's going to do.

"I'm done with this guy. I fill up a dozen bottles with gasoline and rags, and I'm kicking in the door of his place and burning the entire building to the ground."

The MC nods, and says that's definitely burning shit down. Amira rolls and adds her fire trait of +1. Her total is a 10. She decides to mark the Taint so she can choose 2. She chooses "avoid collateral damage" and "something is totally destroyed." The MC describes how the rest of the Family, realizing what she's about to do, are able to run door-to-door to get all the people out of the surrounding apartments.

Amira and her Family stand by and watch the entire building burn to the ground, and start making plans to find the vampire now that its daytime hiding place is gone.

Sometimes, the only answer is to give in to your hurt and pain, and go after the cause of it, regardless of price. This move triggers when a Tribal is willing to do literally anything in order to achieve his objective. If you're willing to blow yourself up to kill your enemy, you're ready to burn shit down.



RUN A GO-TO

When you gather intel on your enemies, roll +ice.

On 10+, hold 2.

On a 7-9, they also hold 1 on you.

On a miss, the MC makes a move. If you have at least +1 Influence in their group, you can choose to hold an additional 1, even on a miss. They also hold 1 on you as well.

Hold from this move can be spent to ask any question you want about that person or group, their plans, history, motivations, or abilities. If an NPC gets hold from this move, the MC can spend it to make a move.

Jon's character Screw has been asked to see what he can find out about SeaCoTec, a new company in town. The MC asks him what he wants to do.

"I boot up my computer and run full profiles on the company and its board of directors. I also want to look for all their financial records and anything about their local operations."

Definitely a go-to. he MC tells him SeaCoTec is part of the Civilian group, and Screw has a +2 Influence with them, which he decides to use. Jon rolls two dice and adds his ice trait of +2, scoring an 11 total. That gives him 3-hold, and, since he touched his Influence, they get 1-hold on him. Each point of Screw's hold can be spent to ask questions about the target and their actions. The MC can spend their 1-hold on Screw to make a move involving him at some point as they come looking for whoever has been in their files.



This is the move many Tribals will trigger when they are first exposed to NPCs or groups. A go-to can involve computer database checks, research in archives or public records, surveillance, or even a probing personal conversation. If the goal is to get an idea of what you're up against, it's a go-to.

JAM THE SYSTEM

When you interfere with someone by using their own rules and systems against them, describe what clever sabotage you are using and its desired effect; roll +ice.

On 10+, you gain what you were looking for.

On a 7-9, your goal is achieved but there are unforeseen complications, or the target of your sabotage suspects who did it.

On a miss, either your sabotage fails or your sabotage is partially effective, your actions are revealed and the MC makes a move.



Jack, playing the mighty ripper Bearkiller, has decided a better ride is in order for the Family. He has his eyes on a camper van belonging to a corrupt local politician. It's parked at an event, and there are two security guards standing near it, bored. Being Stone Tribe, Bearkiller recognizes an opportunity when he sees it. The MC asks him what he plans on doing.

"I'm gonna walk up to the place where it's parked. I'm stealing a parking pass and a valet uniform, and I'll flash the pass at the guards as I walk by like this is just an everyday thing."

The MC agrees Bearkiller is jamming the system, and Jack rolls two dice, adding his ice trait of +0. He rolls a 6 total, a miss. The MC asks him whether he flat-out fails, or is partially successful. Jack decides that Bearkiller, not well known for his grasp of the concept of consequences, will steal the van anyway. He describes the security guards coming over to stop him, a brief scuffle in which he knocks them down and sprints into the van, stealing it in a blaze of tire smoke and guards' gunshots. Now he has the van, but they saw his face and he's driving a stolen van belonging to a mayor with organized crime ties.

Tribals love tweaking the noses of their enemies and messing with the infrastructure of civilian life. When a character comes up with a plan to abuse the system for their own gain, this move triggers. If a Tribal is trying to make a cash machine spit out all the money, or if they're stealing power from the local grid, they're jamming the system.



PETITION THE LOA

When you ask the spirits for their help, identify which *loa* you want to bless your goal, and what your goal is; roll +signal. If the MC agrees the *loa* you petition is particularly suited to your goal, she may give you +1-forward on this move. If you make an appropriate sacrifice, you gain another +1-forward.

On a 10+, the *loa* you asked for answers, granting you 2-hold.

On a 7-9, they will grant 1-hold but only if they gain Pull on you.

For either hit result, you may mark Taint to raise the bonus by +1-hold.

On a miss, your request is ignored, or you can mark Taint in order to gain 1-hold even though you missed.

Hold from this move can be spent at any time to convert a miss on moves toward your goal into a 7-9 hit, or a 7-9 hit into a 10+ hit. The hold can be spent on other people if the character desires. As long as you have any hold from this move left, you may not use this move again.

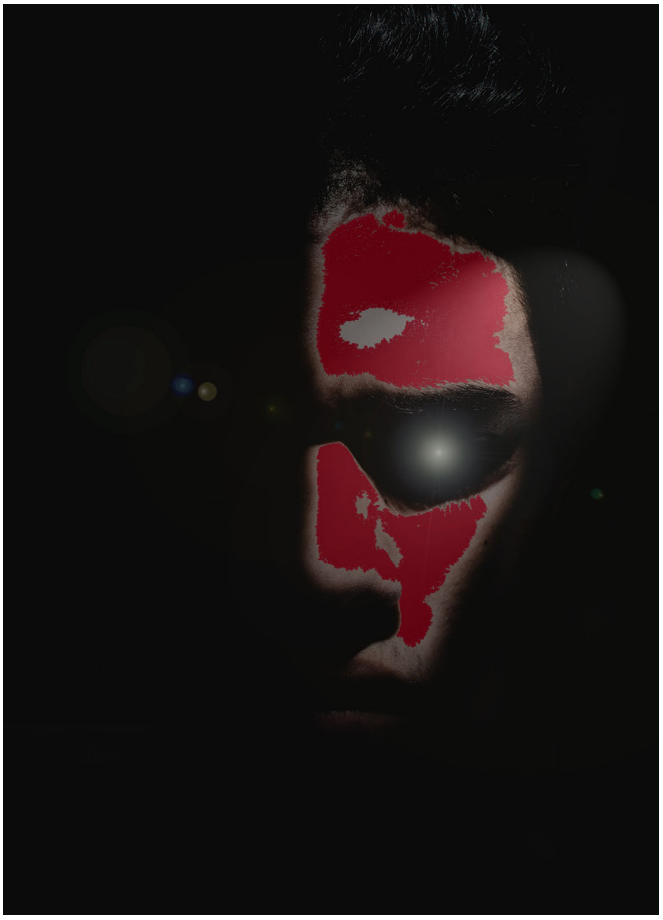
Bob's shaman Dorsey is working with his Family to infiltrate an Outsider pump station with a bag of explosives. They have just reached the outside perimeter and are getting ready to disable the alarms and cut their way through the fence. Dorsey mentions to the others he is worried about some of the less stealthy members being able to cross the well-lit yard to the main building. The MC asks what he is going to do.

"I touch my Gris-gris bag and whisper 'Damballah, Father of Snakes, rider in the dust, holder of secrets, lend us your speed and shadow to watch over us as we enter this place.'"

The MC agrees that Damballah, as a stealth-oriented loa, is an excellent choice, and grants +1-forward to petition Damballah for aid. Bob rolls two dice, and scores a 9 total. If he had been able to sacrifice something Damballah likes, he could have made this a 10+. On a 9, he gains 1-hold if he allows Damballah to gain Pull on him; he agrees. For the rest of this scene, he can spend that hold to convert one of his Family members' move results if they are engaged in moves infiltrating the facility.

He could, if truly desperate, agree to mark Taint in order to gain an additional 1-hold. This form of temptation is why dealing with the loa is risky.

The loa are a major weapon in the Tribe's fight against the Outsiders. Often, Tribals will ask for a loa to bless an action they are considering. This can be dangerous, as every contact with the supernatural carries the risk of Taint. When a Tribal calls out a loa by name for help, it triggers this move.



OPEN YOURSELF TO THE SIGNAL

When you allow the uncontrolled power of the Signal to channel through you without regard for consequence, roll +signal. You take 1-harm AP.

On 10+, choose 2 and mark Taint, or choose 1.

On 7-9, choose 1 and either mark Taint or the MC may make a move.

On a miss, you mark Taint, the MC chooses 1 and makes a move.

The options below marked (T) may only be chosen if you marked Taint.

- You receive visions of what may come.
- You see the motives and intentions of someone else.
- You see an opening or weakness in an enemy's defenses.
- Strange whispers grant you knowledge about someone's plans.
- (T) You black out, taking a move of the MC's choice, but automatically scoring a 10+ hit on it.
- (T) Bizarre forces warp and energize you. Gain +1-ongoing to all moves made with a trait of your choice, -1-ongoing to another trait, and gain natural weapons which do 3-harm AP intimate/hand messy.
- (T) You are able to release a supernatural attack on an enemy, no matter where they are. Deal them 3-harm AP, or 4-harm area if you suffer 2-harm AP which can't be healed until the end of the session.
- (T) You gain secret knowledge about someone which gives you Pull on them.

Steve G. is playing Abba, a tech rat in Mother Chaos' Family. Everyone else is down after an attack by a werewolf, and the beast is now stalking the injured Abba through the sewers. His weapons are empty and he's running out of options. The MC describes the huge wolf-man as it sniffs the air, trying to pick up his scent, then asks Steve what he is going to do.

"I have to get the Family out of this. I'm going to close my eyes as the werewolf gets closer. I open myself up to the signal; I need any help I can get."

The MC tells Steve to roll, and he takes 1-harm AP and rolls two dice, adding his signal of -1. His total is 7, and he must mark Taint or let the MC make another move. He chooses to take the Taint so he can be energized and warped by bizarre forces, and describes Abba sprouting strange serrated cables from his palms. He chooses +1-ongoing for steel, and -1-ongoing for ice, hoping to be able to wound the monster bad enough to scare it off so his Family can recover.

The supernatural and psychic energy which pervades the world can be accessed by those with the desire to do so. By concentrating and opening their mind to whatever answers, a character can gain great power. This is a desperation move which can have extreme consequences. Still, Tribals live in desperate times; when a character says specifically that she is going to open up to those unknown forces, trigger this move.

INFLUENCE MOVES

Every person is surrounded by a network of friends, allies, employers, and coworkers. In normal everyday society, these people are part of our social network, on our websites and in our phones, on our mailing lists, members of our web forums. Most healthy people don't have a list of enemies, but everybody has groups of people they have nothing in common with, and some they don't like. Tribals call this Influence, and the give and take of Influence over individuals and groups is referred to as Pull. When you do someone a favor, you gain Pull on them. If you owe them something, they have Pull on you.



Both PCs and NPCs can have Pull; if an NPC has Pull on a PC, the MC can make a move by erasing that Pull and calling in the favors with the character involved. This MC move doesn't need to be triggered by anything else in the fiction, making NPCs gaining Pull on PCs an excellent motivator for the fiction. When you owe someone, you never know when they are going to ask for payment.

Influence and Pull are not easily measured in actual units, but every playbook lists a set of Influence traits for the five groups Tribals most often interact with. The five groups are:



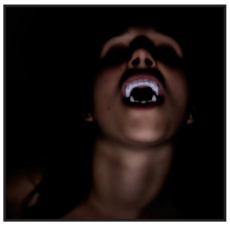
Citizen: John and Jane Q. Normal. The people who live their lives without any awareness of what's going on in the secret war with the Outsiders. Use this faction to interact with the normal world, to seek out legal gear, buy things in stores, maintain your old ties to your pre-Tribe loved ones, or to figure out what's going on with the local neighborhood mobsters. If the person you're interacting with isn't part of the war or the Authority, this is the faction to use.



Fringe: Conspiracy theorists and hackers, outlaw bikers, alt-lifestyles freaks, wiccan witches of a non-magical type, cultists, and renegades from modern life. Use this faction to interact with the weirdo who lives outside the safe margins of so-called "normal" society. If you want to access the dark web, get a favor from that dude who sells pot on the corner, hook up with the group of right-wing survivalists, or hitch a ride to Vegas with a bike gang, this is who you come see.



Authority: The men and women in blue, and their black-suited brethren from the Federal government, as well as anyone involved in the oversight and maintenance of our current society. Use this faction to interact with anyone who is part of the mechanisms for maintaining control and discipline over others and the normal world's social, political, economic, and legal systems.



Nemesis: Enemies, whether supernatural, alien, civil, or criminal. Use this faction to interact with any of the (many, many) groups the Tribals are fighting. If you want intelligence on that new Outsider pump station, the street gang that fucked up one of your Ponies, the serial killer dumping bodies in your neighborhood, or that annoying ass-hat coffee guy you're pounding into pulp later, this is your faction.



Tribal: Obviously, your standing and Influence within the Tribe itself. If you're dealing with issues inside your own Family, trying to convince a reluctant Pony to cooperate, or aiming to get help from another Family with skills you need, use Tribal Influence. You're even rolling with this kind of Influence if you're trying to get help from other members of your own Family.

There are five different Influence moves all playbooks have access to. When Influence moves say +Influence, use the rating for the appropriate group.

SCROUNGE UP NEEDED RESOURCES

When you need to get your hands on new supplies and equipment, roll +Influence. You may spend any Pull you have with that group before you roll to gain +2-forward on this move.

On a hit, you gain access to any uncommon gear that group could provide. If you let someone gain Pull on you, or if you allow the MC to make a move, you may gain a second uncommon item. Also, choose 1.

On a 10+, as above, but choose 2.

On a miss, the MC makes a move.

- Gain a rare item, and someone has Pull on you.
- You leave no trace of what you're doing.
- Find out something useful, and someone has Pull on you.
- You make new connections in the group. They ask for aid; if you give it, gain Pull on them.
- Improve one of your Family's Needs by one level. (See the MC section, later, for what this means.)

Since buying supplies isn't really an option for many Families in the underground, barter and back-alley deals are often the way to go. During the course of the stories you tell, there will be many times when the characters need to get out and find the stuff they need. There are dangers to asking around for stuff, and enemies may be able to track you back.

Christine, playing Dancer, has recently broken her cutter on a particularly nasty golem, and is looking for a replacement. Since a cutter is a common item, if they get a break, she can just find a new one. The MC asks her what she does.

"Hell with it. I could use a chance to gear up and bust this golem's ass. Let's see what my cousin Andreas has to offer. He owes me."

The MC tells her she's scrounging, and asks her if she wants to spend her Pull on Andreas. She does, reminding him of the time she pulled his ass out of a Miami jail cell. She rolls and adds her Fringe +1, and +2 more, erasing the Pull she had on Andreas. She rolls a 9 total. She gains access to any uncommon gear they may have, and gets to choose 1.

She chooses "gain a rare item and someone has Pull on you." The MC asks her what she wants.

"Andreas, I'm dealing with something literally built like a statue. Got anything that might be able to put a hurt on it?"

Andreas grins and tells her he might have something. The MC describes him opening a box and showing her a rocket launcher. She takes it, and notes on her sheet that Andreas now has Pull on her.



SNIFF OUT HIDDEN ANSWERS

When you need to find out more information about a group or their hidden activities, roll +Influence. You may spend Pull on the target to gain +2-forward.

On a hit, you gain 2-hold. If you allow someone to gain Pull on you, it's 3-hold.

On a 7-9, your target gets wind of what you're doing, and the MC makes a move.

On a miss, you get nothing, and the MC makes a move.

You may use this hold to ask the MC any questions you want about the activities, actions, or persons involved with that group.



Knowing your enemies and what they are capable of is a critical survival skill for Tribals. During the course of their activities, Tribals will frequently have to ask questions and investigate the actions or plans of other groups. If you're questioning the local street thugs about where they are getting their drugs from, you're triggering this move.

Micki is playing a burner named Trace. Trace has been hearing rumors of a chop shop in her area that is paying good money for certain kinds of vehicles, ones that the local police also use. The MC asks her what she wants to do.

"I'm gonna cruise around downtown in my Mustang, asking all the local car freaks what they've heard."

The MC agrees that's sniffing out hidden answers, and that it will use the Fringe faction.

Micki rolls and adds her Fringe trait of +2. Her total is 11, which gives her 2-hold and keeps her questions quiet enough she doesn't alert anyone to what she's doing.

Since she wants to get as many answers as possible, she agrees that someone gains Pull on her to get a third point of hold. The MC asks her who that will be.

"Let's go with Fast Eddie,; he races for pinks late at night at illegal races. He wouldn't talk to me unless I agreed to owe him one."

Micki marks that Fast Eddie has Pull on her, and the MC begins thinking of ways the NPC might want that Pull paid back. Micki starts thinking what three questions she wants to ask about the target's action.



WEAVE NEW STRINGS

When you want to develop new contacts and resources in your web of Influence, describe what kind of contacts you are looking for; roll +Influence.

On a hit, choose 1. If you allow someone to gain Pull on you, choose 2.

On a 10+, you may instead add a new Pony to your Family; they gain Pull on you. Or you can use the 7-9 result.

On a miss, you either get nothing, or choose 1 and the MC makes a move.

- You hear of someone who needs some help. If you help, gain Pull on them. If you don't, mark Taint.
- You learn of an enemy of the group. Hit that enemy and gain Pull, or befriend them and gain Pull with that enemy.
- No one notices your efforts to find new friends among the group.
- You find out details about a powerful member of the group, your choice who. The MC will tell you their standing in their group, and how you might approach them.
- Someone can pass you plans and details on a location the group frequents. They gain Pull on you; you gain temporary access to the place until the group changes security.
- You are introduced to someone new; the MC will tell you who, why they are important, and what their motives are.
- Hints and whispers about an enemy within that group reach your ears.

Everyone needs friends, and Tribals need them more than most. Constant attention to building the network of people you know means a healthy web of friends and allies who can come to your aid. It also keeps an eye on potential threats. If a Tribal asks if she knows someone who can help, and she doesn't use her Pull on someone she already knows, she's weaving new strands in her web.

Bill's character is a ghostwalker named Snow. He's in between jobs at the moment, and his Family is still recovering from the last target they hit. Bored, Snow is mousing around town, looking for trouble. The MC asks him what he wants to do.

"I'm down near the docks, talking to the dockworkers and union guys, gambling, staying out late drinking with them. I want to make some new friends down there."

The MC tells him he's weaving new strands with the Citizen group, and Bill rolls two dice .

He adds +2 for his Citizen trait. His total is a 10, so he can choose to find a new Pony if he would like. Instead he chooses 2, and allows someone to gain Pull on him. He chooses "hints and whispers of an enemy" and "plans and details on a location." The MC tells him he's hearing about a strange group of men occupying an old warehouse near the Twelfth Street dockyard. They're carrying boxes in and out of the place all night long, loading them into gray Ford vans. A union rep named Joe Ball slips him a hand-sketched layout, and tells him the place has some kind of high tech camera system outside. Joe Ball gains Pull on Snow.

GASLIGHT SOMEONE

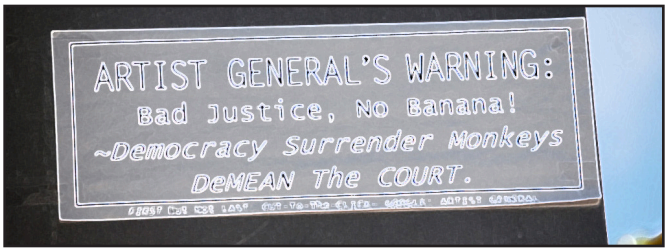
When you want to gaslight someone inside a group, describe what actions you are taking to interfere with your target; roll +Influence.

On a hit, your action inconveniences them; choose 2.

On a 10+, if you decide someone gains Pull on you, choose 3.

On a miss, the MC either makes a move, or allows you to choose 1 and makes a hard move.

- Something the group needs malfunctions or is destroyed.
- No one traces the actions back to you.
- They are misdirected and confused. +2-forward to your next move.
- You steal something from them, or capture someone.
- You create a weakness in their defenses. +1-ongoing to your Family's moves to get into dustups.
- You may mark Taint to re-target an MC move to someone else you have Pull on. Lose that Pull.
- There's something really bad you can take advantage of to really hurt them. Mark Taint if you do it; the target takes severe harm.



Just as all Tribals need friends, all Tribals want to mess with their enemies. One of the most effective ways to hurt someone is through their own set of friends, and Tribals have become masters at seeking out and attacking the chinks in someone's armor. If you are trying to cause harm to an enemy through the groups they belong to, you're gaslighting them.

Genevieve's character, Mother Chaos, has escaped the agents who captured her. She's going looking to cause trouble for the Outsider holding company they work for. The MC asks her what she does.

"I'm getting Screw to insert false records into his bank balance indicating he's getting off-shore payments from us. Also, I make a couple of calls to his office, leaving messages about meeting him to get some files."

Laughing, the MC agrees that is definitely gaslighting the Nemesis group. Genevieve rolls two dice, and adds her +2 Nemesis trait. The total is 7. Not great, but it gives her 2 choices. She picks "they are misdirected" and "you capture someone." She explains that the Outsiders come after the agent she's angry with, and he has to run to her Family for protection.

FOLLOW THE RULE OF TWOS

When you offer help and assistance to support another Tribal's move, roll +Influence.

On a hit, give +1-forward on their move.

On a 7-9, you also choose 1.

On a miss, it doesn't work, choose 1 and the MC makes a move.

- You suffer minimal harm.
- You share the consequences of their move results.
- Someone gains an advantage over you.
- A potential complication ups the level of risk.
- You draw unwanted attention from enemies involved.



Not every Family follows the Rule of Twos, but it's a great way to make sure a Tribal always has the support they need when the chips are down. Also, if no one is ever alone, it's much harder to be infected or taken by Outsiders. Any time a Tribal mentions helping someone else make a move, the are triggering this move.



Steven's murdermouse Rambler and Sean's whitesleeve Prodigal are hanging out in the local marketplace, bored and waiting for the rest of the Family to come back from a late night taco run. While they're there, they're people-watching and playing chess. The MC, equally bored, decides to make a move. He tells the two players they've noticed a pair of suspicious looking men wandering between the stalls, hands in their pockets, hats pulled low over their eyes. The MC asks them what they're going to do.

"I don't want strangers wandering around in our backyard," says Sean."I wanna follow them for a bit and see what they're up to."

The MC says that will be running a go-to.

"Can I help him do that?" Steven asks.

The MC asks what he intends to do, and Steven says his character will approach the strangers as if he's just another playful kid, making them pay attention to him and not the whitesleeve. The MC agrees that is using the rule of twos and tells Steven to roll it using Tribal Influence. As a Firstborn and a murdermouse, Steven rolls two dice and adds his Tribal trait of +2. His total is a 9, and that allows him to add +1 to Sean's move. He has to choose one, and he chooses "share the consequences" of Sean's move.

PULL MOVES

The gathering and use of Pull, as well as responding to Pull others have on you, is a central part of the Tribe. There are two Pull moves which cover these social transactions.

GAIN AN ADVANTAGE

When you use Pull to ask for a favor, the MC will either tell you they agree, or that they refuse your request.

If they help out, erase that Pull and choose 1.

- They do you a favor that is not too dangerous and in line with their style.
- If they're violent kinds of people, deal their harm to a target of your choice.
- They support your efforts. Add +1-forward to your move, or -2-forward to someone else's move.
- Get a piece of information from them.
- Erase Pull they have on someone else.
- Give you the Pull they have on someone else.
- Make an introduction for you to someone in their group.

If the MC tells you the person isn't going to help you, choose 1.

- Gain another Pull on them. If this would get you to 3 Pull, erase it all, and next session they offer you a desperate payoff to clear their debts. Go wild, they're pooched; they're going to have to do whatever you want that isn't immediately fatal.
- Force them into a bad position. Gain +1-ongoing on moves against them or their allies.
- Damage their social connections. Gain +2-forward on a move against one of their allies.
- Cause them harm as established, or severe harm if you remove one Pull on them.

If there's no other way you're using Pull, you can use this move to spend the favors you accumulate. When the character says they are pointing out the Pull they have with someone, they're probably triggering this move.

Jon's character Screw has a problem with a black hat hacker who keeps targeting his Family. Tired of spending all his time monitoring the web, Screw decides to handle the guy in a different way. Since some street thugs in the hacker's neighborhood owe him for the time he cleaned some dirty money for them, Screw makes a phone call. The MC asks him what he asks for.

"I remind them about the money we made together, and tell them this guy is causing me trouble. Maybe if his fingers were broken, I'd finally get some sleep."

The MC considers this, and agrees that Screw is spending his Pull to have the street thugs do something they normally would not mind doing. Since Screw wants to remove the enemy hacker for a long period of time, Jon decides to use the option to deal their harm to the target. Jon erases the Pull from his sheet, and the hacker ends up in the hospital after a visit from the tough guys.

If the MC had decided that the thugs weren't willing or able to hit the hacker, then Jon would instead choose one from the second list. This would mean Screw didn't get the result he wanted, but something would still happen. When you're calling in favors, you always get something...





TELL SOMEONE TO PACK SAND

When you efuse to cooperate when someone calls in their Pull on you, roll +fire.

On a hit, you're able to avoid doing what they want, but they still have Pull on you.

On a 7-9, you either give them another Pull on you, suffer complications from your refusal, or the MC makes a move as you are forced into a bad position and must scramble to deal with it.

On a miss, you either pay off the way they want, or you get in serious trouble. The MC can either force you to remove all other Pull you have on anyone in their group, or the MC makes a hard move and removes the Pull they had on you.

Tribals are going to rapidly accumulate a list of people with Pull on them. When a Tribal refuses to honor these commitments, ad things can happen. If you get asked to do something because of Pull, and you tell the MC you aren't going to do what is asked of you, you're triggering this move.

Dancer has been skulking around the docks with Snow's new friends, looking to find a lead on a killer that has been offing prostitutes in the area. The MC tells her player, Christine, she's confronted by Andreas one night, late, and that he tells her to stop asking questions down here where he's got business. The MC tells her Andreas is using his Pull on her. He's specifically asking her to stop investigating the murders at all. The MC asks Christine what she's going to do.

"These girls didn't deserve what was doen to them. If we don't find this animal and put him down, he's going to keep killing girls. No way am I backing off. Now I need to know why Andreas is putting pressure on me to back off."

The MC advises her she's telling Andreas to pack sand. She rolls two dice and adds her fire trait of +2. Her total is only a 4, a real disaster. Now she has to either back off to satisfy Andreas, or suffer the consequences. She chooses to suffer the consequences, and the MC chooses to make a hard move. A group of Colombian hit men hired by Andreas come after her as she's leaving the docks. Since it's a hard move, Christine can't avoid the consequences unless she has another move that allows her to do so. The Colombians are a small gang, doing 2-harm normally. As a gang, they add 1 more harm when attacking a lone person. Left bloody and almost unconcious in an alleyway near the docks, Dancer has a new enemy to worry about. The MC removes Andreas' pull on Dancer.





MOVE TERMINOLOGY

A **move** is an action triggered by the fiction and the actions of the characters.

A **hit** is any roll of 7+ total.

A **miss** is any roll of 6 or less total.

+x-ongoing means you add +x to all rolls for moves as noted until the situation changes or the MC determines your advantage is lost.

+x-forward means you add +x to the roll for the next move you make.

+x-hold means you gain x points of hold which you may expend per the move's instructions as described.

When a move tells you to **deal harm**, you deal harm as per whatever weapon or fiction has established. For more on harm, see later in this chapter.

Common items are any that could be bought legally for a small amount of money without any effort in the area where you are. Groceries, gas, candy for the Family, booze. In between sessions, or during a session if they have time to shop, the Family is assumed to be able to get any common items they need unless the fiction says otherwise.

Uncommon items are those which either are expensive but freely available, or easy to find but requiring licenses or access to get to. Driver's licenses, insurance, ammo, pot, medicines, a car. You need to make an Influence move to get these items, unless the fiction says otherwise.

Rare items are those which are illegal or require special clearances or access to get, or which are more expensive than a person could normally afford in a few months' saving up. Rare items always require an Influence move to get.

Family upgrades are the special abilities and assets a Family develops over time. Some they start with, others are only gained in play. They are described in the next chapter.

A **Pony** is a special contact or ally of the Family, someone the Family has a deep relationship with. They are also described in the next chapter.

A **Session** is a specific period of time defined by the MC. It is usually the time between the start of a story and the end of that story. This may be the start and end of one night's play, the first "chapter" of a story involving multiple nights of play, or even an entire story from beginning to end in multiple nights' play where the story itself is a very small period of time. In general, if the characters would get a substantial break where they can rest, refit, and relax, it's the break between Sessions. The MC has more on this in her section of the book.

Okay, so we've hit the end of the sheet. What's this Advancements stuff?

At the start of each Session after the first setup, the MC will instruct you and someone else at the table to each highlight one of your stats. These highlights are what you and the other person want to see your character do; for instance, you may choose steel because you want to show off your hard-ass fighter's cool combat moves. Your fellow player may highlight your smoke, because your character is well known for not being very subtle, and it would be interesting to see what your character does when required to be a bit more stealthy. During the course of a session, the first time you use a move which rolls +(highlighted stat) you will fill in one of the five experience track dots. At the end of each session, when a move result tells you to, or when you roll a miss on a move, in addition to listed effects, you will also mark experience by filling in one of the dots on your experience track. When, at the end of a session, you have marked off all five experience, erase the marks and choose an advance. Over time, your character will improve and grow, and even gain access to other playbooks and special advanced playbooks which are described in the next chapters. Different playbooks will have different possible advances; two that need some explaining are raising traits and advancing basic moves. Remember that NOTHING can raise any trait in the game above +3, or lower it below -2.

But the Conditions affect my traits. If I have a -2 in a trait, doesn't that mean the Condition has no effect?

Nice try. Unfortunately, Conditions affect the DIE ROLLS, not the TRAITS. So if you have a -2 ice, and you gain the Condition Shaken, your die roll is going to be reduced by 3 all the same.

And that works the same for anything which affects die rolls? So if something gives me a +1-ongoing, it DOES add to my +3 steel when I get in a dust-up?

Yep.

As a general rule, MCs should try to avoid stacking too many bonuses and penalties on a move's roll. When in doubt, cancel out +1s with -1s and so on; get a final modifier. Makes play faster.

And advancing basic moves?

When you advance a basic move, you gain a new category of hit, called a critical hit. This is when your dice result is 12+. The critical hit options for basic moves are as follows:

dust-up: On 12+, utterly destroy or control your opponent unless they have some means of escaping your attack. Even if they do, they must flee or surrender to your will.

dig deep to survive hardships: On 12+, the hardship actually strengthens your resolve; gain +1-ongoing to all moves to resist further hardships or trauma until the situation changes.

bang bricks: On 12+, you fade away from the scene without any complications or usable evidence left behind. If you want to rescue others, you may choose 1 to bring your Family or allies with you.

shine someone on: On 12+, you make them think the whole things was their idea. Gain Pull on them.

packing your gear: On 12+, you learn something valuable about yourself; gain +1-ongoing to either ice or fire moves (choose) until your morale is again challenged.

burn shit down: On 12+, you may mark Taint and choose 3, or choose 2. Or choose 1, and avoid all negative consequences your action would normally come with.

running a go-to: On 12+, you also gain Pull on someone related to the subject of your questions.

jam the system: On 12+, your trick has unintended extra benefits to you. It can't be traced back to you, and the effects of your sabotage pay off down the line, giving you 1 hold. You may spend this hold for +2-forward on any move as long as you can explain how the bonus is related to this sabotage.

petition the *loa*: On 12+, if the *loa* you petitioned is appropriate to the task, you may use the hold on this move to change 10+ hits into 12+ hits, even if you have not advanced that move.

open yourself to the signal: On 12+, you may choose 1 and erase one Taint, as your mind is opened to secret answers behind the universe.

A lot of these moves can end up with my character getting into a fight. How's that going to work?

First, you need to know what tool of destruction you're using on your target. Each attack or weapon which can deal harm will have a description of its use, with a series of tags attached. Every attack will have a range tag, as follows:

intimate- touching the target

hand- within hand-to-hand range, usually about ten feet

close- within a short range, about fifty feet, the interior of a building

far- a long range, from 50 feet out to a few hundred feet

extreme- usually reserved for sniper rifles, out to a couple thousand feet

These range tags can be combined, so a combat rifle would be close/far; a set of claws on your fingertips would be intimate/hand.

There are many other tags which can be applied to weapons, and there is no limit to the number of tags which might be listed. As follows:



•AP: The weapon ignores physical armor, bypassing it when inflicting harm. Any form of magical or supernatural armor may still affect AP weapons; the description of that armor will establish what it can protect against.
•Applied: A target must be in intimate contact with the user and either a willing target, or incapable of any resistance. The weapon's effects take time to complete.
•Area: This affects everything within hand range of the point of attack. If this is a grenade or other blast weapon, the effect is centered where the weapon was thrown. If it is not a blast, assume it hits anyone standing within arm's reach of the main target, whether or not you want to. Otherwise, the area is as defined in the weapon description.
•Autofire: This weapon can be used to make an area attack, but the user must then apply the reload tag to the weapon in order to use it again.
•Awkward: Because of difficulty or complexity of use, the user always takes a -1 penalty to any moves with it.
•Blast: Due to an explosive effect or wide pattern of damage, this weapon counts as having the area, loud, messy and AP tags.
•Complex: Substantial training or technical knowledge is required in order to use this device. Without those skills, any move attempted with this device automatically fails.
•Concealable: You can hide this weapon such that it can't be seen by a visual inspection. A shakedown, full body search, or use of a scanning device will reveal the weapon's existence.
•Continual: this weapon does an additional 1-harm each time the target acts for x-moves.
•Fire: This weapon uses flame as part of its damage-dealing potential. If used on flammable substances, it may ignite them, causing the damage to become ongoing. MC's decision.
•Hazardous: This weapon is, either because of its experimental nature or the shoddy manufacture, capable of doing harm to its owner. Whenever the user fails an attack with it, the user or someone near him takes the weapon's harm.
•Hidden: The tiny or circumspect build of this weapon allows the user to hide it extremely well. Anything less than a full and thorough strip search will not reveal it as a weapon. This tag grants a special move:

SURPRISE ATTACK

When you strike without any warning, roll +smoke.

On a 10+, +1-harm and +1 forward.

On a 7-9, choose either of those.

On a miss the attack is obvious; take harm from the enemy, or deal harm and take severe harm.

This move only works once per combat.

•Implanted: This device is part of the user's body, and can't be removed or discarded without major surgery.
•Infinite: the weapon comes with basically an endless supply of ammo, and unless the user is totally deprived of access to his source he will always have more
•Lasting: Damage from this weapon can continue past the initial attack. This tag grants a special move:

CONTINUE THE ASSAULT

Once this weapon has done its initial harm,ou can keep hitting the same target over and over; roll +ice.

On a 10+, the victim is unable to do anything but suffer, takes another 1-harm, and the weapon is still in position to continue the assault.

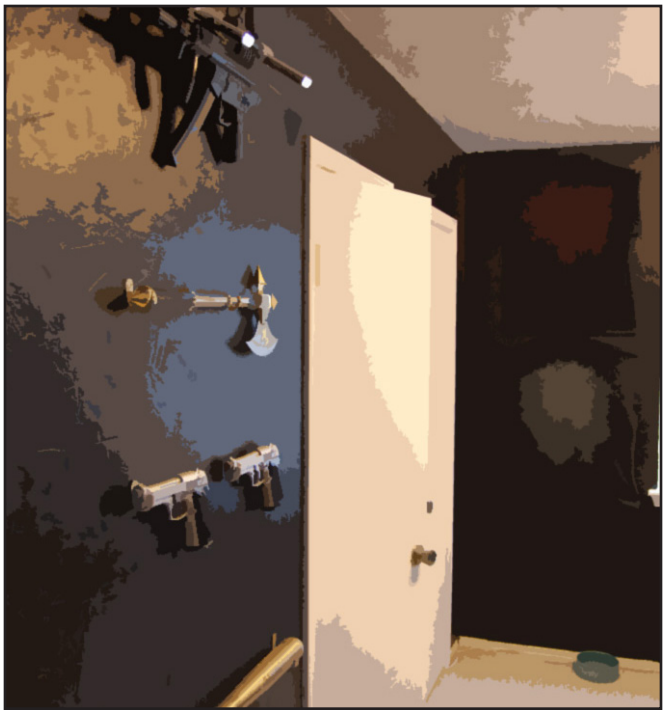
On 7-9, the victim takes another 1-harm or s-harm if the user prefers. You may continue the assault again as your next move if no one other than the victim intervenes.

On a miss, the user suffers minimal harm from the victim and the victim is free.

Continuing the assault prevents the user from performing any other move; if they start another move, this effect automatically ends.

•Loud: This weapon makes an obvious noise and visual effect that can't be concealed or hidden. Any use of the weapon immediately alerts anyone within line of sight that an attack has taken place.
•Messy: When this weapon is used, its' effects cause damage to spill over around the target. All messy weapons are also loud. If a messy weapon is used on a target near other possible targets (say, within a few feet), the user must roll the move separately against each possible target, even allies.
•Mystical: Either through enchantment or innate power, this item does damage through the use of magical energies. It counts as messy against any target which has a weakness to magic. It counts as loud to all supernatural beings in the area when used; normal humans will not notice anything unusual.
•Refill: A weapon with this tag is used up when it is used. Until the owner replaces it, she can't use it again.
•Reload: When used, the weapon is emptied of ammunition, and the user must take a specific action to reload it before it can be used again.
•S-harm: Any weapon which deals s-harm immediately incapacitates the victim if any harm is taken. The specific way in which the victim is incapacitated is established by the fiction; a stun gun might drop the victim to the ground out cold, while tear gas renders them unable to do anything but choke and cough. The duration of the incapacitation is also up to the fiction, but usually it lasts through all of a combat. A character could try to **pack their gear** to recover sooner. The MC will determine on a case-by-case basis within the fiction if this is alloed for any given s-harm attack.
•Worn: The weapon is worn like an item of clothing, and therefore is difficult to disarm.

An unarmed person in a brawl does 0-harm intimate/hand, which means most fist fights aren't lethal.



BASIC WEAPONS

The world is a very violent place, and there have been lots of things invented to end people. This is a list of various weapons you might find for your Tribals or their enemies to use. You'll notice I haven't bothered making any real distinction between various makes and models of the same weapons system; a 9mm bullet does pretty much the same thing when fired from a Glock or a Beretta. If your player cares, let them name it whatever they want. Changing the AMMO might matter, as would adding various extras; see below for that kinda penny-nickle ante.

Small knife- about the size of a steak knife or pocketknife (1-harm hand)
boxcutter- often used for the fear factor more than the damage , see slicers below
push dagger or stiletto- also includes icepicks or screwdrivers (1-harm hand AP)
big knife- "combat daggers" and the like; see cutters, below
crowbar- both a convenient tool and a nasty hasty weapon (2-harm hand messy)
sledgehammer- big, unwieldy, mostly useless, but hurtful (3-harm hand messy awkward)
replica sword or bludgeon- weapons made for display and not real use, often break when used (2-harm hand hazardous)
hand tool- hammers and the like (2-harm hand messy)
improvised club- a hefty plank, piece of pipe, or candlestick (2-harm hand awkward)
billy club or baton- police or security batons (2-harm hand or s-harm hand or 1-armor)
snub-nosed revolver- small six-shot revolvers made to be hidden (2-harm hand/close reload loud concealable)
small caliber revolver- usually around .22, made for recreational shooting (1-harm close reload)

target pistol- designed for maximum range and accuracy for shooting competitions (1-harm close/far reload loud)
submachine pistol- usually in 9mm, like the micro-Uzi or the Tec-9, gangsters and tank crews like them but otherwise inaccurate and overly wasteful of ammo (2-harm close autofire loud reload)
Saturday night special- any one of many cheap poorly-made throwaway copies of better handguns, named for being easy to get illegally on a Saturday night (2-harm close loud awkward)
9mm handgun- as well as 10mm, .45, whatever isn't too big, high capacity, rapid fire (2-harm close loud)
magnum revolver- for those with a Dirty Harry fetish, big and dangerous looking; Tribals LOVE these (3-harm close reload loud)
hideout pistol- the derringer and the like, very small low capacity pistols made to be a last resort (1-harm hand/close reload hidden)
super-magnum pistol- ridiculous firepower, usually .50 or so, and sorry your penis is so small (3-harm AP loud close messy awkward)
smg- any of the high-fire-rate compact killing machines (2-harm close autofire loud)
carbine- small caliber short-barrel rifles, often used to hunt small game (1-harm close/far loud)
assault carbine- also called close-quarter-battle rifles, smgs at rifle calibers, built-in silencers (2-harm close autofire)
hunting rifle- grandpa's ol' bolt-action .308, or suchlike (2-harm reload far loud)
rifle- the semi-automatic, from the wartime M1 Garand to the modern versions (2-harm far loud)
sniper rifle- scoped and maximized for accuracy, long range killers (3-harm far/extreme reload loud)
assault rifle- combat rifles, actually getting rarer now that everything is urban warfare (3-harm close/far loud autofire)
sawed-off shotgun- fun with two barrels and huge recoil (3-harm close area reload messy)
shotgun- either the hunting weapon, or the police weapon for stopping cars (3-harm close messy area loud)
assault shotgun- the dream of every firepower idiot in the world, a shotgun which fires as fast as your shoulder will allow (3-harm close messy loud awkward autofire reload)
squad automatic weapon- what used to be called a light machine gun, belt-fed and capable of rapid fire (3-harm close/far autofire loud)
heavy machine gun- the SAW, in .50 and fired from a tripod (4-harm far loud AP autofire)
anti-material rifle- any of the high-caliber rifles like the Barrett, made to kill lightly armored vehicles or shoot through buildings (4-harm far loud AP messy reload)
flamethrower- military grade, or a homemade concoction in a bug sprayer (4-harm close fire area messy 4-continuing, area is a cone in one direction out to close range)
grenade- throw it, goes bang (3-harm close blast area loud messy)
stun grenade- throw it, goes pop really loudly so people don't die (s-harm close blast area loud)



PLAYTIME FOR GUN FREAKS: MODIFICATIONS

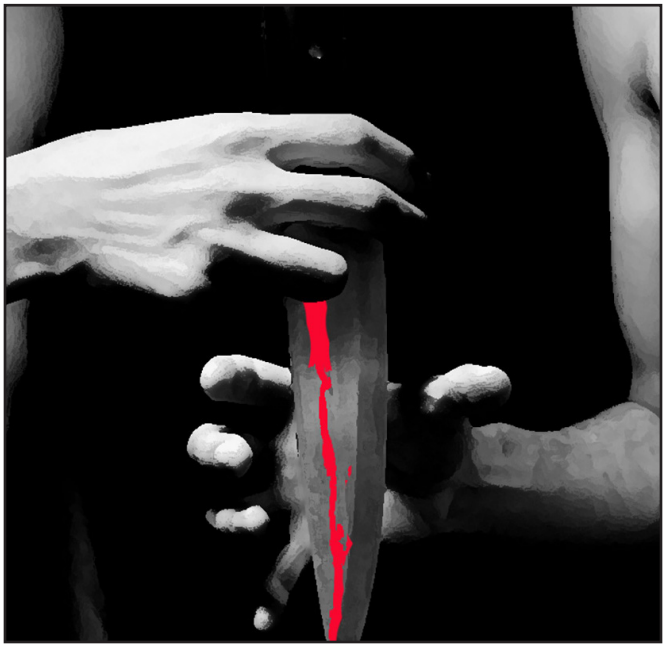
There are literally hundreds of little toys for gun nuts, from useful ones like silencers and flash suppressors to silly crap like faux-walnut plastic butt stocks. Similarly, there are bunches of different specialty ammos out there; I count at least ten companies marketing expanding bullets of all kinds, meant to improve the wound characteristics of a hit. If there's any real difference between them (and I am skeptical) I don't feel the need to model them in this game. If you do, feel free to make up your own rules. The mods and ammos I did add are:

CQB modification- very common mod now; shorter barrel, shorter stock, forward pistol grip for tighter control in close; made to fight in close-in urban environments (range becomes hand/close, use beyond this range to the weapon's normal range becomes awkward, can be applied to any rifle or shotgun)
silencer- makes gunfire harder to hear, and harder to locate (can be applied to any pistol, smg, or assault weapon; removes the loud tag but also reduces harm by 1)
collapsible stock- can be applied to any weapon which requires two-hands to use (when folded and fired weapon becomes awkward)
scoped- can be mounted on any rifle weapon (if not firing autofire improves range to include the next farther range as well; close becomes close/far, etc.)
accurized- done for target shooters and snipers; the entire weapon is gone over to make sure it is as accurate as possible, with better barrel, stock, and sights (can be done with any rifle or pistol weapon; when fired from a prone or braced position one shot at a time gives +1-ongoing to any shot; any sort of damage to the weapon makes the weapon fail entirely)
takedown- the weapon can be disassembled into a briefcase sized-package (technically, can be done to

any weapon, but not much point to doing it to a pistol; makes the weapon disassemble but decreases ease of use; weapon becomes awkward)
underbarrel aux weapon- a single shot extra weapon which clips under the barrel of your main gun, usually either a grenade launcher (for killing people) or a shotgun (for killing locks) (makes both the main gun and the aux weapon awkward; the aux weapon gains refill and can only be used at close range regardless of its normal range)
extended magazine- a larger clip/ammunition load/speedloader (refill becomes reload, or reload is removed, the weapon gains awkward, can be used with any weapon that isn't already awkward)

armor piercing ammo- gives the weapon AP if it doesn't have it, -1-harm given
expanding ammo- gives the weapon +1-harm, loses AP and any armor the target has counts double
match grade ammo- the weapon gains +1-ongoing to any shot if no other bonuses apply
prefragmented ammo- this ammo is made to improve safety to innocent bystanders (maximum range becomes close; if the shot misses assume no one else gets hit, loses AP)

The following ammo is available for shotguns only (can't mix them):
flame ammo- turns the weapon into a one-shot flamethrower (add fire hazardous area 2-continuous refill)
explosive ammo- acts as a small one-shot grenade (becomes 2-harm close area loud messy refill)
slug ammo- a solid slug which raises accuracy but removes shot spread (range becomes close/far, +1-harm, loses messy and area)
teargas ammo- creates a cloud of gas which causes choking and interferes with vision, stunning victims through chemistry (s-harm close area loud)
beanbag ammo- fires a small dense bag of pellets which stuns a victim through impact (s-harm close)



TRIBAL WEAPONS AND GEAR

While the Tribe uses professionally manufactured equipment if it can, home-crafted weapons and gear are flowing out of Family tech-rats thanks to the difficulty of getting legal access to gear. Another reason is that some Tribal hand-crafted weapons can be passed off as tools or toys, or concealed as other items on cursory inspections, allowing Tribals to go armed where a pistol would be confiscated.

The last reason is that, quite frankly, many tech-rats are batshit insane, and making a flaming mace is just too cool to pass up.

Melee weapons are ubiquitous in the Tribe. First, guns frequently require a license, and are sure to raise some questions when stopped by the police. Even though, with the huge number of illegal or unregistered firearms in the country, it's not difficult to get guns, the ever-increasing scrutiny of any firearms-related offense doesn't make them a first choice among most warriors. As the large number of gun people in Families proves, Tribals love their guns, they just don't like to rely on them. Second, Bloats are often resistant to most small arms fire, and only the more widespread trauma of close combat weapons does enough damage fast enough to overwhelm their ability to heal. It's very rare for Tribals not to be carrying at least one, if not more, melee weapons at all times.

Tools are wildly popular weapons in the Tribe, because a plausible explanation for having them can often be constructed by a clever Tribal stopped before he's soaked it in blood and brains. The remaining weapons below are those which have been manufactured by Tribal tech-rats with the express intent of being weapons.

Tribal Melee Weapons

Bang Stick- A fist sized steel or wooden tube, hollowed out, with a contact trigger on one end and a twelve-gauge shotgun shell installed. The Tribal grips the tube and rams it into the belly (or other surface) of a target, tripping the trigger. Although this can deliver a hideous amount of damage, and is fairly concealable, it is dangerous to the user as well; these weapons are prone to exploding in the user's hand on occasion. (4-harm hand hazardous)
Bleaker- A lead-filled sap or other soft bludgeoning weapon. Can be made out of almost any materials, and in the hands of a Tribal, can be used in lethal or nonlethal ways. (2-harm or s-harm hidden hand)
Burning Man- A morning star crafted of fireproof materials, with a heat-protective sleeve over the handle. Inside the shaft and head is a small propane reservoir and an electrical igniter. With an action, the user can trigger the propane cylinder, firing a burst of flame up to five feet away at a single target. After a use, the reservoir is empty. After a few, the internal workings of the weapon will have heated to the point of melting, and it is then useless as anything other than an awkwardly improvised morning star after that. (as a mace, 3-harm hand messy awkward; as an extremely short range flamethrower, 2-harm lasting messy area hazardous refill)

Choking Strap- A length of leather cord with wire or plastic line reinforcement, worn around one wrist with a small handle at the other end. With a flick of the wrist, a practiced user can unfurl the line to its full length and grip the handle, tossing it around the victim's neck. Because one end is tied around the user's wrist, and the strap coiled around and pinned with the handle, the weapon is easy to pass off as a bracelet. (1-harm lasting intimate hidden)

Chopper- Any large bladed device which relies on weight and momentum to hack the victim to pieces. Machetes and axes are great examples; the most common homemade version is a sharpened piece of cheap steel with a wide haft and used much like a fireaxe. (3-harm hand messy)

Cutter- Any combat blade, usually actually factory manufactured instead of made by Tribals, and relying on skill and finesse. Daggers, combat knives, and dive knives are all popular. (2-harm hand)

Edger- Small razor-type knives which are designed for concealment, instead of deadliness. (1-harm hand hidden)

Fink- A purely Tribal weapon, a two-inch long steel spike with a thumb grip. It is held inside a closed fist, and the spike protrudes between the fingers. Often concealed as a key chain. (0-harm hand hidden, may use smoke to dust-up with this weapon)

Gopher- A large combination lock or rock dropped down a sturdy sock and used as a bludgeon. While the components are legal to possess, the weapon is so ungainly and ridiculous, it's always a last-ditch fallback. (2-harm hand awkward)

Hairpin dagger- Very popular with Tribals who have long hair, this is the famous push dagger concealed in the hair as a pin. There are dozens of styles for this blade, and both Tribal men and women wear them. They have a nasty tendency to break when used, and must be replaced often. Fortunately, they are dirt cheap. (1-harm hand hidden reload)

Maman's Smile- A hideous modification of the body, but still popular among the craziest Tribals. This is a solid chrome steel set of dentures with sharpened edges used as a biting weapon. These are permanently laid in, not removable. However, they are very easily passed off as dental ornamentation when not in use. (1-harm implant intimate hidden +1-ongoing on all attempts to intimidate or frighten someone)

Pigsticker- A long spike in a spring-loaded sleeve, worn on the inside of the forearm and dropped into action with a flick of the wrist. Very deadly and concealable, its biggest drawback is its' weight and obvious nature as a weapon. (3-harm worn hand hidden awkward)

Ravenclaw- Another hardware homicide by bored tech rats. This is a pair of hedge clippers modified to be attached to the inside of the user's thumb and forefinger, and used to pinch a victim. It renders the hand of the user unable to be used for anything else while mounted, and takes time to attach and unattach. (1-harm worn hand messy hidden; if the victim is restrained or otherwise unable to move, damage becomes 3-harm)

Razor glove- Extremely popular among rippers and firstborn. There are actually two versions of this weapon. Hand razors are small sharpened studs and spikes lining the back of a reinforced leather glove and used in normal hand to hand brawling. (2-harm hand worn hidden) The larger razor glove is a full sized gauntlet extending along the forearm, and incorporating a few blades as well. (3-harm worn hand messy)



Ribbon- A long ribbon or scarf lined with sharpened razors or barbs, and with wire stiffening. Used by very acrobatic and athletic types, and able to pass as a style accessory under anything but a metal detector. Popular for its length (which gives range) and its tough construction (which gives 1-armor if used as a defense instead of a weapon.) It allows a user to use smoke when in a dust-up. Also, the user may, at their option, replace any harm dealt with the same amount of forward on actions to mislead an opponent. (1-harm close hidden or 1-armor)

Rippers- A set of steel finger-caps, used as claws in combat. Often really an aesthetic choice instead of a combat tool. A skilled user can put his hand in a pocket, slip these on, and slash a victim before the target even knows he's targeted. If worn, the user can't manipulate anything small with that hand, but could still pick up large objects, turn door knobs, etc. (1-harm worn hand hidden; if the user has rippers on both hands, raise damage to 2-harm)

Sauntering Iron- Some legends say this weapon was the result of a mistake by a Tech Rat who heard someone incorrectly. It's a sharpened spike, hooked to a belt-mounted battery that keeps the spike nice and toasty hot when in use. It tends to short out and start fires if not carefully managed, but a clever or persuasive user can possibly convince a cop it's just a soldering iron with a short. (1-harm AP hand fire hazardous lasting)

Shiv- The standard homemade blade, as seen in every prison documentary since the forties. Although a crappy weapon generally, this is included here because Tribals are geniuses at figuring out how to turn almost anything into a weapon.

SCRATCHING UP A SHIV

With about an hour's worth of time, if you have basic materials and want to construct a shiv, roll +smoke.

On 10+, the shiv is finely made (2-harm hand awkward or 1-harm hand hidden).

On 7-9, the shiv is functional (1-harm hand awkward or 0-harm hand hidden, add 1-harm if you add hazardous).

On a miss, it's useless; the MC makes a move.

Slicer- Box cutters, matte knives, packing knives and scalpels. Small, incredibly sharp, and nasty if difficult to use. (2-harm hand messy awkward)

Sling blade- A lawnmower blade sharpened and given a wrapped leather haft. Totally obvious as a weapon no matter what attempts are taken to persuade someone otherwise. When swung, it takes time to recover and reset to make another attack. Very popular with rippers headed out to certain battle. (4-harm messy reload hand +1-ongoing when you dust-up)

Snake- Another "weapon" designed more to be able to be passed off as a mundane item than as an actual serious option in combat. A snake is a length of electric cable or wire, doubled over and used as an impromptu whip. (1-harm hand hidden awkward)

Tapout- The name is a Tribal joke. This is a short length of hollow wood or copper tubing, filled with lead shot and sealed. It's used to improve a user's punching power. It can fit into a pocket and is easily concealed. (harm equal to the user's hard-1, hidden hand; on a 10+ while dusting-up, the user may choose to do s-harm)

Warcast- A fake cast for a broken arm, plaster and bandages over steel. It will shatter after the first hit, and will have to be re-coated and reattached after a fight. (3-harm worn awkward hidden refill)



Tribal Ranged Weapons

Calliope- A maniac's version of a revolver, several zip-gun tubes welded together with a central firing mechanism. The pistol fires all its rounds at once, and is very loud and very unreliable. It is also very popular. (4-harm messy close hazardous refill loud)

Cloudburster- The name is a piece of obscure Tribal humor. This is a shotgun modified to fire a delayed fused explosive charge made of packed nails and scrap. The projectile travels a short distance from the barrel and then explodes in a cone projecting away from the barrel. Often used to clear rooms. (3-harm close area messy hazardous refill loud)

Death Blossom- Not technically a ranged weapon, *per se*, but used in that role by rippers and other hand weapon freaks. A death blossom is a short stick about three feet long with a pull-cord detonator at the base. The head is packed with shotgun pellets and nails again (Tribals love nails), and the blast fires out in an expanding wave. Tribals will shove this through a door and set it off into a room before they enter. Note that anyone trying to use this as a hand weapon will simply snap it in half without effect. (2-harm area close AP messy hazardous refill loud)

Lead Balloon- Again, Tribal humor. A lead balloon is any solid heavy object dropped from a window or height onto an unsuspecting enemy. TVs, cinder blocks, and other enemies are all popular improvised weapons that fit this description. (either 2-harm for a short drop, or 4-harm awkward if from a greater height.)

Nail Gun- In a Tribal's eyes, the various construction nail guns which use .22 rounds or compressed air to propel nails are achingly close to a viable weapon. Many different tech rats and gunluggers have taken a hack at "perfecting" designs for portable nailers. The current state of the art is a little larger than a magnum revolver, has no safety, fires either small numbers of nails at hand-to-hand ranges or a barrage of nails all at once at a distance, and has to be opened with a screwdriver to be refilled. On the plus side, the nails themselves can do serious damage and ignore armor. The best versions are somewhat usable, although honest Tribals admit the weapon is inconvenient and heavy. Still, sometimes Tribals are more interested in a weapon's cool factor than its actual combat value. The nail gun can be used either at contact or short range, with varying effects. (3-harm AP hand reload awkward, or 1-harm AP refill autofire awkward)

Net Launcher- For those Families willing to run a catch and release program, this is a homemade projectile net. It is ridiculously finicky and difficult to use, and of questionable effectiveness, but tech rats keep trying to dial in the recipe. (s-harm awkward close)

Slingshot- Yes, a slingshot. The Tribal version is bigger, has tighter pull, and fires steel ball bearings about the size of a bullet. (2-harm close hidden reload)

Sparkler- A sadistic device made by someone who should probably be locked up in an asylum. The sparkler is a tube full of phosphorus, thermite flakes, or jellied gasoline, with an igniter. The weapon is about the size of a sawed-off shotgun. When fired, the ammo flies out in a cone-shaped cloud, and then (hopefully) ignites, filling the area with a burning cloud of flame that is nearly impossible to extinguish. (2-harm close area messy hazardous refill awkward lasting loud)

Spit-tooth- Misnamed, this is a small dart held in the cheek and spit with great force into the face of an opponent who is grappling you or suitably surprised or restrained. Not really effective, but a shocker the first time someone sees it happen. (0-harm hidden intimate refill)

Throwing Needles/Razors- A big deal with Tribals who like the easy portability of dozens of these tiny terrors around the person. An entire handful of throwing razors or needles is used in an attack, and can be quite painful against a target not ready for them. (0-harm hidden area close reload)

Thumper- Although there are dozens of homemade firearms floating around the workshops of various tech rats, the thumper is actually the only one mass produced in any quantity as a uniform weapon. Originally created by Grandfather's tech rat Coley, a thumper is a four-foot long steel tube with an airgun reservoir mechanism and a squeeze grip firing trigger. Although the range is terrible, the ammo is a steel spike which causes horrid wounds at close range. Thumpers are popular because they can be broken down into several pieces and reassembled somewhere in moments; they are also mostly silent aside from the quiet thump of air release they are named for. (3-harm AP awkward close reload messy)

Volcano- Tribals like fire weapons because Outsiders have trouble regenerating wounds caused by flame. A

volcano is a home-built pistol which fires a single cartridge of flammable liquid at close range. The chemical compound ignites on contact with air. More reliable than a sparkler, but the flames burn out relatively quickly. (2-harm AP close reload hazardous loud)

Whisperdeath- Attempts at making pistol-sized versions of the thumper were a failure until the end goal was changed from massive damage to total silence. A whisperdeath pistol looks like a vacuum duster mated with a paint gun. It fires a steel dart about the size of those you throw at dart boards. (2-harm hidden close reload)

Zip Cannon- Tribal home-built insanity at its worst. This is a steel tube with a rough stock, loaded with powder and a railroad spike in a crude sabot. A huge bang which is going to do serious damage to someone, probably the user. Burners like them as anti-vehicle weapons. (4-harm messy hazardous refill AP close loud)



HEALING HARM

In a session, if the characters get a chance to get first aid and basic medical care, they can heal one point of harm once per session. If they get seen by a professional medical expert, they can heal another point once per session.

When in between sessions, a single point of harm heals each day as long as there's no infection and the character is doing nothing but resting with someone to care for them.

If the MC decides a sufficient amount of time has gone by, all damage is healed. If a character has a Condition, those remain.

Many Families use a lot of magical healing.

Remember, for healing:

First aid 1/session heals 1 harm.

Medical expertise 1/session heals 1 harm.

Each day of rest under clean conditions and competent care heals 1/harm.

CONDITIONS do not heal unless a move or fiction would mean the character recovers.

The MC can declare enough time has passed in between stories to allow all accumulated harm to be healed.

DUST-UPS: COMBAT IN THE TRIBE

Unlike many other role-playing games, combat in the Tribe doesn't drop into combat rounds or segments of time. The game continues in narrative format, so timing of actions is only important when it matters to the story. Many moves involve combat-type attacks or defenses; the MC and the players should normally be able to make sense of the order of events as they play. When a timing issue comes up, make the best decision you can given the current conditions of the story, and get on with it. When in doubt, if all that's happening is two groups trading fire, both deal harm as established and get on with it. Smart players will use their moves to avoid this



In my own games, I tend to check with each player about what they want to do in combat scenes. If they trigger moves, great, and if not, we just narrate the outcomes. Make sure that you're giving everyone a chance, though; if the gun person wants to throw down and use all her cool moves, don't ignore the tech rat. Even if he isn't triggering any moves, he's still involved. I keep combat scenes tight and fast, like urban assaults. Loud bang to start, some fast movement, another bang or two, and out to reassess the situation and cope with consequences. A lot of times, I use the fog of war to keep fights confusing and hectic, and laser in on specifics when something cool comes up. You can check out an example in the back of the book.

If a combat extends past one or two moves, you may notice a lot of moves can result in truly devastating levels of harm. A few hits can maim or even kill a character. This may seem a bit harsh; it is. You try getting shot more than once with a .44 magnum, see if you survive. Sometimes people do, but it ain't very likely.

Smart Tribals hit and get as fast as possible, both to maximize the shock of their attack, and to minimize the damage they take in response. This means most Families are into rapid assaults, and almost all Tribals are taught the three rules of close quarters battle. Those are:

SPEED OF ACTION: Hit the enemy as fast as you can; prevent them from being able to clearly engage on their own terms.
FURY OF ASSAULT: Hit the enemy with an overwhelming assault, maximizing the shock value of your attack to reduce their ability to respond effectively.
SURPRISE: Hit the enemy where they do not expect to be hit, without warning.

I made them nice and big, because these things can save your life in a firefight. Military units and police special weapons teams also learn these rules, and it isn't unlikely a Family will be the victim of such an assault. The best response is to hit the assaulters head on, press through them, and escape. The more time the Family spends engaged with the combat professionals, the more damage they're going to take. Whenever possible, be the one to control the ground, the time of the assault, and the exit routes, with alternates in case things go south on you. Bad plans will leave you pooched.



GANGS

All Families and many enemies and allies are groups of people sharing a common goal or motivation. While a Family has PCs, it also has a cast of NPCs as well. These, and other groups the Family may come up against, are called **gangs**. A gang has several characteristics which affect the way it is used.

A gang will have an amount of harm it can take, an amount of harm it does, a list of any specific tags which may apply to it, and any special rules for its use. If a gang doesn't list an amount of harm it can take, assume it takes 3-harm before being disabled or driven off. If the harm it gives isn't listed, assume it's 2-harm hand or by the weapons the gang has.

The number of people in a group determines its size as follows:

- A tiny gang has 2 or 3 people.
- A small gang has 4-6.
- A medium gang is 7-9.
- A large gang is 10-12.
- A huge gang is 13-15.

Any more people than that is a mob. The size of a gang affects it in two ways. First when a gang is fighting someone, the larger gang gains one point of harm given and loses one point of harm taken for each size it is larger than the group it is fighting. For instance, if a large gang fights a tiny gang, it's three sizes bigger, so the tiny gang inflicts -3-harm to the large gang, and the large gang does +3-harm to the tiny gang. The second effect of gang size is that each time the gang takes enough harm to be disabled or driven off, it loses one category of size. A large gang which can take 3-harm and just got hit for that same 3-harm is now a medium gang. Raising a gang's size back to its original size can be done in between sessions, or by using Pull with an appropriate Influence group.

A gang is either **acting in support** of a character, **acting against the players**, or **acting independently.**

- When supporting a character, the gang is assumed to be generally assisting in any moves the player triggers. If a gang has a bonus or penalty relevant to the player's move, the player gets that modifier automatically.
- When acting against the players, a gang may be the target of any moves the player triggers, again using any appropriate modifications for tags. If a player is supported by a gang and also opposed by an enemy gang, they two gangs attack each other and do not modify anybody's moves. Both gangs do the appropriate amount of harm to each other.
- If a gang acts independently, it can deliver its harm to any target is chooses to attack. If it deals harm, it must also take harm as established by the fiction. A gang can choose to deal minimal or severe harm while also taking the same kind of harm as established.

Papa Bullroarer's Frost Isle Hard Tribe has 8 members. It counts as a medium gang, and does 2-harm hand/close with its weapons. It has the tags violent and dedicated. If the Family is working for the players, they gain +1-ongoing to any moves to resist fear or despair, and do an additional +1-harm to any gang they fight, or when they use loud or messy weapons.

Opposing them are a squad of Special Forces soldiers, 5 members strong. That's a small gang. With their training and skills, the SpecOps boys do 3-harm close or 2-harm hand, have 1-armor, and have the tags elite, well-armed, and restrained. Coming at the Family as an enemy, the players will take -1-ongoing to any moves to resist the SpecOps' moves, or to reveal their activities, and -1-ongoing to resist their combat moves.

The Hard Tribe would inflict one extra harm on the SpecOps guys, and take one less harm from them. With +1-harm for violent, and -1 for the enemy's armor, they deal 3-harm hand/close. They take 2-harm close or 1-harm hand from the enemy. However, the SpecOps team has a definite advantage when it comes to moves they make. The Family will have to be clever and fast to survive first contact.

Many gangs will have special moves, additional traits or powers, or tags indicating special rules for them. Common tags for gangs include:

cowardly- the gang is prone to fleeing if they are in trouble (+1-ongoing to moves which involve intimidating the gang, -1-ongoing to resist any moves which cause fear)

dedicated- the gang is highly mission-focused, and will stay on target (-1-ongoing to moves which involve misleading the gang, +1-ongoing to moves to resist fear or despair)

disorganized- it is very difficult to get the gang all going the same way (-1-ongoing to moves which involve giving the gang organized plans; +1-ongoing to any moves which take advantage of this)

driven- the gang exists for deep personal reasons, and will not betray their cause (+1-ongoing to all fire moves, -1-ongoing to moves to make gang members turn on each other)

elite- the gang is highly trained and motivated (-1-ongoing to all moves to resist the gang's moves, or to moves to trick or demoralize the gang, +1-ongoing to moves in combat)

enraged- a riot waiting to happen, this gang is worked up into an uncontrolled frenzy (all harm this gang deals gains the tags loud, messy, and area)

fanatic- whether because they are insane, imbalanced, or just very stubborn, these guys won't stop until they're all dead (does not take a penalty on damage given when hitting a larger gang)

hardened- tough as nails or really well-prepared (-1-ongoing to moves involving causing the gang harm, +1-ongoing to moves to resist emotional stress)

ill-equipped- the gang's equipment is poor or in short supply (-1-ongoing to moves using this gang for back-up or support under the rule of twos, +1-ongoing to moves targeting this gang's equipment)

mystical- the gang has access to or training with supernatural powers (+1-ongoing to all signal moves, -1-ongoing to all signal moves targeting them, all harm dealt is considered magical)

rebellious- this gang doesn't follow instructions very well and is prone to questioning authority (-1-ongoing to moves requiring discipline, +1-ongoing to moves to anger or enrage them)

restrained- training or intelligence make this gang very good at avoiding accidentally exposing themselves or their actions (+1-ongoing to moves involving self-control or planning, -1-ongoing to moves which try to reveal their activities)

secretive- the gang is hard to locate and adept at concealing its motives and goals (-1-ongoing to moves involving gathering info on the gang, +1-ongoing to moves involving covering up the gang's actions)

skilled- highly trained and specialized (+1-ongoing to all ice moves, -1-ongoing to resist their moves which involve technical skill)

stealthy- very good at staying hidden and keeping quiet (+1-ongoing to all smoke moves, -1-ongoing to resist their stealth moves)

unpredictable- it's impossible to know what this gang might do in any given situation , but it's probably not what you want (roll twice for any move involving this gang, and take the worst result for the gang)

untrained- this gang is made up of non-combatants or novices (-1-ongoing to all moves involving dealing or avoiding harm)

violent- violence and destruction come naturally to this gang (+1-harm to all loud or messy weapons, or to any gang they are fighting)

well-armed- this gang has the latest gear and equipment, and plenty of ammo (+1-ongoing to all steel moves, -1-ongoing to resist their combat moves)



Is that it finally?

There are some other moves listed in the MC section of the book, and a discussion of how the MC's moves work. But, yep, you've got enough to be playing now.




STOP
MAKING
STUPID
PEOPLE
FAMOUS

The Eyes Of Michael Holt (Part Three)

The man Michael knew as Franklin suppressed a yawn as he stared through his binoculars at the undercover agent for the second hour. His expression was dark, his body stretched out on the black tar ceiling of a fancy downtown club his long leather coat hot and awkward in the late evening heat. The sun was setting, glowing golden and red over his shoulder, highlighting the dark black hair of the hyper-focused rifleman lying next to him on the roof. She was tall, muscular, her face serious, her eye glued to the twenty-power scope atop the Remington bolt action rifle she held in a professional's grip. She didn't stir as the man carefully and slowly straightened up and stretched.

"Don't know why we don't just air this guy out and move on," he grumbled, annoyed. "We've been following this dude for four weeks now while he cozies up to Piper. Don't have any damn idea what kinda skinny he might be getting on the Family."

The woman's voice was calm and measured, like her movements. "Dosh, we're watching him because Papa told us to."

Dosh grunted, staring off the roof to the restaurant across the street. Through the ornate front windows, he could see Piper, her back to them, sitting at a table with the agent, the two of them on a dinner date. Damnedest way to fight Bloats I ever seen, he decided. Take them to dinner and sleep with them so they'll talk to you.

His expression must have given his thoughts away, although he wasn't sure how Shado could have known, since her eyes didn't leave the scope. "Piper volunteered for this mission, Dosh," she reminded him. "If she hadn't, Papa would never have asked her to do this."

"Doesn't make it the right answer, troop," he growled. Inside, at the table, he saw Piper's head cock back as she flipped her hair back over her shoulder as she laughed at something the agent said. From the angle, Dosh couldn't see if she was putting on an act, or if she was really entertained. "The danger is that she's been alone a long damn time, might get attached."

"Trust her. She's hard."

Dosh didn't bother to answer; his opinion of this whole mess was pretty clear, and he knew Shado wasn't one for repeat conversations. He took a quick look back to where the third member of their surveillance team was sitting. Maker was resting on top of a vent unit, listening to the muted echoes of the base and snare music coming up from the club. Her hands were in the air, little black and red moths manifesting out of smoke between her fingers, the slight smell of sulpher and acid biting Dosh's nose. Her hair looked like burnt straw, her face like a chiseled piece of smoked glass, the signs of her Faerie heritage. Maker waved at him, then clapped her hands shut on one of the moths, which did a creditable impression of the fly from the classic movie before disintegrating into a puff of ash.

"I'm bored," Maker sighed. "Fuck it, let's waste him."

Neither Shado or Dosh responded, and Dosh lay down carefully next to Shado again, taking up the binoculars again. This time, when he looked he could see that Piper was holding the agent's hand across the table. He scanned left and down to another table, where PolPol and Jumble were both hanging out as close support in case something went wrong. He caught PolPol's fingers tracing out a quick message on the tabletop in Slam. ALL-CLEAR-NO ACTION-NO-BLOAT-NO-FUN-WHY-HERE-PLAYTIME.

It's all clear, Dosh translated. Nothing's happening, there's no Outsiders and this is boring. Why are we still here? Let's fuck off somewhere and do something fun. Despite the feeling the Family was messing up getting this close to an agent, Dosh laughed.

"Between her and Maker, we're lucky we don't spend all our time shooting and screwing," Shado whispered, having read PolPol's Slam as well. God save us from young people with attention issues, Dosh prayed to no one in particular as they both scanned for threats and hoped the "date" would be over soon. Too much time together, and the couple might become more than a fake.

A while later, when he left the restaurant and dropped the woman he knew as Annie back off at her place, Michael was a little worried about the same issue. Since the first time he'd met her, he'd

been struck by how easy it was to talk to her. It seemed like, less than two months into this assignment, he found himself thinking more and more about how to save Annie from the life she was a part of, and less and less about the way to gather good intel for the DEA to use in court. He knew he had a job to do, but hurting Annie seemed like something he wouldn't be able to do. He knew she'd voluntarily gotten involved in drug dealing, but he'd also seen her playing with a group of teenagers at a local shelter, across the street from the brownstone walk-up she and her friends were staying in. She was agile, energetic, and constantly positive, and the kids loved her. Annie seemed so genuine, so real, so accepting of everyone around her.

The circle of people she surrounded herself with spoke volumes to that. Although Franklin still seemed to hate him, Omar seemed to enjoy the times when Annie brought Michael around, and the laid-back way her friends acted was almost like a family, instead of a group of drug dealers. Michael remembered the way he'd found out the girl Micah was transgendered; there had been a party- there's always a party with these guys- and he and Annie had slipped off together to neck. All of a sudden, Micah and her girlfriend Betty had stumbled around the corner, clothes mostly off, beers in hand, and Michael had seen Micah standing in front of him, her erection very obvious. Her gaze had caught his and she'd watched him carefully, looking for his reaction, her expression somewhere between shy and ready to run. Betty had stared at him, her gaze intense.

"Sorry if I offend you, Daniel," Micah had whispered shyly. Her open-eyed friendliness reminded him how much he didn't want to have to hurt these people.

"Not at all," Michael assured her, smiling. "I grew up in Southern California. People of all kinds. All of them people. Why would I be offended that you guys are trying to do the same thing Annie I are?"

Surprisingly, both Betty and Micah had laughed, Betty actually smiling at him almost affectionately. Micah clapped her hands, childlike, then leaned forward to kiss his cheek. He felt his cheeks flush. "Thank you," Micah chirped, happily.

A flash of lights from a van parked in the street ahead brought him back to the present, a guilty shiver in his stomach when he remembered what came next. He slipped over to that side of the road, and jumped into the back as soon as the van door slid open. Before he'd even sat down, the driver had the van on the move.

There was surveillance gear all over the inside of the vehicle, three different computer technicians watching monitors and tape decks, making sure they caught every moment of his conversation with Annie. On a chair opposite Michael's seat there was a serious-faced man in a dark gray suit, a hand-tailored European job with a dark tie to match. Michael knew right away this must be the Special Agent in charge, Warrick. He reached out and shook the hand the man offered, but the handshake didn't seem very friendly. Michael wondered exactly what Warrick was thinking as the technicians readied their playbacks for his debrief.

"What's your status, Mister Holt?" Warrick asked, his voice thin and tight.

"I'm good," Michael said. "They don't suspect anything."

"You're certain?"

Michael shrugged. "As best as I can be."

"Perhaps that isn't good enough," Warrick grunted.

Michael fought to hold his temper. "You're the one who keeps trying to break my cover by insisting on these meetings and the wire. I can debrief by dead drop or call-in."

"I prefer direct intelligence." Warrick brushed out an imaginary crease from his sleeve, scowling. "So far, you haven't gotten me anything on what they're after."

"I'm working on it. I've got some ideas." Michael shrugged again, partly because he saw how much it annoyed the suit. "Undercover takes time."

Warrick stared at him for a few seconds, then grimaced. "Time is something we may not have."

As the van worked its way through the traffic, the driver was keeping an eye out for tails, but

he was busy watching the cars, not the side of the road. If he had taken the time to look, he would have noticed a pony-tailed Asian girl on roller-blades, popping bubble gum and skitching along from car to car behind them. Whenever the van signaled a turn, the skater would drop off and skip ahead across the corners, grabbing new vehicles or racing up through the pedestrian traffic, her eyes bright with excitement. This was Jumble's element, and as she followed the spy van, she cued up her favorite songs on the iPod Screw had rescued from the trash for her as her sixteenth birthday present. Although she knew it was possible the Outsiders would see her, she wasn't worried. After all, Mojo and Papa Mogen were following a half-block back in a stolen pick-up truck, and Shado was somewhere out there with her big old rifle. And Dosh, well, she knew her man's eyes were always on her. I love my Family, she thought to herself as she bounced across a curb and leapt a water main, zipping along into the night behind the man they might soon kill.



II: PATIENT ZERO

"Sometimes, only sometimes, it's hard to remember what it was like, being one of the normal everyday people. I used to line up for the bus in the morning, go downtown, briefcase and tie, the whole drill. My wake-up call was in '78, when Jo-Bob rolled through with her Family and wasted a bloodsucker in my office. First time I'd ever seen violence. Hell, first time I'd ever seen an executive office. I guess you could say I was an accidental recruit. But I figured it out on the fly, like we all do. Working mortgage paperwork, or getting my throat torn out by a pissed-off wolf-man? Guess it's obvious which I prefer. I'm still here, aren't I?"

-Third Time, Stone Tribe paladin in Mother Bob's Check-Out Family, thinking of the bad old days while standing the watch late at night near their hold



A BASIC PRIMER ON TRIBAL LIFE

Life as a Tribal is radically different from the life you and I lead in our mundane lives. It can be hard and uncomfortable, but it can also be very rewarding in terms of social life and a sense of belonging and accomplishment. While Tribals live lives full of violence and horror, they also live surrounded by a nurturing and supportive network of people who all think the same as they do, and share the same beliefs. Because of the complexity of Tribal life, this chapter breaks down just exactly what the Tribe is, what it does, and how its' Families live as they fight the war to free Earth from the grip of the Outsiders.



WHAT IS THE TRIBE?

Dearest Diary, today is the most best day I ever had. I got to go with Loco and Mist and they showed me a new Slip so I could be better when I fight. And Bone told me she thought I was gonna be a great ripper, cause I'm not afraid to get in close and stab. I told her it was cause of what Daddy did to me, and she said that was why they killed him for me. And the best best is that I turn sixteen next week, and Terror says he and Miko are gonna take me out special to the clubs and play all night. I love Miko best, cause she's young like me, and she always lets me cuddle with her when I have nightmares, and she's gonna teach me how to be as good at Slam as her. I think I love her; after I'm sixteen, I'm gonna ask her if she wants to be only and truly mine. My Family is the best ever.

At its simplest, the Tribe is a group of people who have chosen to leave their normal nine-to-five lives to track down and attack the alien race slowly overtaking humanity. It was founded in the Seventies by Jefferson Davis Mitchell, a former Green Beret and psychic agent of the CIA who was the first to make an organized and sustained effort to defeat the Outsiders. Because he was a serious student of guerrilla warfare and counterinsurgency techniques, and also raised with strong religious and personal convictions, his initial group of recruits were hand-picked for their loyalty, dedication, intelligence and creativity. Ranging from soldiers and hackers to scientists and their spouses, the original Tribe was meant to be a training cadre for an eventual larger revolutionary organ. From the very beginning, Mitchell's idea was for the Tribe to be a living organism that would grow and change as needed to keep itself healthy and active. His visions of the future provided guidance at first, but as his followers began splitting off to form their own cells, he became increasingly hands-off in his leadership, eventually turning from overall field commander to more of a patient guru.

Now, over forty years later, the Tribe has taken on a life of its own. It hasn't drifted far from his vision, but it has drifted. Where Mitchell believed in a military guerrilla campaign to eradicate the Outsiders and their agents, now there are Families who never engage in combat, preferring cultural jamming and info subversion as weapons against the enemy. One Family, Papa R33t's Transhuman Army, actually works to misdirect Outsider operations onto other Outsider targets, with some success.

In the beginning, almost all the members of the Tribe shared similar backgrounds in military and intelligence circles, with the attendant skill set and beliefs. Modern Tribals come from all walks of life, and have belief systems that vary wildly across every conceivable spectrum. When Mitchell formed the Tribe, there was a rigidly defined set of rules of conduct called the Operational Orders, or OpOrds, which Mitchell and Catherine Gibbs scribbled onto a cocktail napkin at one of the first planning meetings. Now there's no formal rules beyond the Code, Grandfather's instructions to his people about the right way to run a Family.

To an observer, the Tribe is a cult, with all the negatives that entails. In the ***American Heritage Dictionary***, a cult is defined as "a religion or religious sect generally considered to be extremist or false, with its followers often living communally under an authoritarian charismatic leader." In many ways, that is an excellent description of the Tribe, but there are some significant exceptions, so it makes some sense to dig in a little and look at the Tribe's situation.

A cult, being a religious sect, bases its beliefs on some version of its founder's beliefs, as filtered through her particular take on what truth is. This is absolutely true in the Tribe; Grandfather passed down his idea on what is happening in the world, and what has to be done to fix things, and if you don't agree with that basic vision, you aren't Tribal. But cults modify or build on existing religious views; the Tribe has no central belief system describing events prior to the Roswell Event and the arrival of the Outsiders on Earth. Individual Tribals can have any religious belief they choose, or none at all; Grandfather's Code guarantees every Tribal the right to live and worship as they see fit as long as they get along with other Tribals. In a cult, disagreeing with the leader leads to punishment and possible ejection from the cult. In the Tribe, it leads to long hours of discussion and argument, and a democratic decision by the group on what the right way ahead is. It's much like pirates from the seventeenth century: there's a captain, elected by the crew to make decisions, but he only keeps the job as long as the crew as a group agrees with the decisions in general.

Both cults and the Tribe definitely meet the definition of extremist views, without any argument. Cults typically start with extreme beliefs, isolating themselves from normal society and working their way slowly toward extremist actions. There are hundreds of recognized cults in the world who have never committed mass suicide or gassed subways; the few that do have merely gone so far out on the fringe of their beliefs that they are able to justify violence as a rational and acceptable recourse to their isolation. The Tribe's been out there at that point for four decades, and isn't coming back any time soon. In that way, Tribals are infinitely more dangerous than cultists. But Tribals also have, built into Grandfather's Code, distinct rules set up to protect innocent bystanders from harm. To violent cults, there are no innocent bystanders.

Communal living is another thing that both the Tribe and cults share. In fact, both use the appeal of that communal living to gain converts. There are a lot of people in America today who feel lonely, lost, confused, and marginalized. Alternative lifestyles, alternate religions, geeks, freaks, and weirdos, all share one important trait: they are kept out of mundane society by their beliefs, leading to a sense of isolation and emptiness that is a prime draw for cults. The outcast and the rebel both find themselves attracted to the ideas and dedication of other members of the cult, just as new Tribals are interested in a Family's support and approval.

When someone has spent their entire life being told that wanting to love another man is sick or twisted or perverse, being suddenly exposed to a close-knit group of supportive people who constantly reinforce that it is okay to be who you are is a pretty heavy drug. Cult researchers call this love-bombing; the prospective new recruit is bombarded with a constant barrage of positive affirmation and unconditional love by the cult members. This may be sexual or not, but it always targets the emotions, making the recruit feel they have never been accepted by anyone but this one group. Soon, they can't imagine leaving, because they don't want to lose the support they are getting from their new friends. In cults, this can be artificially induced; cult members are told by their leader that the recruit must be loved, and so some of these positive affirmations are just so much smoke to confuse things and keep the recruit hooked.

Because Tribals are and-picking recruits only when they need them, and because it's rare to be told you have to like anybody, when Tribals are love-bombing a new recruit, it's because they really DO care, and it really IS okay to be who you are. If your particular kink or belief system doesn't mesh with a Family, they simply won't recruit you; you may not ever know you were being looked at. That means that the Tribe, unlike a cult, is very discerning about who gets invited in in most cases. Cults take anyone they can hook; Tribals are looking for those people who naturally fit and, in the opinion of the Family, BELONG. (There are sometimes exceptions made, but only in the direst emergencies; see Recruiting, below.)

Communal living in a cult is usually a fiction; everyone is not truly equal, with the leader being able to do whatever he wants, and his trusted lieutenants having better privileges than anyone else. New members live in virtual slavery, and if they divert from the party line at all, all that lovely positive affirmation is pulled away, leaving that empty hole again. The negative reinforcement keeps them in line. Everything they have belongs to the cult, and by definition the leader; cult members get what is deeded back to them by the boss.

In the Tribe, that community is real. Everyone shares everything, even each others' gear, food, and jobs. (Some Families share beds and bodies, too, but that's never required; this goes under the "consenting adults" clause in the Code.) The only people in the Tribe without full rights are those being punished for misbehavior (rare) and brand new members called childe who are still proving themselves. And even these Tribals are still given everything they need; after all, they're truly loved.





The biggest difference between cults and the Tribe is in the authoritarian charismatic leadership. Where a cult leader has absolute power, and can become as evil and selfish as he wants thanks to the absolute hold he has over his followers' lives, the Father of a Family has exactly as much authority as he is given and nothing more. In practice, as long as everyone's comfortable with the Father's leadership, no one questions that he's in charge. When things go bad, which they will, it is his charisma and ability to lead that keeps his Family together. Every Tribal has the right to leave if they want, to go to other Families, form their own if they can, or even go Solitaire if they feel the need. You can't really quit the Tribe (you know too much), but you can call yourself retired (see Soft Tribe, later) and stop hanging out with Tribals. If you can find a life Up Top, you're free to go. This is the democracy of the Feet that Tribals cherish so much. Any Tribal is free to do what they feel is right for themselves and those they are responsible for. This means authoritarian leaders are almost unheard of in the Tribe; they can't keep people in their Family, leading to new Tribals avoiding them.

It's important to remember that the Tribe is not a religious group; no one worships Grandfather, and even though he's held up as the ultimate Tribal, it would be untrue to imply that the average Tribal thinks of Grandfather as some mystic holy man. Some do, but most are more in awe of his skill set and the length of time he's been doing this, much like patriotic Americans may think of George Washington. It's also important to realize the Tribe is a wartime organization. Even if some Families aren't fighting or attacking the enemy, they're still cooperating toward the common goal of freeing mankind, and the overwhelming majority of Families are actively engaged in violent efforts against the enemy. Those that aren't are active supporters of the rest, or at least of the majority of the rest. It's possible to be in a Family that DOESN'T support the Tribe as a whole, but you'd be hard-pressed to find one.

RECRUITING: WHO JOINS THE TRIBE?

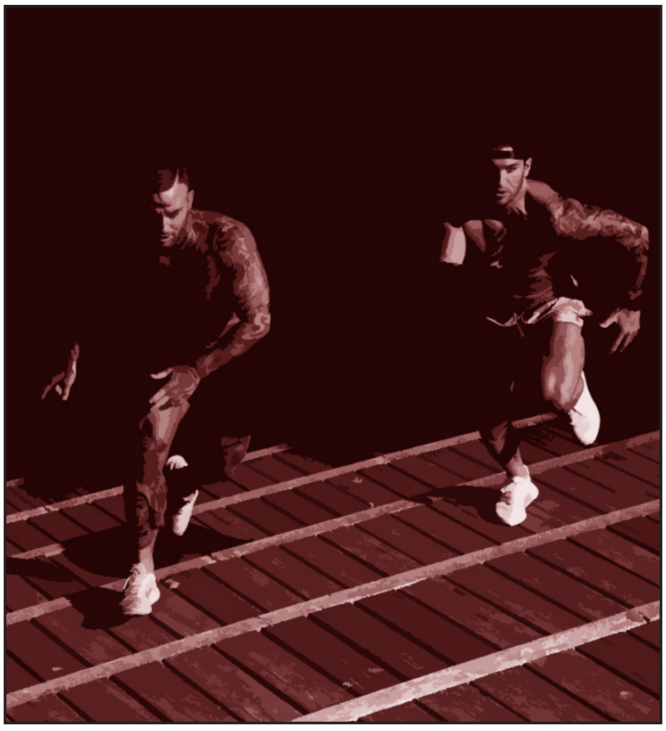
I was minding my own business, really. I went to work, came home, ate the dinner my wife put in front of me, watched TV, helped junior with his homework, and went to bed. Next day, I'd do it again. Lather-rinse-repeat. When my boss told me I could get a raise if I went to a special corporate retreat, I figured I might as well. They said the company would pay for my family to go as well. I should have known something was up. It was an Outsider host grab; they got my wife and son, and would have gotten me if Harlequin and her Family hadn't shown up. That was fifteen years ago, and I've been killing Bloats ever since. They took my family away from me; I got a new one, and I'm still pissed.

The stereotypical new recruit is a man or woman with some form of alternative beliefs, someone who doesn't quite fit into normal everyday culture. The specifics of those beliefs aren't important; what matters is that the recruit has been searching for something most of their lives, and hasn't been able to find it yet. Knowing about the Outsiders isn't required, although that's a common reason why the Tribe comes across new recruits. Some poor bastard stumbles into the middle of an Outsider activity, the Tribe attacks, and before they leave, they recognize the unfortunate bystander as a potential recruit and take him along when they flee the scene.

Potential new recruits are almost always alone when they are found; there are too many emotional and social problems with trying to haul off a new Family member when he's still pining for his wife and kids. It does happen, but it's rare; the Tribal term for these people is top-locked, and they are pitied by other Tribals. A new recruit who has just lost all their social ties through some form of tragedy is not at all uncommon; many Tribals once had people they loved who were killed or taken by the Outsiders. New recruits with a lot of emotional baggage are helped through it as best the Family can manage, but this can be haphazard; they aren't usually trained in trauma counseling or psychological triage.

New people must be reasonably intelligent, bring something useful to the table, and have an undefinable something which makes them seem strong enough to handle a long war to the Tribals. The exact definitions of useful and reasonable are left to individual Families, and rarely carry specific meaning in advance. A Family which hasn't eaten a solid meal in weeks may be just as likely to try recruiting the lonely gourmet cook as the seven-foot bouncer at the club. In fact, ability in combat is usually the LAST concern when recruiting new members; the Family can teach you how to fight. They can't teach you how to think.

A good future recruit is healthy enough to keep up with the Family, though, again, this can have a wildly fluctuating definition. Families which are not very active may take anyone who has useful skills, while heavily combat oriented Families may require more athletic talent and no disabilities. There are quite a few Families with partially or even fully disabled members; each Family takes care of its own. In Mother Heart's Weeping Willow Posse, there's a pair of twins named Omi and Shen-Shen, one of whom is blind and the other deaf, who are mainline combatants.



Ideally, the recruit is young. There's no hardcore age limit in the Tribe, but most Families recruit from people under the age of about 35 or so, and usually closer to college age; they're less likely to have all their beliefs fully set, more likely to be able to drop everything and go with the Family, and more likely to be healthy enough to keep up. The minimum age is a subject of great argument among Families at Equinox every year, and the source of one of the few genuine controversies in the Tribe. Officially, a new recruit should be old enough to make their own decisions, and therefore should be an adult. The problem is that no one in the Tribe has come up with a consensus of when exactly that is. While everyone agrees 18 is good, recruits as young as 14 have been taken in, usually because where they already were was too horrible for a Family to leave them in good faith.





And there are Families with young children born into their Family, stolen as mentioned above from abusive or neglectful parents, or rescued from harm and then never returned to normal life. For now, the current consensus is that, in order to count as an adult, the person must be able to get legally married without parental consent in the place they were recruited from. This is one of the few times the Tribe has used normal law to make a decision, and not everyone in the Tribe is happy with it, since, by the Code, if you're a consenting adult, you can do whatever you want. Some Families have serious heartache with other Families where some 32-year-old member has a 16-year-old lover picked up in some southern state where the age of consent is low, and for the most part, anyone who tries to have that sort of relationship may be within the bounds of the Code, but they sure aren't going to be popular, and they might find themselves being socially ostracized until they find a more mature and suitable mate. Two 16-year-olds hooking up would probably not cause much more than pseudo-parental reminders to use some good birth control; after all, they're both the same age, and if they experiment, so what?

Recruits can be male or female, and it seems to be pretty close to evenly split whenever anyone bothers to try and get a headcount at Equinox. Mainly, this is a function of social norming; a Family recruits a man, who then finds a girl he likes and recruits her. Overall, in terms of capability, no one cares if you're a male or female; everyone is expected to pull their own weight and pitch in, and if you do, then you're fine. Some recruits are transgendered or identify by some other gender identity, and again, as long as they can keep up, they're treated as equals. There is one exception to this general equality rule: any woman who's pregnant is going to be treated like a china doll by anyone who knows. It's so rare for children to be born into the Tribe, and so hard to make it nine months to a healthy birth without health problems or Outsider attacks that any pregnancy is going to get treated as a major event, and the future mother as if she's the most valuable asset in the world. This will continue until the child is old enough to fend for himself and the mother can get back to work, so to speak. (While this might seem like a long time, Firstborn grow up damn quick, much like kids in war zones. There are well-armed 8-year-olds in a few Families; they're not emotionally mature, but they can kill you just as dead as anyone else. Stories are told about the ripper Sweet Alice in Mother Bean's Hard Runners Family; she was six when she killed her first man.)

It does happen that people are recruited who do not work out, either because they turned out to have secret weaknesses the Family didn't know about, or because they aren't as suited for Tribal life as was expected. The few unfortunates recruited because they knew too much to be allowed to wander off are said to be on the revolver recruitment plan. If a recruit doesn't work out, then the Family has some options. First, they will try to find another Family to place the recruit with, somewhere he will fit in better. If that doesn't work out, either, then the next solution is to pass the recruit to one of the Soft Tribes and see if maybe he finds a place to fit in. When that doesn't work, the option of sending the recruit back into the world as a Pony (see Making Friends the Tribal Way, below) is usually the next choice. Finally, if nothing else works, then the hard call is made: can the recruit be allowed to walk away and be cut off from Tribal life without risking lives, or must the Tribe silence the recruit permanently in order to protect themselves and other Tribals? This is why new recruits, called childe, are treated the way they are until they have proved they fit in. The less information a failed recruit has, the easier it is to just cut them loose if they don't work out. If killing a failed recruit is the only

sensible option, most Families won't hesitate, but there will be serious emotional and moral repercussions, and Families that have had to conduct a "mercy killing" are always looked at with some suspicion by other Families.

There is one hard and fast rule: anyone who has ever been to an Equinox can't be allowed to just leave the Tribe. Retire to a Soft Tribe, yes. Drop into Pony status, yes. But they can't just quit and go home. That's why most Families only bring new recruits to an Equinox once they know they are going to work out. It's no coincidence so many childe get their Tribe names there, during big parties (see Earning Your Tribe Name, below, for more on Tribe names.)

Overall, then, a perfect candidate for joining the Tribe would be a young man or woman, around 20 to 25 years old, with no intimate social ties and a slightly fringe view of the world. They may have fairly mundane beliefs, but they will be mostly independent in thinking, and emotionally strong enough to cope with stress and being alone. They will have some form of useful skill which their particular Family values, and will fit in somewhere in the Family's social network. The candidate will be healthy and stable enough to keep up with whatever tempo his Family expects, and smart enough or dedicated enough to learn from the other members of the Family the skills he is missing. Finally, he must be someone that meshes well with the personality of the other Family members. He doesn't have to be the greatest guy in the world, but if he's an abrasive asshole, then his Family has to be cool with that. The Tribe will recruit people who aren't ideal candidates, but the less the recruit fits in, the harder it is for them to be successful, and the more of a drain on their Family they become.

The perfect recruitment starts with someone in a Family recognizing that a certain citizen might make a good Tribal. This might be because the Tribal is attracted to them, or shares a background or belief system with them, or because they notice Tribal-like behavior in the citizen (questioning authority, defending the weak, and culture jamming are good examples.) The Tribal then goes back to her Family and asks for permission to start an approach to the citizen. There's some discussion, which can range from hours of extended and well-informed debate to "fuck it, sure." At that point, the Tribal works a way to spend some time with the candidate in an appropriate venue. At first, this will be short friendly brushes with the candidate, slowly working toward more serious and involved interaction. Once the Tribal feels like she's established enough of a rapport to begin a serious recruitment, she begins bringing other members of the Family around in ones and twos, introducing the candidate to her friends, and working to slowly expose him and them to each other.

During this phase, the Tribal is pumping the candidate for personal information and feeling out what their beliefs and goals are. If at any point in this stage, any of the Family members veto the recruitment because of concerns that can't be resolved inside the Family, the Tribals will break contact and walk away. If they have to stay in the area, then the Tribal who originally made contact is expected to snub the candidate, driving them away as quietly as possible. If, as sometimes happens with Tribals who have fallen in love with the candidate, the Tribal doesn't want to quit seeing them, then she has the right to use her Feet and try to find another Family willing to take both her and the candidate in. Otherwise, she's left with the choice of retiring Soft Tribe, or becoming a Pony and trying to make it Up Top with her new lover. This rarely works out well; there's a reason Tribals who do this are called Romeos or Juliets.

On the other hand, if all the Family members agree the candidate is cool so far, and might fit in, then the Family moves to the next stage. The love-bombing begins, as Family members begin visiting at all hours without warning, hanging out with the candidate and involving them in whatever social activities that Family enjoys. At some point, they'll begin to place their new member into situations where the candidate is being subtly tested for their reaction to Tribal lifestyles. Two same-sex Family members might start making out in front of the candidate, a Family ripper might pick a fight with some bike gang members to see what the candidate is going to do, or the Family might go on a communal party binge. At no point are the War, the Tribe, or the Bloats mentioned; these tests are merely to see what the candidate is capable of, and will not usually involve much risk. If the candidate balks, the Family backs off and re-discusses the recruitment. Again, if the decision is made to stop the recruitment, the Family clears off without goodbyes or explanations.

Assuming the candidate has made it through all these hurdles, he probably still doesn't know exactly what is going on, but he will eventually figure out something is happening. If he confronts the Family, they will stall him until the entire Family can be there, and then give him an ultimatum. They will tell him they can show him what they know, but once they do, it will change his entire life. They will play up the mystery, and the risk, and they will make damn sure he understands this is serious business, and a point of no return for their relationship. Finally, they will give him the choice: stay in your world, and be safe and happy, or come over into ours and stay with us, and your life will be dangerous, but meaningful. Thanks to a certain movie, this has become known as taking the blue pill. If the candidate asks to leave, that's it; he will not be approached by that Family again, though they may pass on his information to other Families in need of members if they really feel the candidate belongs in the Tribe. Those few candidates who have been given a second chance are rare; they must be very special for Families to take the risk. If the candidate says yes, then the last step is always the same.

The Family takes him to find an Outsider Host, and then they attack it, peel it open, and let him see what they really are. If he survives the encounter (most do) then they explain things, help put him back together emotionally, and take away his name. Now he's a brand-new Tribal, and his name is Childe until he earns a new one.

BASIC TRAINING AND THE RULE OF TWOS

I guess the most annoying part about trying to learn all this stuff is that, as a former quarterback, I'm used to calling the shots, not taking orders from the team. And it isn't like I had a great natural aptitude for field-stripping a Colt or wiring up pipe bombs, you know. But Gore and Viper are always telling me it's about trying to keep up as best you can, and not worrying about getting everything right the first time. And I have to admit, they do make training fun. I got a real rush out of Tribal hide and seek.

So now the new Tribal is sitting there with her new Family, and is probably healing wounds from an encounter with an Outsider Host. She's freaked out, and now she can't use her citizen name anymore, and everyone is all giddy and excited because they have a new member. What comes next?

Until the childe has earned a name, she is a minor in the Family, treated like a real child would be as far as rights and responsibilities. On the one hand, she has no rights, and anyone in the Family can order her around as they see fit. In most Families, this is pretty mild; cleaning guns and cooking dinner and not giving lip to other Tribals when they are teaching her something. It's very similar to being the new prospect in a bike club. In a few Families, this can descend into hazing, and get unpleasant, but it's rare; a Family that treats its childe like shit will soon no longer have that childe, as other Families with nicer reps will poach them away. Many Families feel no guilt in stealing away a childe from hard-ass Families; it's generally accepted that adjusting to life as a Tribal is hard enough without the asshole brigade weighing in.

On the other hand, the new childe also has no responsibility other than to learn how to think and act like a Tribal. Every other member of the Family is expected to look after them, to take care of them, and pass on as much knowledge as possible as fast as possible. It's a bit like drinking from a fire hose; the second the Family gun person is done teaching you how to strip and clean a pistol, the shaman is teaching you about the loa and minor rituals. At first, the other Family members will bombard the childe with every skill they know, until the childe shows an aptitude for one or another particular job. At that point, everyone but the Family's experts in that field will back way off and allow them to train the childe more deeply in what he needs to know about his new role. They're still there, though, giving advice and tips, and telling stories about things that have happened to the Family in the past. While the gun people are teaching the childe how to hit the target every time, there's a hooting, laughing, cheerful rogues' gallery of Family members offering encouragement and gentle ribbing from the sidelines.



The day-to-day life of a new childe is busy from start to finish, with little time off unless every other member of the Family is relaxing. Although it's not advertised, most Families give their childe more food and shelter and attention than the other members get; after all, they're still soft and pudgy and prone to shock. A childe also is never given any tasks that are vital to the safety or survival of the Family. No standing guard or hunting of food, not without escorts who are actually responsible. It's not unlikely that the childe might be sent on such tasks and think he's alone, but there will always be someone to catch his back if he fails. Families know their success involves everyone.

The childe's first watch will have another Tribal sitting somewhere close, keeping the actual guard. A childe tasked with hacking into a computer to shut down a site's security won't know that the tech rat al-



ready did it an hour ago. And the rest of the Family closely monitors a childe's condition; if he is hurt, or tired, or emotional, he's going to get care right away, and sooner than the other Family members would accept help themselves. And there will be much more downtime for Families with a childe than normal, since the new member will need time to adjust to the schedule and the rigors of Tribal life. Many Families will actually stop fighting the War for a while until they feel their childe is ready.

A childe isn't asked his opinion on any Tribal matters or decisions at first, and is expected to listen and learn until he has shown he fits in. Once the Family has begun to feel comfortable with a childe, sooner or later during a discussion, the Mother or Father will turn and ask his opinion, often without warning. This is a sign to the other Family members that it's time to start thinking about the childe's new Tribal name. Many a childe has been confused when everyone in the Family starts grinning and patting her on the back when she gives her opinion on whether they should cook rat stew or go steal some pizza. The childe doesn't realize what's happened, but the Family does.

One special thing also happens, that the childe will have explained as soon as possible. In the Tribe, most Families observe the Rule of Twos. It's not required, but years of fighting an enemy who can infect you and turn you into one of them has led smart Families to follow it: no one is ever totally alone. No matter where you are or what you're doing, there is always at least one other member of the Family in contact with you. It may be by radio or phone or binoculars, but someone always has an eye or ear on you. This keeps Outsiders from grabbing a Tribal and taking over their body. Since it takes several minutes and is loud and messy and hard to conceal while it's happening, the Rule of Two prevents most of the potential for infiltration by Outsiders. It's not perfect, and it has failed on occasion, but it's a good idea overall. Soon in his Tribal life, the childe gets paired up with one or two other like-minded Family members whose job is to watch over him for just this reason. When he gets accepted as a full Tribal, he'll get to pick who he pals around with.

The childe will be trained constantly on every skill the others think he needs, and drilled constantly until he can perform to their satisfaction. The more warlike the Family, the faster this is completed. While training on the physical skills, the childe is also absorbing the history and culture of the Tribe, the specific values of the Family, and the two most vital lessons all Tribals learn when they are new: the Tribal Code, and the secret language known as Slam.

If you want to play a Childe, there's an advanced playbook later. If someone in the group IS playing a Childe, remember this isn't an excuse to be bossy assholes. The Childe has the right to use their feet if they ain't happy, and so does the player...

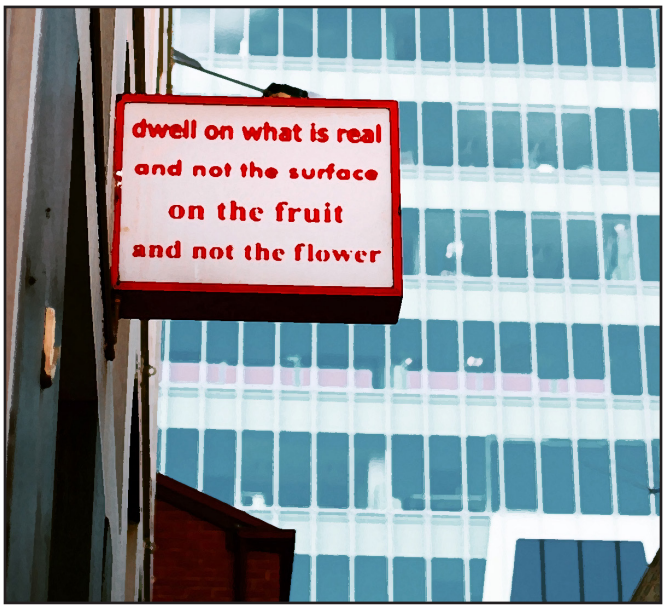
TRIBAL BELIEFS AND THE CODE

The Code? Umm, yah, okay. Lessee here. One: Kill Outsiders. Two: Adults fuck the way they please. Three: Don't kill anyone ain't got it coming. Four: If you don't like it, use your Feet. Five: Don't talk about Fight Club. Oh, crap. Uh, Six? Something about whacking other Tribals. I think there's, like, six or seven more. Hell with it, you only need the first four anyway.

For an organization dedicated to a war that may or may not be unwinnable, the Tribe has a very lose style of operation, with very little agreement on the details. There's very little in the way of over-all mythology, and everyone has the right to believe what they want so, to cut down on the amount of argument, there are very few things Tribals must agree with, or believe in. In general, there are a few facts all the Families agree on, and they have been brought together into an informal set of guidelines set down by Grandfather at Equinox over thirty years ago. The wording varies from Family to Family, and everything after the first four is optional, but if you ask any Tribal what the Tribe is about, this is the closest to a definite list you're going to get.

1) The Tribe is at war, and no one else can do what we do. Every Family moves the War; how is up to them.
2) Whatever a consenting adult does in private with other consenting adults is their own damn business. In public, it's everyone's business.
3) Innocents are not to be hurt unless there is no other way to do business. We are saving the world, not destroying it. Anyone who intentionally hurts a child dies.
4) Each Tribal owns his own body, mind, and soul, and has the right to defend it. Nobody has the right to hobble you. Everyone has the right to use their Feet.
5) Die before betraying our secrets. Kill to protect them if there's no other way.
6) Tribals don't kill other Tribals. If you can't work it out, challenge, or use your Feet. All challenges to be decided by the Mother or Father. Family to Family challenges decided by a neutral party.
7) Trust in your brothers and sisters, and get their back in all things. Tribe before self, self before citizen, citizen before suit, suit before Bloat, never the Bloats.
8) Everybody gets what they need; don't take what you don't. If you have personal kit, let others know, and they have to stay away from it.
9) Never challenge the Mother or Father of your Tribe in time of war. There's plenty of time to talk after battle's done.
10) In the essentials, agreement. In the rest, support.
11) Enjoy what you can; it's a short ride.
12) Don't talk shit about what you don't know. Let the experts speak, and keep your own counsel if it isn't needed. Some secrets should be kept.

You'll notice there aren't any explanations attached to these; none is given, and every Family makes their own minds up about what they mean. For instance, most Tribals believe the first part orders them to attack Outsiders whenever possible, but Soft Tribes view providing rest and comfort to Tribals in need as moving the War. In the second part, the line about being in public is meant to reduce friction between Families with differing views on alternate lifestyles, but some Families also interpret it as a call to keep from acting too Tribal in public. The line about children in the third part was demanded by Honeychild, Grandfather's lover; it has been part of the age-of-consent debate in the past. Part five can be interpreted as a call to righteous suicide, despite Grandfather's adamant opposition to that. He also pposes mercy killings, but once something's out in a chaotic group like the Tribe, it's hard to put it back in the bottle. Part eight is another bone of contention; the lax rules on personal property are a problem among new Tribals not used to having their stuff pawed through. Some interpret this as a call not to take citizens' belongings either, unless truly needed, ut most take whatever isn't tied down. Part nine had to be added early on, because many of the early Tribals knew as much as their leaders about warfare, and disagreements on tactics were common. It's become pretty much accepted now. Part ten is continually drummed into the Family's Mothers and Fathers every year at Equinox; it means that all Tribals must agree on the important stuff, and should stay out of each others' way and be cooperative on the rest of it. If Families could all agree on what was important, that would work much better than it does. Part eleven is simply a call to remember to de-stress occasionally; it used to be higher up on the list, but Grandfather realized other stuff was more likely to be forgotten. Most Families have no problem finding excuses to blow off steam. No one can quite agree on what Grandfather meant about part twelve; he added it at Equinox a few years back after a really nasty war council left two Families at each others' throats. He's never explained (but see the Busted Appendix if you want to know the Big Secret.)







SLAM: TRIBAL COMMUNICATION

Doing pretty good there, troop. Now I want you to tell Mojo that you see four Bloats in a yellow car across the street, and that Faro is going to shoot them. Umm, okay, dear, that's the sign for HIDE, not FOUR, and that last bit you did means exactly fuck-all. It's okay, honey, we all had trouble with it when we first learned. Now watch me, and try it again.

Just as all Family members are expected to be able to carry their own weight, and to know the way they are expected to live, all Tribals must also learn the secret set of code words, slang, and hand signs known as Slam. Slam is designed to be used in front of citizens without allowing them to know what is being said. Most of it is simply slang, or terms citizens wouldn't understand, but every term in Slam also has an associated hand sign which can be used by skilled Tribals to speak by sign without others knowing they are even talking.

As mentioned above, Slam is a living language, so it has some limitations. First, it changes from Family to Family, and over time, so there is no guarantee two Tribals can make themselves understood just because they both speak Slam. Second, it is made for communication about urgent and immediate concerns, not as a substitute for a full language. There are large gaps in its vocabulary; as an example, there are six different ways to say kill, but no way to say peace. Tribals get around this by frequent use of the word no, attached to other signs. A third concern with Slam is that it isn't particularly robust or safe from prying eyes, and could be easily cracked by a dedicated attempt by an enemy. For this reason, Slam is usually reserved for private signed conversations around citizens, or when Tribals are alone together.

The big advantages of Slam are twofold. It helps to bind Tribals together, by reemphasizing their difference from the citizens around them. Also, when used by two fluent speakers who are ubtle, the Tribals can co-

ordinate plans in front of enemies without ever tipping them off that something is about to happen. They might look like they've been attacked by fleas, but they'll get the message across. (You can see an optional move for using Slam in the Busted Appendix.)

At Equinox every year, all the Family tellers (see Chapter Five) get together and attempt to relearn all the changes in Slam between Families. This is a difficult and inexact science at best, but it's worked all right so far for forty years, and no one seems to want to change it.



EARNING YOUR TRIBE NAME

Why did we take away your name? Well, when I was Up Top, I was John Carrell, but my friends called me Johnny. When I joined the Tribe, I lost my name, too. It helped remind me I wasn't that person anymore, and it motivated me to do well as a childe so I could get a name back as soon as possible. It also reminded all the other Families we met that I was new, and that there were things they shouldn't say in front of me. I was scared I was gonna get saddled with something stupid when I finally earned a name, but I'll tell you what, I'm damn proud to be Zero. Means something special to me.

As soon as the childe has established that she knows how to be Tribal through following the Code as interpreted by her Family, and how to actually communicate through a working knowledge of Slam, and as soon as she has been asked her opinion as discussed above, the Family gets together secretly to pick the new member a Tribe name. This is a short nickname which will have important meaning to the Family and the Tribal, and is always significant. Although a few Tribe names are nothing more than descriptive such as Big Red (for a tall redhead) or Gadget (for a tech rat who builds a lot of stuff), most have stories attached, representing something special the Tribal did as a childe that impressed the Family. These names can sound silly, but they are never meant as an insult or joke unless the childe themselves created the joke. As an example, if you run into a Tribal named Goofy, it's going to be a story he will enjoy telling. The most common Tribe names are deliberately obscure; in a way, Families compete for the best names, and every Tribal who hears a name they think is particularly cool is going to know there must be a heck of a story in it. Fork may have killed an Outsider agent with a fork, Bach may have scrambled a computer security system with a tape of music by Bach, and Morning may have stayed on watch protecting her injured Family all night until the sun rose. Telling other Tribals what your Tribe name means is an important sign of trust, and Tribals are not supposed to ask directly for the story, though they may imply they'd like to know ("Rotten? I'll bet that was an interesting story.") The second a childe receives this name, they are said to be reborn Tribal, and that day becomes their new birthday. An immediate party is always appropriate; see below for how Tribals party. Most Tribals will never use their citizen name again, and refer to the Tribe name as simply a name. With a name now, the childe is a full Tribal, with all the rights and responsibilities that entails. It's an immediate change, without switching gears. One second, you can't give opinions; the next, everybody wants them.



POPULAR ALTERNATIVES

Me and Zander? Yeah, we've been together for a few months. We met when I was cruising around Freesystem looking for other people who were interested in the ancient Mayan calendar countdown. After we met in the Real, we sorta clicked. It's been a lot of fun. Before, when I was Up Top, my mother was always harping on me about how I should wait until marriage, that sex was only for making babies, what good girls do, that kinda junk. I was twenty-two, for God's sake. I look around at other Tribals, and I wonder sometimes if they all had the same kinda crap from the people who "loved" them. There's Bunco smoking a bag of weed a day, and Cherish with her whole goth-nun fetish, and Micro and his militant Vegan-ism, and Sink and Edger and Joker, with whatever you call three people sleeping in the same bed. I guess in the Tribe it really does take all kinds.

It's already been mentioned that many Tribals hold alternative beliefs or lifestyle choices. So the question may arise, what does this mean in your chronicle? What sort of people are in your Family? And what kind of behavior can you expect to see in other Families?

Short form; whatever the group sees as appropriate. Families form by popular consent, and if someone in a Family holds to views that others don't feel comfortable with, someone is going to use their Feet. In the same way, if the Tribe as a whole held on to some sort of belief the vast majority of people find offensive, it wouldn't survive very long. So the right answer for your game is that the Tribals have whatever beliefs you and your players all feel comfortable with.

There is a longer answer. There are a lot of different "alternative" belief systems, and in the default Tribe, you're going to find them all. A short list would include homosexuality, bisexuality, transgendered folks, polyamory, polyandry, fetish play between consenting adults, libertarian-ism, belief in alien abduction, leftist leaning, right-wing militia, born-again Christians, Muslims, Jews, Gnostics, Arisians, conspiracy buffs, agnostics, atheists, humanists, objectivists, transhumanists, animal rights activists, gun nuts, survivalists, Rainbow people, hippies, veterans, bikers, gamers, geeks, dorks, radical feminists, culture jammers, activists, and any other form of belief you can imagine someone might feel very strongly about and yet not be accepted by the mainstream. Hell, there are even a few Republicans.

There are some alternatives the Tribe won't put up with because they violate the spirit of the Tribe. Hate groups or groups which specifically target others' beliefs are not tolerated. This means there are Wiccans in the Tribe, but no Satanists (at least, not publicly), because Satanism is by definition a disavowal of Christianity. In the same way, straight edge is allowed, but not skinheads. Also not allowed are any beliefs or practices which are violations of the "consenting adults" rule. Rape and pedophilia are not only frowned upon, but rigidly punished, usually through execution. Stranger philias, such as bestiality, baby or pony play, hardcore sado-masochism, and consensual adult-to-adult incest, have been known to occur very rarely, but only in the most fringe of Families, and are kept very very well hidden by those Families who indulge them.

In general, these types of strong squick factor beliefs shouldn't show up in your game unless everyone is cool with it and it somehow adds to the story, but they probably exist in the Tribe somewhere.

Almost any political or religious "-ism" is allowed, and probably common. It doesn't matter what faith or political views you have when you join, it's all good. Again, everyone is expected to keep their hands to themselves, and that includes religion and politics. When Families meet, they may talk about their views, or they may not; no one is ever forced to believe or discuss what they believe. The democracy of the Feet rules. When in public around other Tribals, the Code requires everyone to respect each other, even if they don't agree on all the details..





THE SECOND ENEMY...

Let me be very clear with you, Mister Orlando. The book I seek is one of only four tomes which list the Ritual of the Falling Sun. It is written in ancient Aramaic, and three of the four copies are in private custody. The fourth copy is in the Vatican's Black Library. Are you certain you can pay this price for my involvement?

Among the Tribe, there is a great deal of argument over the level of threat supernatural creatures pose to humanity. Products of the Signal's affect on mortals, all of the supernatural creatures which exist appear to be somehow related to humanity's own fears and weaknesses, the mystical manifestation of the sins we commit. Each supernatural creature is directly descended from the times before recorded history, when the world was rich with magic. Although they originally lived side by side with humanity, and had purpose in the world, humanity's turn away from magic and toward science has lessened them, forcing them to survive by preying on mankind, seizing places for themselves where they can hide and tell themselves they are still relevant in a world that no longer believes they exist.

While a breakdown of every single magical or psychic being in the world would probably be impossible, they can usually be grouped into seven vague origins. These are vampires, shapeshifters, death-touched, the Hungry, Nephilim, constructs, and the Fairy Folk.

There are so many different vampire legends that almost anything can be said to be true about them. Are they afraid of crosses? Maybe. Garlic. Sure, why not? Handful of rice scattered on the ground stops them moving? Might be, who really knows. Whether they are old monsters with thousands of years of experience, or modern-night bloodsuckers out for fun and frolics, the vampires represent the sin of Gluttony in mankind. Never satisfied, never full.

The classic shapeshifter, the werewolf, is a beast made man, the horror of the anger inside us all. Killing machines, angry beyond self-control, they can be dead-

ly and tireless hunters, or unstoppable machines of fur and talon. Either way, they crush bones and tear flesh at the slightest provocation, and their jealousy over the wild spaces they call home are legendary. They are the representation of Wrath in all its forms.

Death comes to all mortals, and the fear of death is a serious motivator. The Death-touched are those who have either died and returned of their own free will, or been pulled back to life by immoral magics. They can be murderous revenents, or mindless zombies; they represent the sin of Sloth.

The Hungry seek answers and power from mystical sources man wasn't meant to know. Their hunger for power leads them down dark paths and frequently into performing increasingly wicked deeds to expand and protect the powers they have. Mages, students of forbidden cults, and those who seek to extend their minds into other realms, the Hungry represent the sin of Pride.

Supposedly descendants of the angels and demons who once walked the world at its creation, the Nephilim are the forgotten children of those powerful beings. The faces of their creators are turned away from them, and the now exist alongside mankind as both corruptors and self-appointed guardians. The represent the sin of Greed, offering mankind access to powers they should not have in return for painful and deadly service.

Sometimes, those with the power to do so experiment with the creation of life from nothingness. By building themselves a "perfect" being, they hope to achieve what no one else has. Unfortunately, the complexities of this task are beyond mortal and immortal minds, and the resulting constructs are half-human monsters assembled from spare parts and dead flesh, maddened by their own imperfections. They represent the sin of Envy.

Finally, there are the Faerie Folk, dwellers in a realm still connected to ours by tenuous threads of magic. Their world is dying by inches, and they hunger for their lost glory days when they ruled over mankind with a velvet glove. Unable to be trusted, they are capricious and fickle, in thrall to their basest desires. They represent the sin of Lust.



...AND DANGEROUS FRIENDS

No, I don't mind vampires being in the Tribe. Most of them get Sealed, so they aren't feeding on us, just the bad guys. It's the werewolves that scare me. They get mad and, bang, people die every time. And the ghosts, with all that creepy "I-was-dead-and-now-I'm-back" thing. They make me nervous just being around. I've met some Genuines, though, and I'll tell you what, they're a bunch of hate-mongering bastards in my opinion. I mean, kill all the supernaturals and purify the human race? Come on, might as well be skinheads. Still, I don't want any werewolves in MY Family.

A major example of the types of trouble that can arise in a culture where everybody has the right to make up their own minds about things is the presence of the supernatural in the Tribe. No one disagrees that magical rituals, charms, and talismans are vital weapons in the War; the Outsiders have few defenses against magic, and tend to fear mages and sorcerers for that reason. Almost every Family has at least one shaman and many Tribals learn minor rituals. But the problem is that Tribals can't seem to agree on whether other supernatural creatures are allies, citizens, or a second front in the War.

The typical reasoning goes like this. Grandfather formed the Tribe to save the world from destruction. Therefore, Tribals are the good guys. Therefore, it is their responsibility to protect humanity from threats. Any threats. Vampires and other supernatural creatures are often digging into human affairs, and citizens can get hurt by their power plays, as well as their need to feed on mortals. This means supernatural creatures are a threat. And that means the Tribe should fight them, too.

The problem is that Grandfather has several members of his Family, and of the Stone Tribe, who are supernatural creatures of various kinds. And when you're facing down a tentacle-popping acid-breathing death monkey Bloat, having a pissed-off werewolf on your side of the fence can be very helpful. No one is really sure why Grandfather hasn't made another modification of the Code to address this problem, but there are theories. One set holds that he is trying to finish with the Bloats first, and then will get down to the business of purifying everything else. Another set believes that supernatural creatures are like citizens; they make their choices and become good (and therefore acceptable) or bad (and therefore legitimate targets) because of them. And a third opinion is that Grandfather hasn't addressed it because he doesn't think of supernatural creatures as being an important concern overall, and so is allowing each Family to make up its own mind.

As a result, some Families will take supernatural creatures in, and some won't. Of the ones that do, werewolves are popular, but not always trusted, since their temper can cause problems. Vampires run a close second, with the others less common. Families which take in supernatural creatures require them to go through the ritual of Sealing at their soonest inconvenience (this allows supernatural creatures to be played as advanced playbooks, listed in a later chapter.) In all cases, though, it is commonly agreed that the "consenting adults" rule

also protects supernatural Tribals from reprisals by other Tribals who wish they weren't in the Tribe.

What this means is that the MC is free to allow or disallow supernaturals into his game as he sees fit, while still being free to use them as allies or enemies when desired. Aren't I swell?



USING YOUR FEET

When I first was Reborn Tribal, I was part of Papa Skeeter's Unwell Hellions. They were Hard Tribe through and through, always moving. After a while, I got tired of the constant fighting, and all the blood. I got hit bad three or four times, almost died once, and figured I better slow down a bit. When we ran into Mother Jasper's United Front Road Family, I used my Feet as soon as she said she'd take me in. The travel is great, and the tempo's a little slower. We spend more time researching who we're going after, and less time in shoot-first-shoot-some-more mode. Makes for a better survival rate, let me tell you.

Inside the Tribe, there are literally hundreds of Families. Classifying them is difficult, almost impossible, but in general, there are some accepted categories that are used by Tribals to describe the general sort of activities they get up to when moving the War. There is no hard and fast rule for what a Family can or can't do, and many Families go through a sort of evolution from one type to the next over years or people coming and going. Families do use these terms to refer to themselves, as a way of advertising their specialties; this makes it much easier to determine if other Families in the area can actually help you when you have a problem.

The key thing about Families is that they stay together or fall apart because of the personalities involved. When everyone in a Family is clicking away the same direction, the amount of interpersonal friction is very small. Families that have members who all agree on basic goals and ideals, and who all respect each others' life choices, can be very successful. But if a Family member gets out of sync with the others, the friction begins to build. Trust gets eroded. Tempers flare. Things get ugly. Much like in a real Family, this can cause a total breakdown in the relations between Family members. And that can cost some or even all of the Family their lives.

When the Mother or Father of a Family notices the signs of stress and friction between two (or more) members, they will often get involved as early as possible. Heading off trouble before it breaks the Family apart is crucial. If there's no way to calm people down or ease the issues, the Family will have a sit-down and try to hash things out. If that doesn't work, then someone is most likely going to leave for another Family where they fit in a little better. This is referred to as "using your feet," the best way a Tribal can express their dissent without becoming marked as a trouble-maker. Every Tribal has the right to use their feet, without any warning, for any reason they feel is important enough to leave. Only if a Tribal begins leaving multiple Families in a short period of time does the Tribal have any serious difficulty or pick up any kind of negative reputation.



SURVIVAL: THE HOMELESS CHIC

Okay, okay, babydoll, that is SO not gonna work. First, you can't wear that flimsy little skirt where we play, or you're gonna end up buying stock in Band-Aid brand. You need some leather or denim covering the four points of contact, honey, so's you don't end up bleeding to death from road rash. I do love the fedora, it's sweet. Here, throw on this jacket I lifted from the Gap, and you can change out the pins if you want, make it more you. Now, hurry up, we gotta get to the Tastee-Cake before they toss the day-olds in the dumpster, or the homeless guys will scarf them all.

Life in the Tribe can be hard. There's an active alien conspiracy trying to kill you, the local and Federal authorities don't believe it exists and are trying to run you to ground as a domestic terrorist, and you can't use any mundane forms of support because you're in hiding your whole life. As a result, Families tend to live in ways we as modern citizens would find distasteful at best, and horrifying at worst.

Tribal living conditions vary to extremes. While no Family is living in a Hollywood mansion for long, it's not unknown for Families to squat in luxury surroundings if they can get it. On average, a Family stays wherever it can pass for a local, and wherever it can stay hidden. This means a lot of flophouse hotels, car parks, motels, abandoned buildings, and short-term leases. When a Family has the money, they'll spring for a real live building to sleep in; they like showers, soft beds, and clean water as much as the rest of us. However, they'll pack as many bodies into as few rooms as they can get



away with, for economy and safety in numbers. When there's not much cash, it's abandoned buildings and old warehouses, or the local campgrounds. No cash? Condemned properties, public buildings that don't close at night, steam tunnels under a city, or sleeping in groups on the street like any other homeless person.

When a Family is living cheap for a long time, they'll usually identify a safe place they can claim as their own, and begin fortifying it. These places, called holds, can be in almost any location the Family can isolate and keep out of site; some of the most popular are literally underground, and turn into labyrinths of tunnels and traps. If you've seen it in a post-apocalyptic movie, chances are the Tribe has someone living that way. For ideas, look up the Mole People of New York City, or just let your imagination run wild with what you could build with time and motivation and a two-hundred foot length of abandoned sewer.

Once housing is secured, it's time to think about food and water; every Family works to secure them as soon as possible. Fresh food and clean water can be a luxury in a Family living cheap; like most homeless people, Families on the run or in deep cover will eat whatever they can find, out of dumpsters, stolen from storefronts, or hunted up from urban animals like rats and cats. (Because of the number of feral animals in cities, especially cats and dogs, they are common food animals in the Tribe when times are hard. There is an annual competition at Equinox which horrifies the animal lovers: best dish prepared from cat. If this offends you, spay or neuter your animals.) Water will be siphoned from drains or piping if needed, though it's usually easy to walk into a restaurant restroom and fill a couple of jugs from the sink. Since impure food or water can cause serious health concerns, the Tribe teaches quite a few survival techniques for purifying what they eat and drink, and most Families can get a quick distilling plant and still running in no time at all.

Being that the average Family has quite a few high-tech toys they use daily, power will be a concern as well. Fortunately for anyone with even a little knowledge of electronics and wiring, it's painfully easy to steal power in an urban environment as long as you keep your load small. Families with holds that have been in place for months will often have full lights and power, just like an urban residence, because they've tapped into the city's grid and are stealing power straight from the mains. With smart usage, and a clever selection of grid to steal from, this can be sustained indefinitely. For other Families who aren't staying as long, portable gas generators or hooking up to a citizen's house power are options. If a citizen's electric bill suddenly doubles in one month, it's a good sign the Tribe is in town.

With the basics covered, Families begin branching out into comfort items pretty quickly; they are human after all. Bedding, furniture, and entertainment will all come up, and how each Family handles them is a personal decision. Families in a hold will have showers of a sort, private sleeping areas, and even a small garden for medicinal herbs, fresh fruit and veggies, and dope (if they're into it.) Hard Tribe may have a beat up set of camp beds and some books on tape or a battered ebook reader that gets passed around. Road Families go with sleeping bags and portable TVs, often with jury-rigged game machines attached.

And jury-rigging is the way to go with the Tribe. Every day, people throw away thousands of things that Tribals then fish out of the garbage and repair. Right now, somewhere, Tribals are watching the evening news on the 24-inch tube TV set you tossed when you







got your new 56-inch plasma. If Tribals can't buy it, steal it or build it, then they do without it. As urban homeless, they've learned that many of the things we take for granted are not essential to life or happiness; anti-consumerism is big in the Tribe.

The reuse and recovery of other people's discarded belongings and the disdain for consumer citizens has developed into a particular style the Tribe calls homeless chic. Clothing tends to be well-worn, and a mix of many different older styles. Thrift stores and costume shops are major sources of "new" clothes, and the resulting fashion has been described as cowboy ren-fair goth fatigues. Leather is very durable, as are military-issued uniforms, making them very popular among older Tribals. Younger Tribals tend toward club-kid attire because it allows them to mingle with young citizens at parties and not stand out too much.

Tribals love to accessorize with trinkets, buttons, pins, and patches, often espousing radically conflicting ideas or statements. It's particularly popular to use well-known corporate or cultural icons in ways that would offend citizens; a currently popular Tribal visual joke is to wear a peace sign upside down, or, barring that, to steal the hood ornament off a Mercedes. An upside down set of golden arches with "ten million shivved" is also a big hit. Pins saying "You're with stupid," "smile, everybody dies", or targets with a big "don't shoot here" are also popular. In general, footwear is one place no Tribal skimps; it's an individual choice whether to wear sneakers (so you can run), soft-soled shoes (for silence) or combat boots (for fighting.)

In a nutshell, a Family which has set down roots will tend to live in a communal version of the Middle Ages, hiding under the surface of a modern city. Families on the move take what they can get, and are pretty satisfied with that. Almost all Tribals will binge on goodies like fresh or hot food, good booze, or new toys when they get the chance (see Downtime, below.)

THE FICTION OF PRIVACY

Listen, childe, I know you're new, and you don't have a clue how things work here, so I'm gonna help you out. Here's the Tell: YOU know that Day and Raider are sexing up behind that curtain. I know they're sexing up behind that curtain. THEY know we know they're sexing up back there. But we're all gonna carry on as if nothing is going on, because we ain't got the money to get a house to live in, and this old trailer is the best we got, and someday, when it's your turn and you wanna get a little honey, we're gonna do the same carry-on for you. Now pass me that roll of toilet paper, will you?

Partially because of the Rule of Twos, and partially because of the close quarters in which Tribals live, there is an inevitable breakdown in the level of privacy you can expect among Family. It's accepted that your personal business belongs to the whole Family; what happens to one, happens to all. Keeping secrets from people you spend every minute of every day with becomes very difficult.

This lack of privacy is physical, as well. In cramped quarters, and under guerrilla war conditions, everything from getting clean to using the bathroom happens in the view of others, and Tribals learn very quickly to turn away or become selectively blind when someone needs a little personal time. Small fixes are common, such as hanging sheets or leaning cardboard against the wall to create smaller semi-private areas in a room. At night, Tribals get used to the sounds of sleeping people, and those who have been Tribal for a long time can sleep straight through their Family snoring, yet wake instantly at the sound of shifting floorboards downstairs.

Lack of privacy leads to a breakdown in the normal citizen view of socially acceptable behavior. Nudity and light sexual playfulness are just another part of life, and few Tribals feel embarrassed when they stumble upon their friends making out. Most couples take anything more involved somewhere behind closed doors

or curtains, and many Families will just politely ignore whatever noises come out; Tribals get quite adept at being quiet enough to "play" without offending anyone. They are also smart enough to behave themselves when around Family members who are easily offended. When Tribals are relaxed and feel safe, they tend to party pretty hard (see Downtime, below.) A citizen observer could be excused for thinking he was at a high school make-out party, seeing couples (or more) in clinches all around the room, darting behind sheets or under the covers as things heat up.

This is not to say Tribals are all over-sexed rut-monkeys. In fact, most Tribals are involved in committed monogamous relationships, and want their privacy just as much as the rest of us. But, in a wartime environment where everywhere is the combat zone, they learn to take what they can get when it's there. Those Tribals engaged in non-standard relationships (polys, LGBT, swaps, fetish) tend to be in Families where their particular lifestyle is openly accepted, anyway, so it's rarely really a problem. In general, the earlier a person was admitted to the Tribe, and the longer they've been Tribal, the more likely they are to have very loose ideas about sex and nudity taboos. Among Firstborn, sex is seen as something to do for fun, and bears little or no social restriction at all. As a result, reliable birth control is seen as an essential for any Family with sexually active members.

Brand new Tribals can tend to get overwhelmed by this devil-may-care attitude toward sex and privacy. They tend to either freeze up and be painfully embarrassed, or to go on a short-term binge of experimentation as they act on desires or emotions long suppressed. Either way, after some time, the novelty or shock of the Family's behavior wears off, and soon it all seems normal, and they get back to living life and letting sex be just another part of life.

The advantages of the lack of privacy are that Families build much deeper bonds of trust and togetherness, and that many Tribals have a healthier attitude toward sex and their bodies than most citizens. With sex freely available and, with rare exceptions, not taboo, there's no sexual repression, and no sense of guilt for being who you are.

"You love who you love" is a popular Tribal saying, and most Tribals believe in it totally. The downside to Tribal living is that Tribals begin to depend on that extreme personal connection for their sense of safety and security; some Firstborn have developed neurotic responses to being alone among citizens, and if a Tribal is removed from other Tribals for long, they can take some pretty desperate measures to get back to their Family. Tribals fear very little, other than being taken over by an Outsider, but being alone is one of the most common traumas Tribals face. A common Outsider interrogation technique is to isolate a Tribal and wait for the inevitable nervous breakdown.

The most common Tribal solution to this is suicide.

For MCs, it bears a little warning. Sex is not what this game was written to be about. If your game is degenerating into a "who's banging who" plot-line, then that's okay with me, but you're missing the point. And be careful, because your players may not be as interested in all the possible permutations as you are. When in doubt, draw the curtain on the line of comfort for your players and make liberal use of the x-card.

Of course, like I mentioned in the disclaimer, if you and your consenting adult buddies wanna LARP the good bits, more power to you, you nimble little sex-fiends, you. Just remember no means absolutely no, use birth control, watch out for STDs, and no cameras means no incriminating pictures.



MYTHOLOGY

This is the Tell of how Grandfather asked Coyote to pin back the ears on an annoying citizen what got nosy. One day, back in the Before, Grandfather was stopped by some suit who wanted to know where the paper was for a gun that Grandfather was carrying. So Grandfather in the back of a patrol car, hands cuffed, closes his eyes, and sends up a Call for some help, and along comes Mister Coyote, bored and looking for fun. "Whatcha doin'?" says Little Silver Fur. "Mindin' my own," says Grandfather. "Why you waiting here?" says Coyote, gives a little shimmy shake. "Old Man Badge wants my paper," says Grandfather. "Ain't no fun," he says. Coyote gives two hops and a skip, and cuffs gone, door lock gone. Grandfather gives Old Man Badge a little bop on the noggin and offs with his car. And that's why we make trouble when we can, so Coyote will always know his own.

When Grandfather was a little boy back in the bayous of Pass Christian, Louisiana, he was raised not only by his devoutly Catholic parents, but by his Creole French nanny, Tante Marie. From his parents, he got a rigidly black-and-white sense of morality, and a strong personal belief in doing what is right, regardless of others' opinions or the consequences. From Tante, he got a muddled belief in the power of the *loa*.

For a (somewhat) complete and (relatively) accurate description of what *loa* are, and a general overview of voodoo as it exists in the real world, check out Wikipedia and any of the excellent books and games who address it. Grandfather's knowledge was never good to begin with, and as his first Tribal ritualists converted it into a usable technique for use by anyone, they lost or changed a lot of it. As the Tribe views the *loa*, they are powerful spirits who are willing to assist the Tribe in battle and in life, but the Tribe doesn't consider them deities. Since a Tribal shaman can come from any magical tradition, it's rare for most to hold to any standardized faith in the voodoo way as the most powerful or "right" way. A shaman is just as likely to come from the ceremonial magic tradition, and never once reference *loa* in her workings, as she is to be trained in Caribbean Santeria, and actually worship the *loa* as powerful deific spirits. A Christian believer who learns hides and slips will still be just as Christian, and won't ascribe any particular religious significance to the spirits who aid him. Still, the Tribe has a general pantheon of *loa* they acknowledge, and most if not all Tribals are aware of and occasionally speak to them, although some refer to them by other names. For instance, Tante Marie is often called Saint Mary by Catholic Tribals; the others also have dozens of alternate names. It's up to the MC if they listen, or answer, though there are specific rituals (petitions) which allow direct contact with the *loa*. There are many stories of Tribals who, when in dire need, asked the *loa* for aid, and got some form of answer, even if it wasn't what they expected. See Chapter Four for more on this possibility. There are 13 Tribal *loa*, though no Tribal in their right mind ever mentions the last one if they can help it. The Tribal versions of the *loa* are:

Baron Guede, the Master

The head of the Tribal *loa*, Guede is the patron of laughter, erotic love, and life and death. He is the master of all the other spirits, and chooses to favor those who bargain with him by offering him rum or cigars.

Baron Samedi, the Deathlord

Also known as Baron Saturday, Samedi is the Lord of the Underworld, which he took from his father Guede by force. The two argue and will not support each other; anyone loyal to one will never receive help from the other.

Chango, the Warrior

Sometimes referred to as the Steppin' Razor or the Hard Man, Chango is the Tribal spirit of warfare. He cares for nothing but violence, and calls the Tribe to spill blood in his name.

Erzulie, the Lover

Erzulie is also symbolic of the Virgin Mary, and appears dressed in white, with the blood of her sacred child on her hands. She is the patron of romantic love, family, and devotional sacrifice for greater causes, as well as healing.

Tante Marie, the Protector

As a version of the nanny who raised Grandfather, Tante Marie represents a mother's dedication for her child. She is closely related to Erzulie, and the two are frequently invoked together.

Cachon Gris, the Hungry

The patron of technology as both gift and curse, Cachon Gris (the Fat Pig) is always hungry, and will devour as much as is offered. It is not a smart *loa*, but it is cunning, and has a natural gift for the makings of men.

Maman Briget, the Vengeful

Mother of storms, destroyer, jealous and vengeful lover, Maman Brigit is placated more than called upon. Also called the Bitch Queen, Brigette-Gabrielle, or the Lady of Spiders (apparently because she likes to eat them.)



Petit Bon, the Innocent

The Good Little One, Petit Bon (pronounced petty-bo) is the patron of little children and the innocent, but also of those who play, and those who rest.

Raven, the Messenger

Messenger and scout of the *loa*, Raven rides the winds of the world, and sees all things. He is everywhere at once, and is Legba's chosen, often appearing just before or after Legba has taken an interest in someone.

Coyote, the Trickster

The Trickster, the One Who Laughs, Coyote is the patron of trickery and guile. Where his sister Maman Brigit is the patron of wicked lies told to injure, Coyote's realm is the lie told for a purpose.

Damballah, the Beast

Damballah is the Snake Lord, the ruler of the realm of the dirt, the low and the debased. He cannot speak, for his brother Samedi once cut out his tongue in a jealous rage when he won the hand of their half-sister Erzulie.

Papa Legba, the Keeper of Secrets

The favorite of the Tribe, Legba is the only *loa* the Tribe grants the title Papa to. The guardian of the Crossroads, and the keeper and finder of all things secret or lost, Papa Legba guides those who need to find their way, and bargains at the crossroads for wisdom and skill.

The Tattered Lord, the Betrayer

The final *loa* in Tribal mythology, the Tattered Lord is evil in intent, the patron of destruction and all that is wrong and sinful. His realm is madness, and it is whispered that he is the Duke of Hell.



DISCIPLINE AND DUELLING

You sure about this, Gaunt? Me and the others, we already talked it out, and we agree Tank had the right to take Mossy's laptop after she left. All right, if you're sure. Listen up, troops, this here is a challenge tween Gaunt and Tank over the laptop. Since you is both war-types, and I don't wanna have to tend to one of y'all being all wounded, I say the challenge is which one can bring back a new TV first. Winner gets the laptop, and it's done. Go get 'em.

So in a quasi-enlightened anarchy like the Tribe, how the heck does someone enforce what few laws everyone can agree on? And how is discipline maintained by Fathers and Mothers trying to keep some questionably mature warriors on a leash? Without some form of social controls, not even the most well-meaning society can survive without degenerating into chaos. What happens to the Tribe without discipline?

First, the Code strongly suggests everyone act like adults. Over and over again, Tribals are reminded they can live however they want, as long as they cooperate with their Family. A lot of the success of the Tribe is based on constant self-checking. Tribals don't normally act on their impulses if they think it might upset someone else in the Tribe, unless they feel so strongly about it they can't restrain themselves.

Second, the Code also calls on everyone to get along. Even if a Tribal does give in to an impulse control problem, the other Tribals around her are still bound to the idea that everyone needs to get along. Unless their Family member's fault is truly important, the average response is going to be shrugged shoulders, a quiet "he's an adult," and ignoring the problem until it goes away.

Third, there really is discipline in the Tribe. Mothers and Fathers can give punishments and make rulings on behavior inside their Families, and Family members are expected to cooperate with these rulings, or to use their Feet and find somewhere else to be.

In practice, Tribal punishments are oriented around teaching the offender how to avoid doing the same thing again. A young Tribal who falls asleep on watch will be assigned extra watches under the supervision of an older (meaner) Tribal until he gets it right. A gun person who lets his weapon fail in combat for lack of cleaning now has to clean everyone's weapons, again under supervision.

If a Tribal wrongs another Tribal in a way that doesn't really violate the Code, the Mother has the option of giving the offender an Honor Chain. This is a symbolic punishment that forces the offender to make the offense right for the wronged party in a way that is part of the original failing. For instance, during a fight, a Tribal runs away and leaves her partner behind. The Honor Chain might be for the coward to go ahead of the Tribal he left, and to not leave combat until she does. A Tribal who ate someone else's portion might not be allowed to eat until the other Tribal has finished. Honor chains last until the ruling Father or Mother says they are done; in theory, they even follow the offender into other Families if they use their Feet. These eye-for-an-eye punishments are fairly successful for minor offenses, and almost every Tribal has had at least one Honor Chain in their life. In fact, if the wronged party is good-natured, an honor chain which is successfully completed may actually help to build better friendships between the two parties.

The most powerful and effective discipline, social pressure, isn't really recognized as such by Tribals. If someone in the Family isn't performing as expected, the others in the Family will eventually turn away from them, and the shunned member will either re-conform, or leave. This is never a conscious order by someone, but rather a slow process of becoming progressively more annoyed with the offender until the Family as a unit shuts them out. This can be devastating to a Family, so Mothers and Fathers are usually going to step in long before this point.

When there are situations where either people can't agree that a wrong has been committed, or when the Tribal who feels wronged can't convince anyone to take action, she can challenge the offender. (Interestingly, challenges are also issued between friendly Tribals who simply want to see which of them is better at something.) Challenges are formally run by the leader of the Family in most cases; if either the challenger or the challenged feel they won't get justice, they can ask for an impartial judge both parties agree to. The judge then chooses a reasonable challenge for the two, and outlines whatever rules desired. Both parties may propose whatever they would like, but the judge makes the final determination. Challenges can be almost anything from single combat to first blood between two rippers, to a shooting contest between two gun people, to a hacking contest between two tech rats. Unequal challenges, such as a ripper being told he must paint a better portrait than the Family's facedancer, are usually a sign the Family has a strong opinion on who should win, and is a secret message to the pre-determined loser that he should get over it. The only hard and fast rule for a challenge is that it must be done before witnesses, it must be conducted within the rules set, and once the challenge is done, the winner is right, the loser wrong, and the matter settled.

As always, if the loser doesn't like the outcome, they are free to leave.

If a crime has a victim, and involves a violation of the Code, the Mother has the choice of how severe a punishment is required. The wronged party is always asked what retribution they want, and the Mother decides if it's reasonable. Almost anything can be suggested, short of death or dismemberment; these are the moments that determine how good a leader the Mother really is.

There are certain crimes Tribals can commit which bear no mercy. Molesting a child, rape, and betrayal of the Tribe all carry an instant sentence of death, usually carried out with a quick and bloody assault by the rest of the Family. In most cases, the offender knows they are dead if caught, and has already fled; the Family will warn other Families, and a general hunt for the dead man begun. It's important to get to the villain quickly, in order to prevent them from finding sanctuary among the Outsiders (see the Reavers in Chapter Four.)

MAKING FRIENDS THE TRIBAL WAY

The Tribe? Well, I'm not exactly sure what they are. I know that, a few months back, my old college roommate Thomas shows up asking if I still know where to get my hands on illegal car parts. I passed him along to a buddy of mine who runs a chop shop over in Ensenada. Sure, I can get you the address, just don't tell them it was me gave it to you. Sorry I can't be more help, officers.

Thomas, it's Ricky. You were right, the cops came by asking about you. I passed them toward the address you gave me. You were right, they did look sorta funny. Hey, good luck, bro. Thanks for taking out the guys who hurt Mary. I still owe you. See you on the flip side.

The Tribe survives on its wits, and a tight sense of togetherness and teamwork, but sometimes there's just no discounting the advantage of having powerful friends. It doesn't matter how good at sneaking and hiding you are if the first time one of you gets wounded, you die of a raging infection. Families need access to citizens who are friendly to the cause, even if they aren't able or willing to join in the actual War. So what does a smart Family do if it wants to maximize its survival chances? It makes new friends.

There are people who have been exposed to the Outsiders, or to the secrets of the supernatural, and are open to the idea of fighting back. Some are other supernatural creatures, or hunters, while some are normal people who have become entangled in the realities of the world without getting killed by it. There are also people who are willing to help the Tribe for cash, or mutual support, or for the kicks. And there are those who don't know who or what they're helping, but owe the Family favors or service because of past aid the Tribe granted to them. All these people are valued assets to a Family; because they do some of the heavy lifting for Tribals, but can't be relied on not to get skittish when things get tough, these special citizens are called Ponies.



Life for a Pony can be a challenge, depending on the Family that has befriended them, and on the reasons they are helping out with the War. Ponies who are purely in it for the cash will be treated as business associates, and kept in the dark as much as possible about the Family, its goals, and the Tribe in general. On the other hand, Ponies who are sympathetic to the Family, motivated by genuine friendship, or by a dedication to a mutual goal, will find Families much more protective and willing to at least hint at what is out there.



All Ponies are jealously hoarded by Families. It isn't unusual for the use of Ponies to be traded back and forth between Families trying to do business with each other, or to hear Families begging for certain kinds of contacts with others in their area (see The Social Networking War, below.) The Ponies themselves may be asked if they are willing to help out other Families, but this will depend on the nature of their relationship with the Family who runs them.

Ponies can't always be trusted to carry on without supervision, so Tribals tend to watch them fairly closely. After all, the Pony has her own goals and desires, and isn't Tribal, so there's never really any way to tell what they may do in a pinch. Smart Families will spend at least a little time confirming their Pony is still loyal before making an approach, whether by watching them for a bit, or arranging tests of loyalty. Even the most trusted Ponies can be taken by Outsiders, so Families must be cautious about using them.

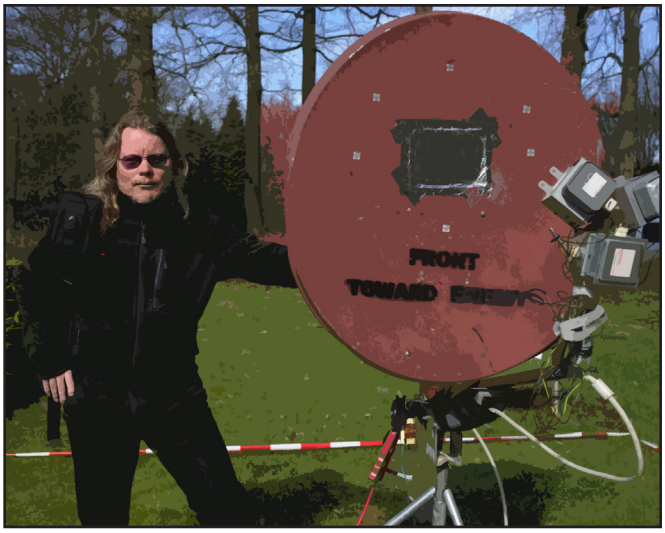
Almost anyone can become a Pony; the second a Family has gone back to a contact more than once, and let them know a little about what the Family stands for, the contact is technically a Pony. In practice, though, the term has been refined to mean someone in the know about the barest details of the Tribe. Unless a Family is deliberately keeping a contact in the dark, the Pony has probably heard the name of the Family, knows there is some kind of underground war going on, and knows the Tribe is some sort of guerrilla group inside the country. Beyond that, it's up to the Family how much information to push back.

Ponies are NOT allowed to just up and quit if they know too much. A Pony who has been accidentally exposed to something they weren't supposed to know is a prime candidate for a recruitment by force, or a mercy killing, though most Families will do anything to avoid that as the final option.

THE SOCIAL NETWORKING WAR

And it's seven-fifty in the A.M., Greenwich Mean, so you do the math for wherever you are, and that'll tell you what the time is there. We just got done talking to Mama Petrie about ways to set up solar stills, and now we're gonna play a little Oakenfold to get your blood up for whatever you're moving today. Come on back after, and me and DJ Thrush are gonna have some messages for y'all from some other of y'all. Don't forget to hit us up on Freesystem and let us know what you wanna see on the show, and keep your heads down, brothers and sisters, love each other, and fuck the Man. It's Radio Free America, with Faster Kill Pussycat.

In any insurgency, the more organized the insurgents are, the more complex and directed the operations they will be able to conduct. The Tribe is no different, but with no clear cut chain of command outside of the Family, how can it successfully coordinate different viewpoints and goals into a functional whole? While Equinox is a great way to merge views and ideas, it only happens once a year, and all the Families don't always make it there. Fortunately, the communications method is right there in front of you.



In the early days of the Tribe, the best way to keep in touch was through Radio Free America, a private set of ham radio operators, some Tribal, some Ponies, who passed messages and coded communications over the airwaves at specific times of the day. While this worked as a stop-gap measure, it had several disadvantages. Anyone who could find the right frequencies could listen in on Tribal comms, and Outsider agents armed with radio detection vans could triangulate on captured signals and vector hit teams in on the transmitters. Broadcasting without a license led to arrests by the FAA when they could run down transmitters as well. And ham radio operating required a skill set not very common among most citizens; training had to be passed down through individuals on a one-to-one basis.

It didn't take long for the Tribe to grab onto the social networking revolution as a primary means of communication. It's easier to use, harder to intercept, and with decent encryption, messages can be kept safe from prying eyes. With no overall regulating agency for the Internet, Tribals are safe setting up whatever sites they desire (there's a reason some agencies are pushing for a regulatory agency for the web.) To the Tribe, there's little to no downside to the internet and social media, and it has largely replaced the bulky transmitters of the original Radio Free America (more on that later.)

The Tribe refers to the widespread series of secret accounts and websites as the Octopus. While it's impossible to map out all the myriad sites Tribals have created, and all the ways they are currently using the web to stay in touch, there are a few sites almost all Tribals know about. The first is Freesystem, a social network based on pirated code from a more famous and popular website. With Freesystem, Families have access to each other and instant chat, and can coordinate as they see fit. Access to Freesystem is given at Equinox by the members of Papa R33t's Transhuman Army, who are responsible for running the site. Each Tribal given an account has a password and log in, and each Mother or Father has a separate Family page account. To protect against anyone breaking into the network, every password comes with a built in kill code the Tribal can input which will wipe their account. In this way, a Tribal cap-

tured and interrogated gives their captors the kill-code instead of the real password, and the access is protected.

A second site which has become very popular is the peer-to-peer sharing site www.Fiendish.me, which is used for sharing files and forum discussions of future plans. Fiendish isn't as protected, but it uses a proprietary encryption and file sharing software which must be renewed every month through an update download available only from Papa R33t's people. So far, there hasn't been any serious attempt to break into Fiendish, but its security weakness may lead to a future update taking the same kill-code concept from Freesystem. Why hasn't this happened yet? Most Tribals chalk it up to R33t and his Family's inherent randomness and disorganized manner of doing business.

The third site Tribals pay attention to is the reincarnated Radio Free America, which is now a 24-hour live streaming radio station located on the web. With real music (pirated) and actual DJs (volunteers) RFA has become a standard for Tribal entertainment and news. It has absolutely no protection whatever, other than hiding among the hundreds of other radio stations, so nothing broadcast over RFA is done in open English. Most talk is in Slam, or double-talk and innuendo, and the DJs do a very good job of talking around subjects. The site is open to the public, which is probably a recruiting mechanism, since the "advertising" is mostly culture jamming or invitations to question authority. A lot of anarchist or revolutionary Tribals came into the Tribe after initially listening to RFA.



CULTURE JAMMING FOR FUN AND PROFIT

Hold up that end of the paper, would you? Once I get the wheat-paste brushed on, they'll have to scrape this bastard off with a razor blade "Reelect Governor Creppler" becomes "Re-erect Governor Crapper." Beauty. Serves the suit right for hooking up with the Bloats. And I love what Jimson did with his face. See the skull right there? That's Samedi, brother man. I even rerouted the election hot-line number on the bottom of the poster to a dial-a-sex line in Norway. Some days, I love this job.

Several times now, the term culture jamming has been used while talking about Tribals and their behaviors. Simply put, culture jamming is an activity committed with the intent to subvert and shake up a citizen's world view by attacking their comfortable view of life. It's usually done by interfering with or modifying trusted social icons or cultural mores, with the end goal being to cause citizens to think for themselves and question authority. Common culture jamming techniques include breaking into broadcast signals, defacing signs and advertisements, modifying public and corporate slogans so they no longer mean what the citizen expects, and using graffiti and posters to challenge the status quo. (Which, as has been mentioned before, is not quo.) Computer hacking and sabotage of political and corporate sites is a particular favorite.

At its best, culture jamming is witty, thought-provoking, and done without causing harm to anyone. At its worst, it's petulant and destructive simply for the sake of being destructive, like a child who smashes a toy so no one else can play with it. The greatest culture jams have gone unnoticed by the public, but still achieved their objective. A popular Tribal tell concerns Mama Reaper's Frozen Moment Soft Tribe, who were able, after a year of planning, to directly affect a major national election's results by leaking a scandalous set of photos showing one of their ponies sitting in the lap of a married candidate for national office.



It took weeks to manipulate the two into each others' circle, and weeks more to get the shot. What particularly entertains Tribals is that the choice of candidate was random, and the election hack was done just to mess with the system, not for any particular political agenda (in the average Tribal's mind, all politicians are the same, and the results of elections pointless anyway.) In many cases, a really good jam is tied to other objectives the Family may have, such as discrediting or destroying social authority, but it doesn't have to be.

Another example of Tribal culture jamming was Papa Diego's Killing Joke Posse's triggering of all the parking meters in the financial district of New York at the height of the work day. The ensuing chaos caused thousands of dollars' worth of fines and towing costs, paralyzed the city's towing infrastructure and meter maids, and resulted in over a hundred lawsuits, effectively sabotaging the city's parking and traffic court system. This sort of irresponsible behavior is a fine wine to Tribals, who hate the world Up Top and all its systems, and would like nothing more than to tear it all down and build a new (Tribal) way of doing business. It's also a very good example of the cost to non-Tribals: ambulances and fire and rescue teams were held up in killer traffic, resulting in the death of several innocent people. A seven-month pregnant woman also miscarried and lost her baby in a taxi stuck in the traffic. Tribals aren't well known for their understanding of the concept of unintended consequences.

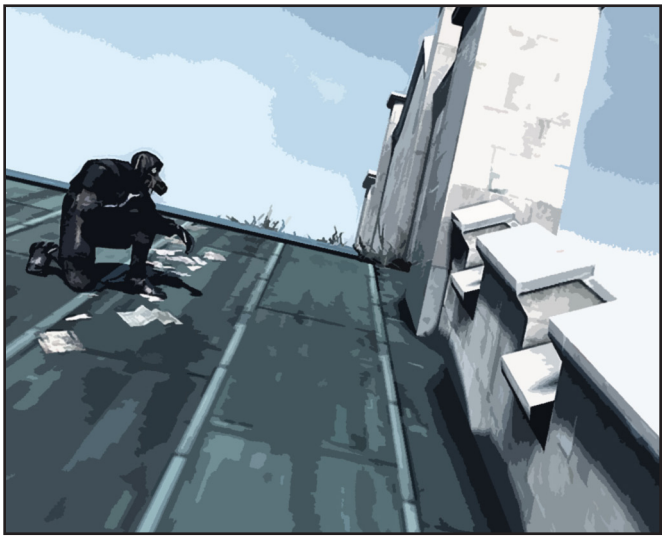
Culture jamming isn't just about painful jokes (and irresponsible criminal behavior) at the expense of citizens, though. It also has a real fiscal benefit in many cases. Tribals are pros at identity theft, stealing credit, and messing with online ordering routing numbers to get their hands on other people's stuff. Since this all contributes to a lack of confidence in the system, this is viewed as another means of jamming citizens. And

smaller tricks, like changing the phone numbers on ads or lowering the prices on bar-coded merchandise, are a great way for Families to get their hands on the things they need.

As mentioned in other places, these little games the Tribe plays are illegal, and can lead to people getting hurt. In the real world, don't try to play these games (unless you know what you're doing and are willing to take the consequences.)

For ideas about what your characters might get up to, look up culture jamming online, or visit any radical anarchist art sites. Don't be surprised if you end up on Evil Lord Marmalade's shit list.

SERIOUSLY, DON'T TRY THIS AT HOME.



HUNTING BLOATS

Varo and I did a little sneak and peak of that new industrial facility outside town. Eyes and ears are most tight, and they're running a couple dozen tanker trucks in and out of there all night long. Got lotsa power lines, and two big satellite antennas up, too. Headcount: ten citizen security donut-eaters, and four big fellas who look like they might be hosts. Little gun, big bullets. And the dog count is zero. I think we're in business.

Of course, all this alternative lifestyles, culture-jamming, hate-the-system stuff comes as part of the Tribal mindset because of the very reason they are all part of the Tribe in the first place: the undeclared (publicly, at least,) war with the Outsiders. While every Family has its own way of doing business, most follow the same general guidelines for how to seek out and attack the enemy. First, it's crucial to see without being seen, meaning slow and methodical recon of any place the Family suspects Outsiders might be in. Tribals look for sites that are using too much power or water, causing lots of pollution, or strangely over-staffed or secured for their public purpose. These are all good signs something unusual is going on. Also, Families keep their ears open for any rumors from their Ponies, and an eye on the local population of homeless people, who are often the first to start disappearing when Outsiders need disposable host bodies. And every single authority figure is a subject of close scrutiny as well; they are, after all, the most valuable resource for Outsider agents.

If possible, the Family will gather as much intelligence as they can before making any overt moves on a site or suspect. If they can do it without tipping off the enemy, they'll try to get extra sources of information on the potential target, whether through phone tapping, long-term surveillance, or probes of the area disguised to look like routine theft or gang activity. If they can grab a guard or worker to interrogate, so much the better, although great care has to be taken to ensure the victim isn't just a regular citizen, or an Outsider agent capable of fighting back.

The probes and searches are always followed by the Family sitting down and sharing their info among themselves. Tribal planning is a very haphazard affair, as everyone except the childe gets a say and a vote until the Mother puts out the word. At some point, when the majority of the Family have a good feel for what they're dealing with, the notion of whether or not to attack a site gets brought up by someone, and planning shifts toward fighting and not watching.

Some of the time, Tribals who are diligent with their research are going to find they are watching normal citizens, not Outsider agents. There are LOTS of criminals out there who are much less circumspect than Outsiders, and there's a good chance the Family is going to tumble across them. Whether the Family still hits a group of drug dealers or a corrupt politician very much depends on the individual Family and its own take on what protecting humanity means. The Family may feel it has a duty to clean up the streets of predators of any type, or it may not want to tip its hand that it's operating in an area that may still have Outsiders in it. Even if the Family decides to give bad guys a pass, they will usually arrange for their surveillance to get into the hands of law enforcement or citizens' action groups.

Another option is that there is something shady going on because of supernatural influences. More than one Family has tumbled to a vampire's favorite street-side snack bar or a mage's secret library while looking for Outsiders. What happens next is totally unpredictable, and can range from an apocalyptic confrontation in which entire Families get wiped out, to highly profitable and mutually beneficial friendships and alliances with supernatural creatures who bring their own powers to the fight.

Of course, the ultimate goal is to locate Outsiders and destroy their operations. Once the Family is sure of its target, then they have to decide how to handle it. They'll look at the level of security, how aware the Outsiders are of the Tribals' presence, and what the chances are of being able to hit the target without the police or Federal authorities getting involved before the Family can make its escape. More sit-downs and planning sessions are usually in order for everyone but the wildest and most self-destructive Families. When the Family

has a good idea of what they're getting into, they'll start addressing actual plans, brain-storming until they come up with something everyone feels good with. If certain Family members either have previous military experience, or a natural head for planning, they may be tasked with working out the attack and spreading the plan to everyone.

At the same time, Families are working out how to get away after the attack. It doesn't do much good to kill a few Outsider hosts if the entire Family gets arrested at the scene and imprisoned. Since they're living off the grid in most cases, Tribals don't worry too much about leaving behind evidence, knowing that their best ally in covering up their actions is, ironically, the Outsiders they hit. Outsiders will clamp down on any information which might reveal their existence; they will tamper with investigations to keep police and uncontrolled Federal authorities out of their way.

The good news? This tends to erase much of the legal evidence against Tribals as well. As long as a Family can get away from the scene, they are often safe from legitimate authority.

Most situations will call for a close-in assault, in order to ensure the targets are dead, and to gather further intelligence that will lead to new targets. Only if there's no other way to hit a target, and if the target is too valuable to leave alone, will Families resort to mass destruction moves like car bombs or untargeted arson. Outsiders are tough to kill, and a blast that levels a building may leave them alive, expose emergency workers to infection, and kill a bunch of innocent bystanders who aren't legitimate targets. In the assault, Tribals come in slow and steady, staying quiet and unseen as long as possible, trying to maintain their advantage in surprise until the alarm is raised. At that point, the entire Family switches over to loud and destructive, killing anything that isn't clearly an innocent bystander, tossing firebombs and smoke grenades if they have them, and generally making as much noise and sowing as much fear and terror as they can, maximizing both the damage they do and the confusion they cause to the enemy, driving in toward their targets and hitting them with full force, then getting out as fast as possible. If they have time, they'll search for files and loose gear, cash, and guns, as well as grabbing any laptops or hard drives they can carry. And then they'll leave the way they came in, trying to fade away while the target's security is still coping with the screaming, bleeding, and burning.

Families which have gotten clear without a disaster will then adjourn to a nearby safe place, usually prepared beforehand. Here, they'll take a quick headcount, treat their wounded well enough to prevent death or infection, and get a quick idea of what level of pursuit might be after them. Within an hour or less, typically, they are gone from there, and on the move again; in almost every case, they will move to new operating areas as soon as they can to make Outsider retribution less likely, and to reduce chances of the authorities tracking them down. They will go deeper into the underground, hiding out and waiting for wounds to heal and the heat to pass while they study whatever information they've found and decide where to go next. And, of course, they'll bury their dead and mourn, and the ones who lived will take the opportunity to celebrate another bullet dodged.





DOWNTIME

All right, troops, it is definitely time to tie one on. We outta targets for now, and with Precious and Deejay still mending, I figure that gives us a little time off the clock. So, Retro, you and Frosttop find us some party fuel, Jethro will bag a few swells, and me and Treasure will find a cherry joint for the weekend. It's a heater until Monday morning, so as long as you got your watches on, enjoy yourselves.

It would be a mistake to assume every Family is constantly in a war footing, running from combat to combat. Unless the MC is running the most violent and hopeless of chronicles, every Family will be able to have moments to rest, relax, and recuperate from their most recent adventures. In the Tribe, though, downtime can sometimes look an awful lot like another war to a civilian. Tribals fight very hard, and like any long-term combat vets, they will usually play hard as well.

All members of a Family will take time out of their day when they can to do something they like. This can be art, music, talking with friends, or even cleaning and fixing their weapons. (Yes, gun people take some friendly ribbing for considering stripping and oiling their pistol as relaxations.) Tribals understand that stress, fear, and unremitting horror will dull their edge and break their will to keep fighting, and they encourage each other to enjoy what little "private" time they have. After all, anyone fighting as hard as they do certainly

deserves it. A Family "after hours" would resemble a cross between a craft fair and a camp out, with members spread around a central area, each enjoying their own hobbies in small clusters, moving from group to group as the mood takes them.

Whenever it can be done safely, the Family will take a more extended break, planning some form of social activity which includes all the members' interests. While this can be almost anything, throwing wild parties (or crashing someone else's parties) is a universal preference. Tribal parties would resemble a really crazed college bash or urban block party, but with a more gonzo feel. Ideally, there will be plenty of food and drink, and some form of entertainment the Family enjoys. This could be a video game set-up, a dance or rave, or even a huge bonfire and communal storytelling. The more relaxed and safe the Family feels, the more extreme the party can get. Imagine letting the ghosts of Hunter Thompson and Amy Winehouse plan your event, and you can get a feel for what kind of booze- and drug-addled excess can show up. Families deep in their celebration can lose the bigger picture, leaving safe and private areas to party out among the citizens. Families which are fairly normal socially will use a good party to make new connections among civilians, but Families who enjoy culture-jamming will sometimes turn a party into a chance to vandalize public areas, disrupt essential services, and generally screw with non-Tribals. Accidents can and do occur, and there are quite a few Tribals who need time to recover from their "rest." Parties which have gone out of control are a leading cause of revolver recruitments, when drunken Tribals accidentally spill too many secrets to an unfortunate citizen who must now be kept silent. Although most Families are familiar with the dangers of these over-indulgent riots, within the Tribe as a whole no one is making any serious effort to scale back the insanity.

EQUINOX

Don't worry, Mongo, we know your first Equinox can be a little much to grok at first. Just stay cool, be friendly, and enjoy yourself responsibly. Over there's Tinker Alley, down there is the Gauntlet, up there is Jingletown, and out there along the far edge of the creek is the Carnal Carnival. Stay out of there; they eat newbs alive. Unless you like that sort of thing.

It's the biggest party and the largest gathering Tribals each year. Held in a secret location somewhere in the hills of the Pacific Northwest, Equinox is an enormous combination of social event, swap meet, and military demo. Every Family that can make it will show up at some point during the week-long event, and even those Families that can't make it will usually try to send at least one pair of representatives to catch up on all the news and latest rumors. In the long history of the Tribe, there has never been a year without an Equinox celebration, and so far it has never been raided or interfered with. The reasons why are sort of murky, but part of its safety so far has been due to the fact its location changes every year, and to the Tribe's use of lands owned either by Tribal Families or by Ponies willing to help cover the Tribe's tracks. Some suspect there is also some magic involved, perhaps a ritual that deflects outside attention.

The rules at Equinox are much the same as



anywhere else in the Tribe. Additionally, everyone is expected to help out with set-up and tear-down, and with cleaning and policing the area as the party goes on. Everyone looks after each other, and despite the huge quantities of drugs, alcohol, and partying, it's very rare for anything very bad to happen to anyone. Each Family establishes and controls its own campsite, which are mostly wide open for visitors. There's a minor level of competition among some Families to come up with the best decorations or theme for a campsite, and part of the fun of Equinox is wandering around seeing what people have come up with. Because there is no planning or guidance, this results in an enormous jumble of different tents, temporary shacks, and camper vans full of rowdy Tribals.

Over the years, certain campsites have grown into ongoing micro-communities which have become constants from year to year. Multiple Families run many of them as a sort of community relations project, but there are plenty of volunteers who turn up to assist. The most well-known are:

•Tinker's Alley, run by a massive collection of tech rats from a number of different Families. This is the primary place most Families go to get items repaired, inspected, or improved. It's a sort of combination garage and field repair site, famous for the live stream broadcast by Radio Free America which starts on the first day of Equinox and runs throughout the event.

•The Gauntlet is where most of the hardcore warriors hang out. It's also where Tribals looking to locate a Stick or Clutch can most likely find help. There are training and sparring areas, shooting ranges, and even homemade "killing grounds" where Families can practice assaulting various kinds of obstacles.

•Jingletown is the major marketplace and swap meet. Anything and everything Tribals could want is being traded, or even given away. Unofficially, Father Timebomb's Sweet Sixteen Posse polices the area, since they were one of the first Families to take on responsibility for arranging the madhouse of stalls, tents, and blankets full of gear.

•The Carnal Carnival is the biggest combination of brothel, rave party, chill-out zone, and orgy you can imagine. If there's some way you like to get debased, debauched, or destabilized, here's where you go. It's "run" by Daddy Demon's Debutantes, a swarm Family who generally don't give two shits what you're doing as long as it's all consensual.

•Grandfather's Compound, the home of the first Family in the Tribe, is actually pretty low key for the rest of Equinox. There's one big tent and a huge bonfire, a smattering of beat-up vehicles, and a large number of Family members rushing in and out on various errands, personal or otherwise. There's also a fairly frequent stream of visitors from other Families, either looking for assistance, guidance, or reconnecting with old friends. Of all the campsites, this is one of the most relaxed and social, without a lot of pressure to do much more than hang out. The exception is the big meeting of Family leaders, when only the highest regarded Tribals are allowed to attend the "strategic counsel."

•The 66 campsite is the biggest set of bikers and outlaws in the Tribe. It's the place to go for bikes and souped-up vehicles, as well as the best place to go for mechanics and burners. Finally, it's a major stopping point for people looking to transport anything around the country, either contraband or people.



•Strawberry Fields is a throwback of sorts; it's a remnant of the sixties and Haight-Ashbury. The Summer of Love incarnate. Hippies with guns. You get the image. It's full of music and parties and laughter, and the only real rules here are that you need to be cool and not cause any waves. A lot of the whitesleeves like to hang here, watching out for overdoses or people in need of a health check.



THE POWER OF MYTH

This here is the story of Bearkiller and the way he killed those four Bloats down in Frisco in '86. You may have heard it different somewhere else, or maybe you even told it different somewhere else, but this here is the real and actual story, straight from the mouth of the Bearkiller himself, so there you go. It ain't got no moral or nothin', but if you listen up, maybe you'll learn a thing or two anyway.

In a group as wildly diverse as the Tribe, one of the greatest forces keeping the whole thing together is the shared mythology of the Tribe itself. No matter what an individual Tribal's beliefs are, everyone has heard the stories which pass around campfires and parties wherever two groups of Tribals are gathered. Most people have their favorites, and most Families have at least one person who's pretty good at telling the stories, if they aren't fortunate enough to have an actual Teller. Although the stories that are popular across the entire Tribe change frequently, here are a few of the most popular:

•There's a house down in New Orleans the Tribals call the Rising Sun. It's a brothel, and a gambling den, and the home of Mother May-I's Fallen Angels, a soft tribe which makes a part-time living giving tired and wounded Tribals a place to rest and recuperate. They're juiced in with the local police, and they've got some pretty powerful ties with the local vampires who really rule the city, so if you can find it, you're always welcome and safe there.

•Every once in a while, you'll come across a lone biker dressed all in black leather, slowly drifting his way along the highways. He doesn't say much, but if you ask nicely, he can show you the secret paths that no one knows about any more, the ones that lead to places no mortal has seen in a hundred years.

•Be careful if you ever run into anyone who says her last name is Johnson. She just might be one of the Bastard Johnsons, a Tribal clan with members all over the world. They're like gypsies, wandering forever, bringing nothing but trouble and chaos in their path. Each one is a powerful force of magic and violence, and none of them can be relied on for anything except bringing a quick and nasty end to their enemies.

•The greatest warrior the Tribe has ever had is the Bearkiller. He's done more damage to the enemy by himself than any other entire Family, and even Grandfather is careful not to tangle with him. The Bear lives life large, drinks more than anyone else, eats more than anyone else, and screws more than anyone else. He's the best friend and the worst enemy you can ever have.

•One of the Families in the corn belt has figured out a way to grow a brand new kind of dope that actually removes Taint. They're still testing it out, but if it works, they're gonna start distributing it all across the country and really put a hurt on the Bloats.

•Sometimes, lone Tribals will turn up dead with their bodies horribly mutilated. Some people believe it's being done by some serial killer who's targeting us, while others think it's an evil spirit that can somehow track us. The truth is that it's an Outsider host who's managed to get inside the Tribe and spends its time switching from body to body along the way, dropping info to the Consortium from inside our ranks.

•Certain chemical plants are busy manufacturing special chemicals to combat the Outsiders' Taint. These plants are run by a company, or maybe a set of companies, which are working for the Federal government; the Tribe's leadership is operating alongside this special program, helping to protect the project. It's all heavily classified, but if you know where to look, you can find recruiting sites on the dark web.

•A Family in Florida was able to insert some sort of trojan horse virus into a satellite which the Space Shuttle took up in the Eighties. When the Consortium found out Grandfather was peeking into the space program, they arranged the two Shuttle disasters to prevent us from getting any additional information.

•If you ever get stopped by the cops, there's a chance one of them will be part of the Golden Brotherhood. It's a group of Tribals who have infiltrated the police force in order to help cover other Families when they're busted. Flash them a high sign in Slam while they're picking you up, and they'll release you, or mess up the arrest so bad you'll get off on a technicality.

•Street gangs on the East coast (or the West coast, or up North, or down South) are infested with Outsider agents who are making sure the stories of street violence are all over the country, keeping the Citizens terrified enough to allow Consortium operatives to use whatever methods they want to keep "peace" without any complaints. The Outsider effort includes taking over illegal drug distribution on the streets. The opioid epidemic is an Outsider Taint-spreading project. They include nano-tags so they can track the users.

•There's a fourteenth *loa* that only a few Families know about. She's the Unnamed One, the Holder of Memories, the Whisper in Darkness. She has tremendous power, but her rituals are very costly to the caster. She can help you do almost anything, but the price for her help is the sacrifice of your memories. Cast her spells, and you will lose yourself forever.

•Slide your way up to the Corn Belt states, and you may find yourself at a small midwestern town run entirely by ghosts. It looks real from the outside, but once you enter the town, everything you see and hear is part of the world of the dead. If you're ever desperate enough to find answers, you can head there, and ask your questions of the Tribals who've fallen in battle before you.

•Grandfather already knows the entire world is doomed, and the whole Tribe is nothing more than his attempt to make sure some form of human society is able to survive the final victory of the Outsiders. Think about it: why do we specialize in combat and survival and secrecy? We have plenty of proof the Outsiders exist, so why don't we just go public? It's because there's no hope of winning the War. We're the chosen few.

•You wanna see something truly impressive, hook up with the Blue Water Rangers. Their Family has actually managed to build a small town underground near the coastline, and they even have a whole underwater colony hiding in the ocean where the Outsiders haven't thought to look for them. They use magic and stolen Consortium technology to live in the water itself, like modern day mermaids. Or sharks.



WHAT YOU KNOW ABOUT

Most Families expect all of the following to be learned by a new Childe before he can earn his Tribal name.

•**About Weapons**: You can field strip most civilian pistols and rifles, and have handled firearms often enough to be comfortable in their use. You know how to hone and clean knives, and how to use one as a tool or in self-defense.

•**About Vehicles**: You can drive both automatic and manual transmission cars, and can get by with larger trucks and buses in an emergency, although you might burn out the clutch or sideswipe parked cars. You can do general do-it-yourself maintenance like changing plugs, fluids, filters, tires and oil. You know how to hot-wire a car, and a half-dozen ways to disable someone else's car given a few minutes alone with it.

•**About Wilderness Survival**: You can hunt small game in urban and rural areas with a little patience. You know which foods and plants are safe to eat, and which make you sick. You know how to purify water, or scavenge it from sources like leaky piping or rain gutters. You can make a rudimentary still to distill clean water, or rot gut alcohol.

•**About Medicine:** You can stop bleeding, clean a wound, and do basic first aid. You can set a broken bone roughly, although the patient will feel it. You recognize the symptoms of many common "civilized" diseases like dysentery, scurvy or shingles, or cholera; you can treat the symptoms. An internal or complex injury will be beyond you.



•**About History**: You know the history of the Tribe, that Grandfather and the Stone Tribe came first, that Grandfather is still around, and that the war started in 1973. If you're the sort of person who cares, you know some stories about the Tribe's early days. Your knowledge of American history may be hazed over by vague conspiracy theories.

•**About Science**: You have a general high school education, with more weight on "practical" science, basic chemical interactions, and a handful of household products that create smoke, fire, or tiny localized explosions. You have repair skills for the gear you use most often in your Family, particularly if that gear is essential to your life.

•**About Life Skills**: You can sew on patches, cook basic meals, gut and clean meat animals, make a fire, tailor your own clothes, clean up campsites, cover up signs of your presence, and make comfortable bedrolls. You pack your own gear, and rig or secure loads inside vehicles when traveling You can pitch a tent out of a rain poncho, a few sticks, and some string. You have decent personal hygiene, in order to avoid illness , infection, or pregnancy.

•**About Security**: You know secrecy is vital to safety, and take common-sense precautions. You will not mention Tribal or war-related information in front of non-Tribals, and have been taught techniques for resisting interrogation. You know how to clean up a crime scene enough to make gathering forensic evidence more difficult. You know the longer you can mislead or obstruct when you are captured, the more chance the rest of your Family has of getting away. You also know if you are captured and not rescued, you are going to break and die, or worse.

•**About Slam**: You use Tribal hand-signs well enough to be able to communicate simple two- or three-word ideas in combat or in front of non-Tribals without giving anything away. With time and effort, you can speak to another Tribal in sign language as well as you could verbally. Complex or technical matters will be outside your abilities.

•**About Your Family**: You know your Family members and their likes, dislikes, strengths and weaknesses as well as any other real-life family would know each other. You have learned which topics and actions will cause discord, and stay away from them. You accept your Family's world-view and eccentricities, and hold to most of their beliefs. You may disagree on minor points, but all the essentials are on the same page. You know your Family's recent history, goals, and needs, and can predict other members' basic response to most common situations.

•**Other Families**: You will have met a few other Families, and may have been in other Families. You have heard of most types of Family, have a rough understanding of their style, and have ties with those which work with yours.

•**About Supernatural Beings**: You will have heard about the blood-drinking vampires, murderous werewolves, malicious fairy-folk, soulless grave-kissed, and even the half-demon Nephilim hiding among human society. You know they are all beings of great magical power, who may or may not be friendly or trustworthy. You know they can be contaminated with Taint just like humans, but with unpredictable effects. You know joined the Tribe's war, but probably haven't met any unless there's one in your Family. (See the Advanced playbooks, later.)

•**About the *Loa***: You can name all the major *loa*, along with their most common duties, symbols, and areas of interest. Unless you are yourself talented, you will have little actual experience with the spirits, but you will have seen charms made, and probably have owned or used a few.

•**About Outsiders**: You know they are aliens who want to corrupt and destroy our world. You know they are hard to kill with bullets, and that they can infect and take over normal humans. You know they have a widely varied life cycle, although you may only be familiar with the few forms commonly fought by your Family. You know the Outsiders have infiltrated human police, political, and military power groups, and that therefore agents of those groups most likely cannot be trusted.

•**About the Consortium**: If your Family is aggressively fighting the war, you know first-hand what the Consortium is capable of, and what sort of tactics they use to track, isolate, and destroy Tribals. Even if your Family isn't that militant, you have heard about the Consortium, and been warned that it is far-reaching and dangerous.

•**About Breeds**: You have heard that there are human-alien hybrids, and that some are in the Tribe as allies. You may have met one or two, and will know more about specific Breeds that have representatives in your Family. (Again, see the Advanced playbooks, later.) Otherwise, they are mostly unknown to you.

•**About Reavers**: You may have heard there are Tribals who were captured and turned to the service of the Consortium. More than that would only be known to you if you have personally encountered them before.



The Eyes Of Michael Holt (Part Four)

Michael had been working for two months to ease the gang into making him an offer. It was the sixth time Michael had been invited to hang out with Annie's friends, and he was beginning to think the entire group was somewhere between an out of control slumber party and one of those right-wing extremist holdout groups the ATF was always busting up out in the wilderness in Montana and Alabama. Except that, as far as he could tell so far, none of them were anywhere close to right-wing in their views. They read more like terrorists or a religious group than drug dealers. Michael had begun wondering if maybe this whole op was a Homeland Security gig instead of the DEA. It would make more sense if they were gunrunners or potential national security threats.

The odd thing was their attitudes about what was fun on a Friday night. Any other group of drug runners he'd ever worked would be surrounded by hangers-on and users, booze and pills flowing, money switching hands, club sets or crib crawls, lots of gangbangers and guns. Aside from the guns, Annie's group didn't seem to be very interested in any of that. The first time she'd picked him up, they'd gone to a college party much like the one he'd made his insertion at. He'd kept his eyes open, and seen a few brush-pass dime bag deals for weed again. Nothing meaningful, and certainly nothing worth pursuing by a skilled undercover. The next weekend, they had hit a club, but only long enough to pick up Franklin and another guy, a big friendly blonde named Robbie who gave off more well-tempered puppy dog than hardened dealer. They'd hung out in a Chinese restaurant and talked about politics, the War on Terror, computer engineering, and modern art until two in the morning before Annie waved goodbye to them and slipped off to a nearby hotel with him. He'd had a more private night of conversation with Annie on an extended date the night he'd been picked up by that prick Warrick. He'd spent more time talking about the environment and Annie's favorite music than trying to get answers on what they were working on. Then, last week, it had been a set of local poets and musicians in the courtyard of the local college. More minor dealing, and then they'd all ended the night crashed on dorm room floors with various people they'd met. That was when Annie had mentioned to him there might be the possibility of some work if he was interested.

Tonight had been the weirdest yet. Annie, Franklin, and Betty had picked him up in Franklin's battered old Chevy, and they'd gone for a long ride along the waterfront. Betty, a dark-mascara'd goth girl who said maybe three words in the half-hour they were driving, had given him such an antagonistic and angry vibe when he'd first met her, he'd seriously begun to worry maybe they were onto him. But it had gotten a lot better when he'd accepted Micah without any question; Betty actually spoke to him occasionally now. Only Franklin still seemed opposed to him being around.

Because he's the only one with the combat experience to recognize an enemy agent when he sees one, Michael thought, then pushed that away when the truth of it began to hurt.

They swung through a rusty chain link fence and into the lot of an abandoned drive-thru. Someone had set up a couple of tents, along with a fire pit, and there was an entire side of beef roasting. There were more new people, faces he hadn't seen in the original intelligence reports. There was home brew beer, whiskey, several bottles of tequila, and loud music and singing and dancing. It was a madhouse, a party on steroids, and it seemed like everyone was letting loose. At some point, he'd seen Betty pulling Micah off into the corner, hands all over each other. That had been Annie's signal to haul him into a tent, giggling, as the party continued outside. Afterward, when Annie was wrapped in the crook of his shoulder, as his heart slowed back to normal, she curled her fingers into his shirt, kissing his throat.

"Could almost fit in."

Michael looked up from the pile of blankets and pillows he and Annie were curled up in. Franklin was standing over them at the tent flap, beer in one hand, pistol tucked into his belt. He was scowling, as he always was, his hands stained with gun oil and grease. Michael considered ignoring the man, but Annie really seemed to think the world of him, and it wouldn't help to antagonize him further.

"Didn't quite catch that, Franklin," he said, tone neutral. Annie was snuggled into his side, arms wrapped around him, her body warm and soft. Her breath on his chest was even and steady; he wasn't

sure but he thought she might be asleep.

"Said you could almost fit in," Franklin grunted. He motioned to Annie. "Haven't seen her so happy in a long time."

"Gee, Franklin, sounds like you're starting to warm to me."

Franklin's frown got worse. "Omar wanted me to give you a message. You said you were looking for work."

"If the pay's good enough and the risk isn't too bad."

Franklin motioned for him to get up, and Michael detached himself from Annie, being careful not to wake her up. As he covered her with one of the blankets, she sighed contentedly and wormed her way further into the pile.

"C'mon, citizen," Franklin grunted. His hand on Michael's shoulder, the man pulled him toward the fire where Omar and the British guy Darby were waiting. Michael felt a thrill of anticipation. Just before they arrived in the light, Franklin stopped short, body tense. Without looking at Michael, the man began speaking, voice angry. "You don't, you know."

"I don't what?"

"Fit in." Franklin spit into the dirt, hand on the butt of his revolver. "These people are all my kin. Not many secrets 'tween us."

Michael nodded understandingly. "I'm just trying to make a little money here, Franklin."

"Fuck you are. I don't know all your secrets." There was threat underneath his words. "But I know you got 'em."

"It's late and I'm tired, man," Michael yawned. "Get to the point."

"You're gonna get an offer from them," he said, his off-hand gesturing toward Omar, the beer in Franklin's hand slopping beer onto the ground. "It's a decent offer."

"Then we have no problems, brother."

"Not your brother, citizen." Franklin looked back at him, and then at the tents where the rest of the gang was hanging out. The party was mostly done, pairs and small groups clustered in the dark, screwing or sleeping off a drunk. "I love these people, and I will kill anyone who hurts them."

"I'm not planning on hurting any of you," Michael lied, ignoring the twist of guilt in his gut.

"Then when they make the offer, you say no. You tell Annie you got other things to do with your life, and you move on."

He resisted telling Franklin to go fuck himself. *I'm not leaving Annie, not if I can still pull her out of all this.* Out loud, he simply shook his head no, firmly. "Talk about hurting people you love."

"She'll heal. We've all had worse. Micah there had her daddy beat her when he found out she was wearing girl's clothes. Betty spent a couple of years in a sick bed. My man Robbie got gut-shot last year, almost died." Franklin's face was bleak. "I buried my entire squad five years ago in Iraq. We all got thru."

"I guess it's up to Omar to decide what I can do." Michael stepped around Franklin, headed for the fire.

Franklin grabbed him by the wrist. "When they make the offer, you say no. End of."

That tore it. "Fuck you, Franklin." Michael pulled free, moving toward the fire. When he stepped into the light, both Omar and his friend Darby looked up to him. Omar was drinking from a bottle of rum, and Darby had a long stick, lazily drawing circles and lines in the dirt, whispering to himself in what Michael guessed was French.

"Hello, Daniel," Omar said. "Glad to see you here tonight."

"We rather wondered if you'd make another appearance," Darby smiled.

"Franklin said you had an offer for me." Michael sat on top of a crate, leaning forward and looking interested.

"Straight to the point, hmm?" Omar chuckled. He glanced over at Darby, who seemed very interested in his drawings. The two men paused, silent.

"You need something done, I'm your man." He grinned. "If the price is right."

"It's a snatch," Omar explained. "A private security company is moving some valuable product, and we want it."

"What am I doing?"

Darby didn't look up from the sand scrawls, but it was he who answered, instead of the boss. "We need an extra pair of hands. Might be some violence."

After I get the details, I'll call it in, Michael decided. This had gone far enough. He'd try to pull Annie through it intact, maybe get her to do a deal. "What's it pay?"

As they negotiated the details, Franklin stood in the dark, waiting, watching, his eyes narrow, stern, and full of death.


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III: INFECTION

"What makes up a good Family? Oh, babydoll, that IS the question, ain't it? Here's the real: ask twenty different Tribals, and you gonna get twenty different answers. This ain't 'zactly the most well-arranged and cohesive of things, you dig? My opinion? In a nutshell, a Family is steel and fire and smoke and ice and Pull and Signal. Steel is its guts, how tough it is in a fight. Fire is its heart and passion. Smoke is how clever its folk are, ice how cool they is under pressure. Pull is all the ties that bind it together. And the Signal, well, that's what all our spellslingers and psykers pick up on. It's the connection to the loa, sweet thing, and it's danger through and through. At the end of it all, Family is what's gonna pick your sorry ass up when you been filled full of holes, and it's what's gonna turn your head into a bowl if you ever get taken by the bloats. Answer your question?"

-Boggle, former poet and teller in Father Mongo's Blue Ribbon Probables, answering a question from a listener on Radio Free America's late night call-in show Ask Stoney



YOUR FIRST SESSION

The first time you sit down to play ***The Tribe:HLH***, you will need to print out the starting packet in the back of the book. Whoever is the MC will want to read Chapter Seven: Pandemic so they are familiar with the rules and systems, and with how the MC plays the game and makes moves (it's slightly different from what the players do.) When you all get together for the first session, you'll do the following steps in order:

1. As a group, **select the Starting Situation and Family**.
2. **Select Playbooks** for the players, and fill them out. Pause when you reach the Pull section.
3. As a group, **generate the NPC Family members**, and determine who is going to be the Family's Mother or Father.
4. **Finish your playbooks**, assigning Pull to the other players and the NPC Family.
5. As a group, **select your Family's Starting Needs and Upgrades**.
6. As a group, **select your Situation and Family moves**.
7. As a group, **generate your Starting Turf**.
8. If you desire, the MC can start the Campaign off with a first Story.

When you go through this process, you can refer to the Example of Play in the back of the book to see how things work.

STARTING SITUATION AND FAMILY

Before you can run a Tribe story, the MC and players should decide upon the basic world the story takes place in, and the type of Tribal family the group belongs to. These decisions will subtly change the way the story plays out, and what the "right" way is to play contact with Outsiders, citizens, and other Tribals. I have cribbed the system for making this decision from another brilliant game called ***Durance***, by Bully Pulpit Games. As with the other things I've used, if you haven't tried that game yet, go get it now. It's cheap, and brilliant. Did I mention it's brilliant?

Later on, you will find an Initial Set-Up sheet. You will see there are two sets of six terms listed. The first set of six are the Situation Traits. The second set of six are the Family Traits. Starting with the player to the MC's left, each player will have a chance to look at the sheet and make some choices. The first player looks at the six Situation Traits, picks one he wants to highlight in this story, and circles it. He then chooses a second of the set to line out, indicating it will not be highlighted in this story. He then passes the sheet to his left, and the next player chooses a second trait to circle, and a second to line out. This continues, with each player taking a turn, including the MC when the sheet reaches her. Once a set of three traits are circled in the Situation Traits, and another three in the Family Traits, the MC then looks up the Situation and Family descriptions in this chapter. The Situation chosen will give the MC some special MC moves her threats can use. It also includes a few special moves players may use as basic moves. The Family chosen gives special Family moves which are also basic moves. It also describes the basic dynamic of the Family, and what sort of actions it normally takes, as well as any upgrades available to the Family.

SUMMARY:

- The first player chooses one Situation trait she wants to highlight in this campaign. She also removes one Situation trait she wants to exclude from the game. She passes the sheet left.
- The next player chooses another Situation trait to include, and removes a fourth. He passes the sheet left again.
- The third player is left with two Situation traits. She picks one to keep, and lines out the final trait. The three Situation traits which they have chosen identify what Starting Situation the campign will use.
- Passing the sheet left again, the players continue the same process with the Family traits. Each time, a player chooses one to keep and one to remove. When there are only three Family traits left, the group can determine what type of Family they are playing.
- The MC can then present the players with the appropriate Situation and Family sheets, and allows the players to take a moment to familiarize themselves with the campaign set-up. The stories included on each sheet are merely suggestions and color text to help you get in the mood. You do NOT have to use those specific places or people in your game.



The six Situation Traits are:

INFILTRATION: How severely the Outsiders have infiltrated various power groups in. If selected, the Outsiders have many agents in positions of power throughout the world. If lined out, there may be Outsider agents, but they are either too high up to directly affect the story, or they are unable to move without exposing themselves.

URGENCY: How close the Outsiders are to victory. If selected, they have widespread plans in motion, many which are close to successful conclusions, and immediate action is needed on the part of Families to prevent disaster. If lined out, the Outsiders' plans are just starting, or they move cautiously and react slowly to threats, giving Families time to make detailed plans.

SUPPORT: How much support is available to the Tribe in the war. If chosen, there are specific allies and routes available to rapidly provide back-up and supplies to desperate Families in need. If lined out, the Families are mostly on their own, and must work to maintain their survival needs and equipment.

SECRECY: How secretive the war is. If chosen, there is almost no record publicly available which would prove the Outsiders exist, and no one finds out about the Consortium and its plans, or the Tribe, without direct personal experience. If lined out, there are multiple leaks which enable smart, thorough, or desperate investigators to find out some of the truth behind the world.

VIOLENCE: How quickly the Tribe and its enemies resort to violence to solve problems. If chosen, the preferred method to most confrontations is direct engagement and violence. If lined out, even if violence is an option, problems are much more often solved by proper planning and indirect action.

WEIRDNESS: How prominent the psychic maelstrom is in the world. If chosen, the maelstrom, the loa and psychic rituals are common inside the war, and other supernatural creatures exist and can be enemies or allies. If lined out, the only people who feel the effects of the psychic maelstrom are those who choose to involve themselves with it, or to tangle with it.



The six Family Traits are:

RESOURCES: While Support, above, describes how much stuff the Family can get, this is how well they maintain and develop what they have. If chosen, the Family is known for its resourcefulness and ability to get its hands on what it needs when it needs it.

PRIVACY: While Secrecy, above, describes how well hidden the war is from the prying eyes of Outsiders and the authorities, privacy refers to how well the Family manages its actions, and how well it can cover its tracks. If chosen, the Family is highly experienced at stealth and maintaining secrecy.

INDIVIDUALITY: While Weirdness, above, determines how much the psychic maelstrom affects the world, Individuality represents how accepting the Family is of other viewpoints and strange events. If chosen, the Family has a strong policy of allowing its members to do as they see fit as long as the Rules aren't broken.

DISCIPLINE: While Violence, above, indicates how often death and destruction intrude on the story, Discipline measures how rigid and centralized the Family is. If chosen, the Family has tightly controlled rules of behavior and lines of command which all must follow. The leader is still a popular choice, but the Family members are willing to give them a lot more power and control.



SURVIVAL: While Urgency, above, determines how far along and how dangerous the Outsiders' plans are, Survival is a gauge of how capable the Family is at living "off the grid," and how self-sufficient its members are. If chosen, the Family has been living outside normal civilian lifestyles for so long, it's become second nature and accepted to fly under the world's radar.

ACCESS: While Infiltration, above, indicates how successful the Outsiders have been in corrupting and influencing the human authority and support networks, Access is a measure of how well the Family has been able to build up its own information and intelligence streams. If chosen, the Family is famous in Tribal circles for its loyal and well-placed ponies and citizens who owe big favors.

These traits are not only important during set-up for a campaign. They a re also used by the MC after the start of the game; rules for this are included in the MC's section . Again, a full example of set-up and play is in the back of the book.

CHOOSE PLAYBOOKS

The group now needs to figure out what playbooks they each will use for this campaign. Talk it out, and make sure everyone feels comfortable with the playbooks. Remember that each playbook is only available once in any given campaign. Also look at the various advanced playbooks if you are using any of them. If you are, any given character may only have one advanced playbook from the Breeds or Sealed. I also don't suggest anyone having more than one other advanced playbook, but it's your funeral. Once everyone has a playbook, they can fill them out until they get down to the Pull section. At that point, it's time to figure out who else is in the Family.

BROTHERS AND SISTERS: GENERATING YOUR NPC FAMILY MEMBERS

Next, place a pile of index cards in the center of the table. You're going to do a little NPC generation now. Follow the steps below, so that the cards keep rotating around the table until they're all filled out.

Everyone takes one card, and writes a Tribal name on the card. You don't need to know what that name means yet; that can come out in play. If your Family is very large or very small, not every player has to take a card; the important thing is that they pass around the table often enough that everyone feels like they got a chance to put their spin on the Family.

Pass the cards left. Each person then looks at the Family NPC Guide Sheet, picks one role for a Family member, and writes it on the card. Then everyone passes the card to their left.

Taking the card they have just been passed, each person now writes down a brief one-sentence description of the NPC on their card.

Passing the cards again, each person writes down something their own character likes about the NPC.

Pass again, and write a second fact. This one is something about the NPC their character is interested in finding out.

Lastly, pass the card one more time and, using the Family NPC Guide Sheet located in the rear of the book, pick one of that Role's moves and write it on the card. These role moves are available to anyone in the Family if they give that NPC Pull or spend the Pull they already have on that NPC. Moves that say "once per Session" mean one use PER FAMILY per Session. Only one Family member in each Family may have any given move; multiple members can have the same role. The MC can use inter-Family debts whenever he wants.

With this method, you will NOT be generating a card for every Family member, just the most important or influential ones. As the game continues, the MC may also choose to bring other NPC Family members into play; he can fill out the card as he chooses, or go back to the card method above.

NPC Family members are assumed to be part of the Family gang if operating normally, but they can be singled out in a scene by either the players or the MC. If any Family member is singled out, then the entire gang counts as one size smaller per single. When operating as a single, the Tribal has 4-harm, and does 2-harm hand/close/far. They can then be selected by players' Tribals in order to use their role moves.

No player character may owe an NPC Family member more than two Pull, nor can the total amount of Pull owed to them exceed three. If either of these limits are met, the Family member loses access to their role move until the MC uses some of that Pull. A player CAN suggest a way they can repay Pull to NPCs, and if the MC agrees and the player character makes that happen, the Pull on them is erased.

> You don't want to mess with all this? Great! Skip it. Instead, just use the entire NPC Family as a gang of the appropriate size. Really, it won't hurt anything.

Combat Roles

Hitter: Heavy firepower, a hitter is someone who lives for combat it all its forms. Whether they are a former gunman, an ex-con with a grudge, or a cool-as-ice serial killer, the hitter gets the job done with the application of violence. The Hitter Role Moves are:

- **Cold Iron Madman**: the Hitter adds 1-harm and 1-armor to all your attacks and defenses for the remainder of this scene.
- **Mook Massacre**: the Hitter's awesome skill at destroying his lesser man means he counts as a small gang, 3-harm, messy close area when he assists you during this scene.
- **Tonight Someone Dies**: the Hitter is a ruthless killer, tracking and destroying a target no matter the cost; if you use this ability, describe the horror and mark Taint, and one non-elite enemy dies

Transporter: A professional in the go-faster trades, the Transporter is an expert at getting you where you need to go, when you need to get there, sometimes even in one piece. Maybe they're an ex-cop, or a rally driver. Or maybe they wheeled for the mob. Role Moves are:

- **Just Whistle**: one phone call is all it takes. The Transporter adds +2-forward to **bang bricks** if a vehicle can be used. She always has a vehicle, unless it's just not possible.
- **Junk in the Trunk**: the best way to live is out of your ride; the Transporter grants you +2-forward to **scrounge up needed resources** or **dig deep to survive**
- **Orient Express**: the Transporter has allies who are Really Bad People; if you are willing to give those people Pull and mark Taint, you may declare any transportation or smuggling move a 10+ result

Shooter: Where the Hitter is a specialist in beat-downs and mass damage, the Shooter is the sniper, the silent back-up who believes in one shot equaling one kill. Hidden and silent, the Shooter waits patiently for the right moment to issue death at long range. Shooter moves are:

- **Rain of Bullets**: the Shooter is an expert at covering fire; for the rest of this scene, you gain +1-ongoing to all moves to resist enemy actions, and 1-armor usable against all ranged attacks aimed at you
- **Street Samurai**: everyone knows she's cool and collected; once per Session, she can issue a sniper or blade attack against an enemy which does 6-harm AP
- **Hellseeker**: nothing but the kill exists anymore; you may mark Taint to have him team up with you in a firefight; his attacks combine with yours to make yours +2-harm messy close area

Support Roles

Technician: He keeps the guns cleared, the lights on, the water cleanish, and the gear mostly functional. Maybe he's a scrap merchant, or maybe he went to a technical school, or maybe the tech spirits whisper to him through his tin-foil hat. Your Family probably can't live without him. The Technician Role Moves are:

- **Duct Tape Messiah**: there isn't much this guy can't keep together, or work around; once per Session, you may get a 10+ result on any move which involves gear, or you may cancel an MC move affecting your gear
- **Within Parameters**: she was a lab assistant or grad student; she knows a lot of book smarts, giving you +2-forward to moves for scientific knowledge (use or misuse)
- **Epic Fail**: he's just crazy enough to try it; mark Taint to have one of his inventions, intentionally or not, fail catastrophically as a 10+ result to **burn shit down**

Scavenger: Someone has to keep the Family fed and supplied when all the combat-types are off blowing up the universe. This is who you send to find the things you can't live without, or to back you up when you are hunting. Scavenger Role Moves are:

- **Thief Bag**: a master thief who can get her hands on anything she covets; if she's with you, you can upgrade any stealth or subterfuge move you fail to a 7-9 result
- **City Mouse**: an expert in finding the food and supplies citizens waste every day; he gains +2-forward on Session moves to **handle your business** for physical needs
- **Typhoid Mary**: desperation breeds risky behavior; you may mark Taint for her to find enough supplies, food, water, and shelter to get through to the end of this Session, ignoring any negative effects of neglect, exposure, fatigue, or hunger; her source is either not fully healthy, or taken from those who needed it more

Leader: Every Family has people others follow, either because they are the agreed-upon Mother or Father, or because others listen to them. Maybe they've been Tribals so long they've lost sight of what goes on Up Top. A Leader isn't always issuing orders, but their opinions and actions carry value. Leader Moves are:

- **Auntie Stone**: if your Family's got an NPC running it, this is who she is; you may sit down with her for advice and direction to gain +2-forward on the next move you make
- **Lieutenant Dan**: the trusty right hand man and adviser; you may follow him into glory, gaining +1-ongoing on all moves for the scene when he is with you; he may only give one person this bonus at a time
- **(Dis)respect Your Elders**: this lady's lost all concept of life outside the Tribe, and every interaction with non-Tribals is fraught with peril; you may mark Taint to describe her inappropriate actions in a public place; gain +2-forward on a move which requires a distraction, and then +2-forward on the next move after that, but the MC may make a move at the end of the scene as the bill comes due

Social Roles

Counselor: Families are sometimes bundles of raw nerves and bleeding psyche held together with alcohol, wild parties, and a lot of suppressed tears. If a Family is lucky enough to have a member who fills this role, they can be made whole and healthy even after shocks or disasters that would sideline or destroy weaker groups. Former priests, real psychologists, and even jaded party-animals have been Tribal counselors before. The Counselor Role Moves are:

- **Not Dark Yet**: faith and hope can fix a lot of things; gain +2-forward to **pack your gear** or **dig deep** when you have the chance to spend time with her
- **Talking It Out**: the most painful memories can be worked through with time and patience, if you're willing to speak; one Family member per Session may erase a point of Taint at the end of the Session
- **Designated Victim**: there's not much this guy won't do to cheer up his Family, it's just unfortunate so many of his ideas involve intoxicated bad decisions; you may mark Taint to go on a wild bender with him; describe your bad craziness and erase one Condition



Survivor: Some people are just freakin' tough. They have an excellent network of survival contacts, or expert skills in staying alive in the worst conditions, or maybe they're really good at seeing the upcoming betrayal. Survivor Role Moves are:

- **King of the Homeless**: if you lower your standards enough, you can always find a place to stay; he can find the Family a safe space among the homeless in any urban area, good for only one night in any Session
- **Survival Mantra**: she knows everything you'd ever want to know about living through bad times; she can grant you +2-forward on any move to avoid damage from environmental MC moves
- **Nobody's Fool**: paranoia and suspicion can be a virtue in the Tribe; you may mark Taint and do something horrid as a response to an MC move or hard move to escape the consequences if you have this person with you

Supporter: No matter what the Family's goals are, there are certain members who bring little more than the ability to get along with almost anyone. They aren't experts at anything, but they know enough to help anywhere when needed. Role Moves are:

- **Caper Crew**: she's handled every job in the Family, and done all of them well enough to be considered solid at them all; once per Session, you may use her to gain +1-ongoing on ALL moves you make in a scene as long as she has your back
- **Ol' Reliable**: maybe he's close to retirement, but he's still got a great rep; if you bring him along, you gain +2-forward on an Influence test with any Tribal or Fringe groups
- **Ignorance is Bliss**: this poor bastard's so new he doesn't even have a name yet; you may mark Taint as a response to redirect an MC move or hard move to him

Mystical Roles

Wizard: While not as proficient as a fully trained Shaman, this magical back-up can still fling a few spells or powers around when needed. Might be a ritual magician, someone with a little natural talent, or a rogue psychic escapee. Wizard Role Moves are:

- **Concentrated Awesome**: when he's got time, this guy's magic can make almost anything easier; once per Session, roll any one ritual as if you knew it
- **Right Person, Right Time**: she knows just a little bit of magic or psychic power, but she always seems to get it right just when you need her to; once per Session, if she is with you, you may upgrade your result on any move you know to the next higher level with her magical help; describe how she helps
- **Cassandra**: this renegade from horror shows is a powerful mage or psychic, but her control is shit; you may mark Taint to describe how her actions give you +2-forward on any move involving violence or the signal

Beast: There are monsters in the world, but this one is yours. They have power to fight, to force their will on others, and to suffer at the hands of the citizens they hate and fear. The Beast Role Moves are:

- **Walking Disaster**: if she shows up angry, you better look out; when you bring her with you to a fight, upgrade all your results on **dust-ups** and **burning shit down** to the next higher result, but downgrade all non-violent moves in the scene
- **Armour-Piercing Question**: the right words with the right power behind them can seduce and destroy an enemy; once per Session, when you get her to use her powers on someone, she forces one answer or action from them as long as it isn't immediately self-destructive
- **What the Hell, Townspeople?**: no matter how hard he tries, he can't hide his monstrous nature; you may mark Taint to cause a scene of ugliness and chaos as people either lash out in horror at him, or flee in terror; this cancels any one MC move or hard move

Anchor: Sometimes, the best offense is knowing a little more about things than your enemies. Anchors are masters of knowledge, if not of skill. They may be retired professors of archaeology, students filled with arcane insight, or delvers into forbidden lore. The Anchor Role Moves are:

- **Gentleman Adventurer**: this fellow loves to take risks in order to find new adventures; when you bring him along to assist you, you gain +2-forward on **running a go-to** or to **sniff out hidden answers**
- **Station Identification**: for some reason, the *loa* find this person's presence very pleasing; if you give Pull to a spirit, attempts to cast rituals, **petition the *loa*** or to **open yourself to the signal** gain +1-ongoing this scene
- **Your Days Are Numbered**: she's got a hot-line to things no one should speak to; you may mark Taint to gain +2-forward on any attempt to **gaslight someone** or to **shine someone on**



FINISHING UP THE PLAYBOOKS: STARTING PULL

Now you all go back to your playbooks and fill in the starting Pull section. You may assign NPCs one or more of these Pulls, subject to the limits above. As you are assigning these Pulls, talk them out as a group. Make sure the other players are okay with being the focus of your Pulls, and that one character isn't the focus of too many (or too few) Pulls. Then, after all the Pulls are assigned, the MC should check to make sure every character and NPC has at least one Pull on someone, and owes one to someone else. If someone has nothing owed or gained, the MC should create an event in the Family's past that fills that hole. Ideally, you want the Family tied together by an intricate web of favors and past debts owed and gained.

A cool trick for this part is to make a Web Chart. Take a sheet of paper and write the names of all the player and non-player characters in a big wheel. Each time someone gains Pull or gives Pull to someone else, draw a line from the giver to the gainer, and include a quick note on why the Pull exists. At the start of a campaign, this will be a handy reference for where everyone stands in the food chain. You can even keep the Web going during play, if you don't mind constantly erasing and adding lines as Pull is given or used. (I use a program which lets me generate a MindMap, and I update my Web after every Session. But I'm anal, so that may be more than you want to do.)

This system tip helps you to keep track of the Pull that's out there, and that way, whenever you are stuck for a move, you can always pick someone in the Web Chart and bring them into the Session. If the Family has Pull on them, they contact your characters with a deal or offer that brings new complications or developments. If the Family owes Pull to the NPC, they call in their debt.

FILLING OUT THE FAMILY SHEET: FAMILY NEEDS, UPGRADES, JOBS, AND PONIES

The Starting Situation and Family Type worksheets will each have three Traits assigned to them. These indicate the needs the Family will have during the Campaign. The MC uses these to keep pressure on the Family, emphasizing shortages and rewarding victories as the Family completes (or fails to complete) their objectives.

The traits for the Situation and Family will also identify the Family's starting **Needs**. Each trait has a Need associated with it; the MC has more rules on how to use those Needs. The Needs for each trait:

For Infiltration, the basic Need is **Source**.
For Urgency, the basic Need is **Time**.
For Support, the basic Need is **Trust**.
For Secrecy, the basic Need is **Cover**.
For Violence, the basic Need is **Grit**.
For Weirdness, the basic Need is **Sanity**.
For Resources, the basic Need is **Stock**.
For Privacy, the basic Need is **Cool**.
For Individuality, the basic Need is **Harmony**.
For Discipline, the basic Need is **Drill**.
For Survival, the basic Need is **Shelter**.
For Access, the basic Need is **Contact**.

At the start of the game, the Family is adequate at fulfilling all their Needs. If they would like to start with an additional upgrade, or with a Pony, they may identify one of their Needs as wanting; this will hurt, and place the Family at risk, so think carefully about doing this. If you really want to go nuts, you may take BOTH a third upgrade AND a Pony, and mark two of your basic Needs as wanting. Good luck with that. Don't sweat what this all means right now; the MC is responsible for tracking your Needs, and you'll get a chance at the start of every Session to address those needs.

Now it's time to figure out what your Family can do. For the purposes of running the Family, a starting Family of any kind has:

•7 to 9 members, including the players' characters (counts as a medium gang, 2-harm, hand/close 1-armor driven dedicated)
•Scavenging and trade with other Tribals for basic survival; this means a Family with no other source of income or resources will be able to eat (poorly), and will have basic survival needs met, but will be using Pull a lot to find what they need as far as gear. (The MC will find out more about this later in the book.)
•A relatively secure and mostly unknown place to crash as comfortably and safely as any other homeless people

The type of Family will add some changes to this list, as will several playbook and situational modifiers. Also, several playbooks have advancements which will allow them to pick from a list of Family upgrades as well. Each Family playsheet lists a set of upgrades you may take for your Family. As a group, choose two of those. As mentioned above, you can get a third upgrade if you want to lower one of your needs to wanting.

One kind of upgrade a Family can take is a Job. These upgrades give the Family the option of using one of two special advantages during a Session, chosen at the start of that Session. To do the job, nominate a character to make the following move:

OVERSEE THE WORK

The player describes how their character is handling this task; roll +Influence for whichever group the MC feels is most applicable to that approach.

On a 10+, choose one of the two options for the Job and apply its effects for this Session.

On a 7-9, you still choose one of the options, but you also give Pull to someone, or use Pull you had on someone.

On a miss, the MC gets to hit you with a move.



No guerrilla group can survive for long without popular support. Jeff Davis learned how to fight an unconventional war in the jungles and paddies of Viet Nam, and he has transitioned his expertise to an urban insurgency fairly well. A recent steady influx of vets of the counter-insurgent wars in Iraq and Afghanistan has kept the Tribe's skills sharp in the arena of seeking out and recruiting like-minded civilians who may not be willing to get their hands dirty directly, but who are more than willing to lend crucial information and support when the situation calls for it. In the Tribe, anyone who acts to help the Tribe and knows of its existence is called a Pony. Some people say this is because Ponies help Families do some of the heavy lifting, while others claim the name is a reference to the fact Ponies are dumb, messy, and have to be led around by the nose if you want to make them do what you want.

Although almost anyone can be a Pony, they tend to fall into one of several broad categories. In game terms, a Pony gives a general bonus to a Family's rolls when attempting certain kinds of Influence moves, a dangerous bonus if the Family is willing for someone to mark Taint, and also grants one of three specific moves to the Family when they are recruited. If a Family has multiple Ponies which grant a bonus to a move, only one of those bonuses applies, but all the special Pony moves are available. When a Family must allow a Pony to gain Pull on them, they may choose which character actually is in debt.

Although many Families treat Ponies as friends, it's important to remember that Ponies are not Tribals, and being around Tribals can frequently cause problems for the Pony in their civilian lives. In each Pony description, there's a list of potential complications which may come up from failed Pony or Family moves. Also, in situations where the Tribe is threatened, they are often considered expendable resources. Whenever a Family is using a Pony, they can choose to burn that Pony to use one of the moves not chosen, or to gain an additional +2-forward on a move. The Pony is then no longer avail-

able for use, either because they are now too exposed to be safely contacted, too injured or upset to want to help anymore, or no longer able to perform the duties they were recruited for. A burned Pony is gone permanently unless a character advance is spent to regain the Pony. The general categories are:

Influencer

An influencer is someone in a position to affect the decisions of power groups the Tribe might be involved with. Influencers are able to aid Families by pushing civilian groups in the direction a Family needs them to go, and by gaining the Family access to items, areas, and information from inside the organization. Some examples of influencers are:

•Jack Stemple, congressman from the Family's home turf. The Family saved his wife from infection, and now he helps out by pulling strings with the local politicos to make sure local laws and ordinances aren't too unfriendly. (Authority)

•Melanie Monroe, a minor secretary in a major corporate office. She's an ex of one of the Family, willing to lose, misfile, or reroute paperwork to affect the information the company has when it is making decisions. (Citizen)

•T-Ray, senior gang member. He grew up with one of the Tribals, and considers them his homie for life. He's not too sure what they're up to, but blood is thicker than water, and he'll back them to the hilt with his boys. (Fringe)

•Helen McGarvey, former FBI agent and retiree. After she was exposed to the Outsider infiltration of government, she kept her head down and kept quiet. Now that she's out, she wants to make a difference by using her old FBI contacts to help the Family. (Nemesis)

When recruiting an Influencer, the MC should know the organization the Pony influences, and what sort of position the Pony has. The Family will need to know a good way to contact the Influencer secretly, because the Influencer must maintain a positive and upright reputation inside his group.

Potential complications for Influencers include:

•Another person challenges the Influencer's position.

•The Influencer faces political or social issues which interfere with his availability.

•Personal issues affect the Influencer's willingness to help with an issue.

Influencers give +1 to a Family making moves involving meeting people or gaining favors in their Faction. If a Family is willing to mark Taint, the Pony can force another NPC in their group to accept an unpleasent bargain through blackmail. Additionally, choose one of the following moves when the Influencer is recruited.

•**Friends Like These**: the Family can let the Influencer gain Pull on them or use Pull they have on him in order to use one Influence move without rolling; use the 10+ result, but the MC may then make a move.

•**Authority in Name Only**: the Family can let the Influencer gain Pull on them or use Pull they have on him in order to be released from any sort of arrest or detention organized by the Influencer's group as if they had rolled 10+ to **bang bricks**.

•**In It For The ←Blank→**: the Influencer gives +1-ongoing to persuade or manipulate NPCs in their group

Foundation

Foundations provide essential services and support to Families in need. They are providers of food, shelter, and medical attention, as well as safe places to crash. Foundations have access to legal and concealable supplies that everyone needs to survive in the underground. Some examples of Foundations are:

•Staff Sergeant Malcolm Lebonne, supply officer at the local Army base. He's not quite sure what the Tribe is fighting, but he's willing to provide gear and supplies off the books for a consideration in cash, as long as it doesn't come back to him. (Authority)

•Fran Cohen, widowed elderly grandmother. Her husband was once a Pony, and when he died fighting something horrible, she sort of agreed to keep up the deal. She provides warm beds and nursing as long as the Family keeps peaceful. (Citizen)

•Wild Wendy, an anti-establishment ex-radical hippie. Although she's getting on in years, she still runs the best after-hours club in town, and she's more than willing to hide those she feels are doing what's right for the Cause. (Fringe)

•King Benny, senior figure in the local Vampire covens. As long as the Tribals behave themselves on his turf, he's happy sending them info on what his supernatural rivals are up to, in hopes the Family will take them out. (Nemesis)

Recruiting Foundations requires knowledge of what it is they can provide, and how long they can support the Family before its welcome is temporarily used up. The Family needs to know where the Foundation is, and how to safely come and go without leading enemies back to the spot.

Potential complications for Foundations include:

•Their actual family is endangered by Family actions.

•Financial or supply issues render them unable to help out right now.

•Other, unwelcome, guests are there when the Family arrives.

Foundations give +1-ongoing to any move a Family uses involving finding needed supplies or resisting exposure or hunger. The Family can mark Taint to gain access to an illegal dangerous substance or site the Foundation's group would have available. Also, choose one of the following moves when the Foundation is recruited.

•**Angst? What Angst?**: if each Family member gives the Foundation Pull on them, you may use their place to rest and recover safely, healing all harm and resupplying.

•**Working Class Heroes**: the Foundation is able to provide backup in dangerous situations; give them Pull on you to get support from a medium gang, 2-harm.

•**Great Samaritans**: well-known and widely respected in their group, the Foundation can provide +2-forward on any Influence move for that group if you let them gain Pull on you.

Coach

A coach is a mentor or knowledgeable ally with skills the Family wants to learn. Often experienced members of their chosen profession, the coach can train Family, provide advice and information about their area of expertise, or even assist directly in emergencies. Some examples of Coaches are:

•Doctor Queensly Lewis, ex-pat disabled surgeon. An IED blast in Iraq destroyed this British Airborne vet's hands, leaving him unable to perform operations. Discharged, he has sunk into alcohol and pills, but his mind is still full of medical knowledge. (Authority)

•Will Emannuel, illegal immigrant accountant. Back home, he was a masterful banker and investments broker; now he's working off-the-books carpentry jobs trying to support his wife and kids. For a cut, he can give financial advice. (Citizen)

•Robert Truitt, biochemist at a black laboratory. He's not interested in exactly what the data he gathers means, he's just fascinated by the research. He's more than willing to discuss any chemistry "problems" with anyone who pays attention. (Nemesis)

•Yuki the Unicorn, online japanime freak. A presence on all the otaku boards and fan-sites, Yumi knows everyone who is anyone in fan culture. S/he has an encyclopedic cache of info on alternative lifestyle activities around the country. (Fringe)

When recruiting a Coach, identify what skills or knowledge the Family is learning from them. The Family should identify what the Coach is willing to do, and what boundaries they may have on letting go of their knowledge.

Potential complications for a Coach include:

•Their own urgent needs make them unavailable for an extended time if not helped.

•An unexpected hole in their knowledge is revealed.

•A professional rival of theirs takes an interest in what the Family is doing.

Coaches give +1-ongoing to any move a Family uses involving use of the Pony's specific skill set. The Family can mark Taint to gain +2-forward to a move using the Coach's skills; describe what forbidden knowledge or questionable technique the Coach reveals. Also, choose one of the following moves when the Coach is recruited.

•**Perfectionist**: the Coach's exceptional attention to detail can convert a miss to a 7-9 hit on moves involving their skill-set; the Coach gains Pull on you.

•**Implied Answers**: the Family may let the Coach gain Pull on them or use Pull they have on him to add another +1-ongoing to moves involving the Coach's skills for an entire session, even if the Coach isn't consulted.

•**Technobabble**: even if the Family can't understand the answers, the Coach always has them. Let the Coach gain Pull on you to use Pull on someone on a move involving the Coach's expertise without actually removing the Pull you have on the target. In other words, give the Coach Pull on you to keep the Pull you have on someone else.

Combatant

It's rare for Families to recruit many warriors as Ponies without going the extra mile and making them a Childe. Most Combatant Ponies are short term allies, or friends from life before the Tribe. Some examples of Combatants are:

•"Uncle" Ion Ostreiwiscz , Polish gangster. A borderline sociopath who loves drink, women, and robbing banks. He doesn't ask questions, doesn't take credit cards, and doesn't kill women or kids. (Nemesis)

•Pauline "Paulie" Anderson, Army Ranger. Being a woman in a male-dominated profession, she's dealt with more than her fair share of sexist assholes. She's got skills, and she'll use them for the right cause. (Authority)



•Sam Dove, bar room brawler. He loves a good fight. And any fight at all is a good fight as long as he's beating on someone he thinks might deserve it. Buy him a six-pack and point him at a target, and he'll do the rest. (Civilian)

•Chivato and Monstro, professional muscle. A pair of frighteningly competent gangbangers who have worked for everyone from the Cartels and the Zetas to the CIA. Although they don't mind killing, they prefer to exercise their skills in robberies, beatings, and intimidation. On Sundays, they take their wives and kids to church. (Fringe)

Combatants come from many different backgrounds, but all are proficient in battle. Their level of skill may vary, and the Family should know how far their ally is willing to go, and what she knows about the Tribe so far. More than almost any other ally, Combatants are a huge security risk, and their capture or arrest can mean disaster if the Family isn't prepared.

Potential complications for a Combatant include:

•A prior injury or recent illness reduces their effectiveness or availability.

•Something the Combatant did in their past has resurfaced to haunt them.

•A little too much enthusiasm causes unwanted overkill.

Combatants give +1-ongoing to moves involving violence or intimidation. The Family can mark Taint to send the Combatant on a suicide run after a target of their choice, dealing 3-harm, or 5-harm if collateral damage happens; the Combatant is killed in the process. Also, choose one of the following moves when the Combatant is recruited.

•**Blackshirts**: Give the Combatant Pull on you to call upon their shady and violent friends; gain a medium gang, 3-harm hand/close dedicated violent for one session.

•**Combat Irritation**: the Family may give the Combatant Pull on a Family member to avoid an MC hard move; the Combatant performs an act of outstanding violence which cancels the MC move at the cost of exposure and massive collateral damage.

•**Pleasantly Expendable**: the Family may give the Combatant Pull on a Family member in order to regain them as a Pony after they have been burned on a move.

Source

Where an Influencer is in a position of power within a group, a Source is one of the anonymous worker bees which fill up the lower ranks. Instead of power, they provide a constant stream of intelligence and information. Some examples of Sources are:

•Franklin Gage, Navy cryptographer. Currently stationed ashore at a communications facility, Franklin is willing to sell messages and radio traffic intercepts. Morally bankrupt, his gambling problem's got him in a bind. (Authority)

•Hilary Jenkins, market analyst. Infatuated with one of the Family, she can provide insight on market trends, inside investments, and financials for organizations involved with the Bloats. (Nemesis)

•Kim Lee Sueng, barrista with good ears. Working at the local coffee shop where several powerful people like to get their morning joe, Kim is always listening, putting things together. Random tidbits fall into his lap from time to time. (Civilian)

•Zebra, street level scam artist. Always working the angles, Zebra is in on any number of low-income hustles and street cons. When the Family kept him from a beating, he swore undying loyalty. (Fringe)

A good Source is low enough in their organization that they don't draw attention, but with enough access to make their information valuable. The best Source is quiet, unassuming, appears to be loyal to their organization, and attracts little to no attention from their bosses. An outgoing attention-getter doesn't last long.

Potential complications for a Source include:

•Personal issues at their organization prevent them from concentrating.

•A sudden change or restructure has cut off access at a crucial time.

•A supervisor or coworker becomes suspicious and must be dealt with.

Sources give +1-ongoing to Influence moves for gathering information inside their group. The Family can mark Taint to gain access to information from the Source that will ruin someone higher up in their group if revealed. This information can be used to force the superior to cooperate or be destroyed. Also, choose one of the following moves when the Source is recruited.

•**Smarter Than They Look**: this Source is particularly adept at one kind of Influence move, and gains an additional +1-ongoing on that move.

•**Deep Cover**: the Family may let someone gain Pull on them to avoid a move or complication which would adversely affect the Source. If they do, the Pony is unavailable for the rest of this session but is safe from all harm or consequence.

•**Mission Control**: whether because of electronic or magical means, the Source is able to provide information in real time. The Family may give the Source Pull in order to gain Pull on anyone in the Source's group.

Worm

The Worm has spent years working their way into a position inside the organization. They have been waiting patiently, keeping their head down, acting exactly as their organization expects, without any contact with the Family at all. Then, when the time is right, they strike from within, causing damage and panic. Some examples of Worms are:

•Xaviera Couget, a high-end call girl with a massive client list and a secret hatred for those she services. If the cause is important enough, she will throw away everything for one chance to strike back at those who've hurt her. (Fringe)

•Victor, lieutenant in a crew of Vampires in the city. He never asked for this life, hates what he does to survive, and would love to bring the whole mess burning down on the bosses' heads. (Nemesis)

•Detective Bronson, an undercover deep inside an investigation on corrupt cops. He's been inside the dirt and grime so long, he barely remembers what it's like to be a good cop. Maybe the Family can help him out. (Authority)

•Naomi Mondragon, wife of a powerful figure in the city's power structure. She knows what her husband does is wrong, and she knows that doing anything about it at all could get her killed. But her kids are almost grown. (Civilian)

Months or even years of digging their way into an organization they owe no loyalty to causes Worms to be duplicitous and sneaky by nature. They will often say or do things strictly in order to gain an advantage or cover their tracks. They are also notoriously paranoid and difficult to contact. One simple slip-up can get them killed, and they aren't afraid to let you know it.

Potential complications for a Worm include:

•Someone inside the organization has become suspicious and is watching.

•The pressure of living a lie causes the Worm to show up suddenly asking to get out.

•The Worm begins to question their motivations and actions, and becomes a risk.

Unlike other Ponies, the Worm is made to be burned. They get one shot to cause havoc, and then they're rooted out or chased down and destroyed. A Worm can be burned to count as a 10+ hit on ANY three Influence moves if all Family involved mark Taint. If you want to avoid the Taint, you must only use one move and be able to successfully rescue the Worm (in a story, of course.) Also, choose one of the following moves when the Worm is recruited.

•**Properly Paranoid**: the Family may give the Worm Pull to gain +2-Forward on a move made to avoid an MC

hard move; the Worm calls ahead with a cryptic warning

•**Dead Man Walking**: either the Worm is morally bankrupt or already living on borrowed time; burning this Worm causes no Taint if a rescue is attempted but fails

•**Spanner In The Works**: the Worm is able to provide a constant low-level series of minor sabotage inside her group; the Family may give the Worm Pull to gain +1-ongoing this session against moves made by that group

Supplier

Sometimes, a Pony doesn't do much more than provide needed access to equipment and services the Family wouldn't normally be able to use. A Supplier is a person who is willing to exchange what they have for aid or money from the Family. Suppliers are not the same as Influencers or Foundations; those people can give items or services by sneaking them away from an organization. The Supplier has direct control over them. Some examples of Suppliers are:

•Morris Neumeir, diamond broker and illicit fence. Whatever you have to get rid of, Morrie's your man. Whether it's hot ice, ripped credit card numbers, or clone phones, he's willing to go wholesale for your business. (Civilian)

•Billie Dale Varro, backwoods gun dealer. Billy's got it all, through his contacts with the local Sheriff and the post armory sergeant at the local National Guard armory For clean cash, he'll provide guns and ammo straight from the lockers. (Authority)

•Clevon, street-savvy child gangster. When he isn't trying to survive and get his family fed, Clevon is always working, pushing product and running deals. If he can't get it, he knows who can, and for a twelve-year-old, he's got a lot of pull. (Fringe)

•Antonio Salazar, drug kingpin and Cuban mobster. Nothing moves in his city without his permission, and there is literally nothing he can't get you if you're willing to pay. He has no loyalty except to the almighty dollar, so watch for tricks. (Nemesis)

Suppliers are only as good as their inventory, so the maintenance and expansion of that inventory is a major activity for them. While some Suppliers may view the Family as friends, most are working on a cash and carry basis, not caring what is done with their product. The biggest issues with Suppliers are that they will charge what the market will bear, and they may be selling to your enemies as often as to you.

Potential complications for a Supplier include:

•Due to accident or official interest, the supplier's goods temporarily dry up.

•Gear the Supplier provides doesn't work when needed.

•Authorities begin asking around about the Supplier's customers.

There's really not much interaction with the average Supplier when you're not buying something. For most Families, the Supplier is purely a business contact. In the rare occasion when it's a deeper relationship, it usually develops over time, as the Supplier becomes sympathetic to the Family's goals. Suppliers add +2-ongoing to any moves involving gaining supplies or gear of the type the Supplier provides. The Family may mark Taint to have the Supplier arrange a rip-off or robbery which provides the gear the Family needs without the Supplier gaining Pull on them. Also, choose one of the following moves when the Supplier is recruited.

•**Paging Dr. Feelgood**: the Family may give the Supplier Pull to gain medical supplies and drugs able to heal 2-harm to all Family, or to heal one Condition for one character

•**Spoiled Sweets**: if the Family makes it worthwhile by giving the Supplier Pull twice, the Supplier can use his contacts to ensure vital equipment or supplies an enemy in his Faction uses are sub-par and prone to failure. The players may decide when the failure happens in the fiction. The MC should make sure they get their money's worth.

•**Black Market Shark**: whether the Supplier is very dangerous or extremely rich and powerful, all other dealers in her group are wary of crossing her. The Family can give the Supplier Pull to gain +2-forward to **weave new strings** or **to scrounge resources** within her group.



Courier

If the medium is the message, then the Courier is the best medium for communication within a group. They may be carrying physical packages and mail, or running message boards online, or even using telepathy to beam information directly into the mind. A secure and untraceable way to pass along the word, most Families try to keep at least one Courier inside any group they might be commonly engaged with. Some examples of Couriers are:

•Paranoid, image board webmaster. Convinced that everyone in the world is being manipulated by a massive Illuminati conspiracy run by green Reptoids in human skin. Never seen in person, and could be anybody. (Fringe)

•Olivia "Ollie" Ortega, freelance photographer. Whether it's gunfights in Chechnya, interviewing child soldiers in Ghana, or exposing corrupt politicians in the Beltway, she's constantly on the move. (Authority)

•Yellow Boy, albino free-runner messenger boy. A blur of motion, Yellow Boy will carry any message or small package anywhere in the inner city, and guarantees to get it there safe, and faster than any bike or FedEx can. (Civilian)

•Ten-chanka, mysterious Russian immigrant psychic. Part of secret FSB intel programs before she fled her country, Ten can reach almost anyone anywhere with short messages, as long as you don't mind your bloody noses. (Nemesis)

The way a Courier delivers their messages, and the sorts of messages they are willing to carry, is a very important consideration when they are recruited. Because Couriers are taking risks with their own lives in order to assist the Family, a responsible Family tries to

make sure they are as safe as possible, and not exposed to serious harm.

Potential complications for a Courier include:

•The message can't be delivered or understood by the receiver.

•The Courier is detained or captured, and the message is in jeopardy.

•Unrelated issues delay or hold up the Courier's availability at a bad time.

Couriers are adventurous and often outgoing, curious types. They can ask some awkward questions on occasion, and are observant enough to figure out a great deal about the Family they help. Couriers add +1-ongoing to any moves involving the movement, trade, or exchange of information or small packages within their group. The Family can mark Taint to use the Courier as a decoy, re-targetting an MC move or hard move to the area they have sent the Courier. Also, choose one of the following moves when the Courier is recruited.

•**Ferryman**: the Family may give the Courier Pull to ensure another Pony or ally within the Courier's faction escapes the consequences of an MC move or complication.

•**Baker Street Irregulars**: the Courier has a massive network of followers or colleagues who can spread her reach even farther. The Family may give the Courier Pull to find out the location and general condition of anyone inside the Courier's group.

•**Run or Die**: whenever the MC makes a move that may endanger the Courier or a message they are carrying for the Family, the Family may give the Courier Pull to have them escape without revealing anything. However, the message is not delivered, and any package is lost. If the Family is willing to have all members mark Taint, the message or package gets through at the cost of the life of the Courier.

Kingpin

The most powerful Pony a Family will ever have access to, the Kingpin is the leader of an entire organization, someone who can give orders to their underlings and expect them to be carried out without question. From gang leaders to executives, the Kingpins are the people who make things happen, and who have true power to get things done inside their group. Some examples of Kingpins are:

•Lion Walks, head alpha of the local werewolf packs. An immense figure of power and privilege, Lion leverages his gang-banger background and connections with the egregious violence of his kin to run the inner city. (Nemesis)

•Georgina Hayes, congresswoman and head of the House Special Committee on Terrorism. She's kept it under wraps that her eldest daughter Genevieve is also Mother Chaos of the D Street Runners Family. (Authority)

•Doctor Haven Duke, head research chemist at Maas Biotech. Capable of routing all sorts of tests, chemicals, medical billing, and research under his authority. Doc Haven owes the Family his life for an Outsider incident. (Civilian)

•Lady Mirabella Arbalatra Dunleavy, senior courtier in the Courts of the Fae. Elegant, seductive, and with a biting tongue (literally), Lady Mirabella acts like a princess because she has the power to back it up. (Fringe)

Every Kingpin is different, and even the level of power they wield is wildly unique. Where a gangster might run dozens of crews making money, a city councilman may be able to reroute some roads or sabotage some votes. Determine what the Kingpin controls, and how far that control goes, when you take them.

Potential complications for a Kingpin include:

•A subgroup inside the Kingpin's Faction tries to take over.

•An activity the Kingpin takes for the Family threatens to expose them.

•The Kingpin makes a painful request for assistance at an awful time.

The Kingpin is all about the application of power. When operating inside their power structure, they are all-powerful. A Family may give the Kingpin Pull to raise a miss to a 7-9 hit, or a 7-9 hit to a 10+ hit on any Influence move involving their organization. The Family can mark Taint and have the Kingpin take drastic and wicked action to convert any move to a 12+ critical, instead, even if no one in the Family has advanced that move. Also, choose one of the following moves when the Kingpin is recruited.

•**Paragon of Virtue**: the Kingpin is such a well-respected member of their organization that nothing short of total disaster can risk their position. Unless the Family themselves have put the Kingpin at risk, this Pony is immune to all moves or complications coming from inside their own group.

•**Sweet Tooth**: greedy for gain, the Kingpin is constantly maneuvering to improve their position, and they like to pass the treats along, even if there are nasty strings attached. Any time the Family gives the Kingpin Pull, they may also gain Pull on someone else inside her organization if a Family member is willing to mark Taint.

•**Who Needs Guns**: the Kingpin has access to a large gang of well armed-thugs (strike breakers, union bashers, football players, off-duty police) who can be called out when required to bust heads. If the Family gives the Kingpin Pull, they gain the use of a mob, 0-harm 1-armor ill-equipped enraged once during the session.

Dark Horse

While the Tribe uses access to the *loa* to ensure they have an edge over their enemies, there are other, darker forces available to help those willing to take the risk of contact. A Dark Horse is a Pony who has accessed an unstable or dangerous source of power which the Family can tap into, for a price. Some examples of Dark Horses are:

•Malachi, ritual mage. Using intensive study and forbidden arcane knowledge, Malachi has managed to summon and bind several creatures from other dimen-

sions. With effort, he can send them to resolve dangerous tasks. (Fringe)

•"Sargon", banished extra-dimensional Although some would say it is a demon, it prefers the term negotiator. If you can offer it something it wants, it can make your dreams come true. (Nemesis)

•Charlie, unstable homeless psychic. Her powers are out of control, and vary day to day. On a good day, she can lift cars, turn invisible, leap tall buildings, or read minds. On a bad day, she lifts the invisible, leaps minds, turns buildings, and reads cars. (Civilian)

•X, possible artificial intelligence. Originating in a series of secure databases located somewhere under Cheyenne Mountain, this system has accessed the outside world, and is busily building its knowledge for its eventual supremacy. (Authority)

Obviously, a Dark Horse is hella dangerous to everyone and everything around them. They may not mean to be so, and they may actively resist using their abilities in the hope they won't harm anyone. Or they may have given in to their darkest desires, and thrive on the death and mayhem they can cause. Know the source of their power, and the cost of using it.

Potential complications for a Dark Horse include:

•Power runs away, causing unforeseen danger to innocents.

•An area thought safe is corrupted by their presence.

•Weakness, sickness, or decay spreads slowly.

Taint fuels the Dark Horse and their powers. A Dark Horse grants +1-ongoing on moves which mark Taint as long as the Taint is actually marked. By marking Taint and giving the Dark Horse Pull, a Family member may gain +3-forward to any move involving powers not of this world. Also, choose one of the following moves when the Dark Horse is recruited.

•**Sympathetic Psychopath**: although they are dark and crazy, the Dark Horse is somehow still sort of heroic. You may give them Pull to gain +1-forward on an Influence move with their group.

•**Screw the Cost**: when backed into a corner, the Dark Horse is capable of horrendous violent responses. The Family may burn the Dark Horse to unleash 6-harm AP messy loud close/far area on a target. All members of the Family must mark Taint.

•**Card-carrying Shit:** this Pony is unrepentant and wicked, and unconcerned with consequences. The Family may give them Pull to gain +2-forward on any move which causes harm or places someone other than the Family at risk. Someone in the Family must mark Taint.

Expert

In today's high-tech, high-speed society, there are many technical or social functions which can only be performed by those who specialize in that activity. Heart surgeons, jet engine mechanics, and nuclear weapons technicians all need a very specific set of skills in order to perform a very specific task. Rarely, a Family may have a specific task they perform often enough to need an Expert; more frequently, the Family is leaning on their vast sum of connected knowledge. Some examples of Experts are:

•Anatoly Kulikov, Russian chess grand-master Anatoly is brusque, rude, conceited, and possibly the most brilliant chess champion of the last thirty years. If it isn't chess, he has very little interest; still, his skills of deduction are amazing. (Fringe)

•Draper Moore, professional pickpocket. A mousy-looking man constantly toting his umbrella and pilfering pockets, Draper is a street-level Houdini capable of the most amazing lifts. (Civilian)

•Frankie Peace, elderly spirit. Frankie was a flapper in the Twenties, killed over bathtub gin in the local park. She never leaves the grounds, but is aware of everything that happens inside the gates. A delightfully batty old bird. (Nemesis)

•Renfrow, forensic botanist for the FBI. A master of all things related to plants and crime, Renfrow's skill set is so specific it would never be used if the FBI wasn't paying the bills. From poison ivy to plant growth rates, call Renfrow. (Authority)



Experts are such niche providers that it can be very difficult to figure out what use they may be for the Family. The biggest lasting benefit to their friendship is their reputation inside their group. While you may never need to call on your friend the calculus professor to solve differential equations, his name helps get you in the door at university meetings.

Potential complications for a Expert include:

•Some change in the Expert's field challenges the status quo.

•A personal activity distracts the Expert so badly they need help solving it.

•A rival of the Expert is sniffing around the Family, trying to suss out their goals.

When creating an Expert, define what narrow specialized set of skills they have. Within that skill set, they will always be successful on any move. Because it's what they do, the Family merely gives them Pull and gets a 12+ hit on the move. In addition, Experts grant +1-ongoing to **weave new strings** inside their group. The Family may mark Taint to use the Expert to draw in a target by dangling the Expert as bait. Also, choose one of the following moves when the Expert is recruited.

•**Sherlock Scan**: the Expert is able to rapidly deduce startling conclusions from very small amounts of information. If the Family gives the Expert Pull and takes her to a scene, she will be able to figure out any answers to questions which might be determined by a proficient forensic scientist.

•**Chekhov's Skil**l: the Expert has learned to apply her skills with her own field to problems in other fields. A Family may give the Expert Pull to bring them a problem requiring massive intellect to solve. The Expert solves it if it would possible to solve, even if it has nothing to do with the Expert's field.

•**Astral Checkerboard**: a master of manipulation and subterfuge, the Expert's enormous brain and lack of morals

allows him to make things happen inside the group he belongs to. A Family member may mark Taint and give the Expert Pull to force the MC to make a move for that group targeting a target of the player's choice.

MOVES GALORE: STARTING FAMILY AND SITUATION MOVES

The next step is to look at the two moves for your Starting Situation. As a group, you may select one of the two. Do the same with the Family moves. The moves you have just taken are now available to be used by any Family members in this campaign, just like the regular basic moves. In effect, they become new basic moves for this campaign only. There's a third, Taint move, for both sheets. You always have those.

WHERE YOU ARE: GENERATING STARTING TURF

First, place the Turf Sheet out in the middle of the table. The MC draws a recognizable feature of some kind in the center of the sheet, like a road, town, or building. She names it, and maybe gives everyone at the table a brief description of what it is. Then, going clockwise around the table, each player (and the MC) takes a turn in generation. When it is your turn, you may either add a new landmark to the sheet, drawing a small symbol or mark, naming the location and giving a brief description. You can use the list of suggested locations on the side of the Turf Sheet if you'd like, but you don't have to. Alternately, you may choose someone else at the table to select one of the questions listed on the Turf Sheet handout. They ask this question out loud, and you answer that question however you see fit. Continue going around the table until everyone feels like they've got a satisfying amount of information to work with.

In this way, the players will get a nice idea of what they have in their immediate area, the place where they are traveling, or the current area they've targeted. The MC and players should pass the sheet as many times as they like, but they should make sure they leave some blank areas for later; that's going to leave some room for future expansion.

THE STARTING SITUATION AND FAMILY TYPE PLAYSHEETS

Listed in the next section are the basic starting situations for a story, and the various types of Families which exist. The Situation Sheet can be thought of as the way the game world works for this particular series of Tribe stories. The next time you play, the initial set-up might be entirely different, so the back of each situation gives a fast explanation of what is going on in the world, and the Family type gives an example of a day in the life of that sort of Family. In the color text, the three highlighted words are the needs of that set-up or Family.

MC DISCLAIMER: The final Family, the Genuines, are potentially the most offensive and divisive group you can play. If you substitute the word supernatural for any particular race, creed, ethnicity, gender, or belief, a Family of Genuines are coming from the same place as the KKK, the National Front, the Red Pill people, or any other hate group. So why use them?

The easy answer is: don't. If your players pick Discipline, Survival, and Access (which, strangely, is a combination no playtest group has ever chosen,) let them know what they're in for, and let them take a mulligan. If you DO decide to run a Genuine Family, either tone down the hate, make sure it's justified within the fiction (after all, supernatural creatures are inherently evil monsters in most fiction, whereas people in the real world are three-dimensional,) or, if you're really brave, you can all experiment with looking into the abyss of racism and hate, and see if there's any common ground, any hope for redemption, any way out of the cycle of hate. Watch American History X, with Ed Norton. It'll show you something you can use.



DIRECTIONS: MC, print the sheet, and fold it in half at the line. Give it to one of the players, this side up.
Player, choose one from the first column to keep, then one to throw out. Pass left.
Each player will do the same, choosing one to keep and one to toss, then passing left. When the first column options are all done, start on the second column.

INFILTRATION	RESOURCES
URGENCY	PRIVACY
SUPPORT	INDIVIDUALITY
SECRECY	DISCIPLINE
VIOLENCE	SURVIVAL
WEIRDNESS	ACCESS



When all the choices have been made, pass this sheet back to the MC.
MC, when the sheet comes back to you, look on the other side of the fold to determine this campaign's Starting Situation and Family type. Gloat as appropriate.

INFILTRATION	A
URGENCY	B
SUPPORT	C
SECRECY	D
VIOLENCE	E
WEIRDNESS	F

RESOURCES	U
PRIVACY	V
INDIVIDUALITY	W
DISCIPLINE	X
SURVIVAL	Y
ACCESS	Z

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ACF	We Keep Peace On Dark Streets	119
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ABC: THE PASSWORD IS GRANDSTAND

Infiltration, Urgency, Support

The Outsiders have overrun most Federal authorities, and have agents in place on the ground in many State and local power groups as well. The Consortium is a shadowy overseer of much that happens in the world, and even the smallest disaster probably has at its base an Outsider plan to continue the Great Work of subverting the world. Even worse, the width and scope of their previous plans has rendered large portions of the world unsafe for the Tribe, and Families which do not stay on the move or keep themselves well-concealed will be ferreted out and attacked rapidly.

On the plus side, the Tribe here is highly decentralized, but also very dedicated. Families know the only advantage they have is the support they give each other, and so even the most radically opposed groups will still force themselves to cooperate in order to survive. There are several strongholds, well hidden and well supplied, and splinter conspiracies inside the government have begun to support the Tribe against the Consortium, in the theory the enemy of my enemy is my friend.

Whenever your Family helps another Family in need, everyone marks experience.

Special MC Moves

- Begin a widespread manhunt for the Family.
- Call in special agencies, such as special forces soldiers, undercover agents, or Reapers.
- Initiate a countdown to unspeakable disaster.

Situation Moves

REACH OUT TO AN ENEMY

When you have made contact with an enemy who might also hate or fear the Outsiders, you may roll +ice.

On 10+, choose two.

On 7-9, choose one, but the MC then chooses one from the fail list.

- They agree to give you material support and gear you need.
- They agree to aid you in combat. (Small gang, 3-harm, 1 armor)
- They grant you information you can use.
- They agree to leave you in peace..
- They accept that you are the lesser of two evils, and let you go.

On 6 or less, you're pooched; the MC chooses two.

- They interfere with your plans. Take -1 ongoing until clear of it.
- They decide to get rid of you. Take their harm, and then you escape.
- They demand painful favors in return.
- They demand a stiff price for their aid. They get Pull on you.
- They find out one of your secrets, and can use it later at their discretion.

SEEK SAFETY IN NUMBERS

Once per session, when you feel overwhelmed, you may roll +Tribal to find another nearby Family who can put you up for a while.

On 10+, there's no immediate cost, and you are protected by a medium gang, 4-harm, 1 armor.

On 7-9, they need something from you in return for help; MC decides what that is.

On miss, there's no one available in this area, and your enemies are tipped off.

FAILSAFE

When you feel overwhelmed, everyone may mark Taint and sacrifice your current hideout and stored gear to escape the area, killing any pursuers in contact with you.

EXAMPLE STARTING AREA: THE BELTWAY

"There ain't many places as fucked-up and Bloated as the D.C. Beltway, troop. I don't know if everything is being run by the bad guys, but what ain't probably ain't much use. If you aren't a white, hetero-normative male with a median income above 100k yearly, the Bloats have probably got your whole life locked up in the palms of their tentacles. You ain't gonna get anywhere without their say-so, and you're gonna live and die the life they let you have. And, if you are the afore-said white guy, chances are pretty damn good you're already working for an Outsider Master and don't even know it. The Consortium has paramilitary "security consultants" all over the place. Go into the Beltway or any of the towns around it, and half the cops are working for the Outsiders, too. The city itself is a hotbed of violence and poverty, and the entire place is Tainted as well. The bosses are keeping all the citizens hot and bothered, so they can't see that the so-called elected officials are all the same poisonous traitors, no matter what Party they belong to. Figure them all for Outsider plants.

"You're gonna need intel to make any headway inside the Beltway, troop. Make connections, especially among the rich and powerful. D.C. Lives and thrives on the networking between all the bureaucrats and wage slaves working alphabet soup jobs. FBI, CIA, DEA, White House, think tanks, corporation lobbyists, special interest groupies, PACs. Figure out who knows who, and who owes who, and you're halfway home. Every **source** you make is gonna feed back the info you need to stay alive so you can fight the War.

"Move quick, too, babydoll, 'cause you are NOT gonna get a lot of opportunity to think in between moving the War. As soon as you pop a target, the bad guys are gonna come down on you like a fuckin' hammer full of TNT. Keep your plans tight, and be ready to move on fast if you need to. Too much time in one place is gonna give the bugs too much time to work out where you are. **Time** is something you can't waste. Make decisions fast, and make your moves faster, because you aren't gonna have a lot of time to talk things out once the Bloats get a line on where you are.

"You wanna be successful here, it's all about who you know, and who you can **trust**. A smart Family is gonna identify whose information they can trust as soon as possible, and they ain't gonna trust no damn strangers. You need to verify the credentials of anyone you're thinking of using to help you, and don't let anything out you don't want the Bloats to know. They've got eyes and ears everywhere, troop, even inside the Ponies some Families rely on. Always be ready to cut a motha-fucker loose if you have to, because it's better to dump them than let them have a chance to dump you.

"It's a target-rich environment, though, lemme tell you. You can throw a slug any which way and hit someone working for the Bloats. So you're taking the War right into their home turf, you brave bastard. You can count on every other Family within fifty miles rooting for you, and they will all hand over whatever support they can if you ask. Partly, they prolly admire your balls in deciding to head right into the shark's mouth. Mostly, though, I figure they're just happy it's you and not them. Also, another advantage you're gonna have is that the same networks that are working for the Bloats are also working for themselves. If you're clever, you may be able to steer your way in between them, and get them biting each other's throats, instead of yours. Whatever the end result, you're gonna be famous, even if you all end up dead."

ABD: A WORLD OF SHADOWS

Infiltration, Urgency, Secrecy

The Consortium is the only source of Outsider activity in the world. It is a small but very powerful combination of secret agency, criminal front, and powerful corporation. Its agents are everywhere, but even they don't know who or what they truly serve. The average plot may never expose an actual Outsider, and its human dupes may go to their deaths fanatically believing they are doing what's right and noble.

Tribals work deep undercover, desperately attempting to hide behind layers of their own secrecy. Each Family must do what it thinks is right, and sacrificing the deluded servants of the Consortium may cause the Family to have to make hard and painful choices. But the Consortium's mania for secrecy means they can't attack the Family directly, lest their own secrets be revealed.

Whenever your Family discovers a valuable or dangerous secret, everyone marks experience.

Special MC Moves

- Reveal an ally who has been duped by the Consortium's agents.
- Produce a shocking revelation of immediate risk to a trusted friend.
- A previously reliable asset is discovered by the Consortium's agents.

Situation Moves

PLAYBACK

When you can use the Consortium's secrets to cover up your own, roll +signal.

On 10+, choose two.

On 7-9, choose one, or choose two and someone gains Pull on you.

On a miss, you alert your enemies to your presence. The MC makes a move.

- You interfere with the enemy's plans.
- You overwhelm them with false leads; your Family gets away without harm.
- You bait a trap for your enemies. Inflict terrible harm on them.
- You reveal hidden weaknesses. Gain Pull on someone, and mark experience.

TURN AN ENEMY AGENT

When you have dangerous leverage or blackmail on a vulnerable Consortium agent, roll +Nemesis.

On a 10+, you hold 2, which you may spend on any of the options below.

On a 7-9, you hold 1, but the agent needs something in return; they gain Pull.

On a miss, the enemy doesn't help you, and the MC may make a move against you.

- You may act as if you had rolled 10+ on **sniffing out hidden answers**.
- You gain 1-ongoing to resist moves the MC threat makes this Session.
- The agent arranges for vital help for you.
- The agent arranges access for you to one defended enemy area.
- The agent escapes harm or detection.

BOUGHT WITH BLOOD

When an enemy is about to make a move against you, everyone may mark Taint and the Family sacrifices a Pony, important ally, or Family member. The move automatically fails to your advantage.

EXAMPLE STARTING AREA: NEW MEXICO NIGHTMARE

"So you wanna know what's really going on out there in the desert? Well, the answers aren't easy to get to. We know something happened in '47 there near Roswell, but so many people have offered up versions of events that it's almost impossible to make out what's real, what's rumour, and what's blatant misinformation. But there's one fact you can't argue: whatever happened, the area around there has been a centerpiece of US Government secret activity. You've got Area 51 by the Sangre DeCristo range, running secret flights that might be alien technology back-engineered. You've got Sandia Labs in Albuquerque, doing testing and development of what they say are the non-nuclear parts of nuclear weapons. Roswell itself was cleaned up and secured, and whatever crashed out there disappeared, maybe into the top secret underground base at Dulce the Feds say doesn't exist. And you've got another UFO crash event in Aztec, New Mexico. And, lest we forget, Los Alamos, which used to be the most secret place in the country, is right there, too.

"The whispers through the Tribe are that the Consortium is running some kind of long term black project out there in the desert, far from human eyes. It's damn hard to get anyone in the area to talk; finding a good **source** is crucial. And once you find them, you're going to need to keep them safe, brother. Guard your information channels, because they're vulnerable to Consortium action. They can't just kill you in most cases, draws too much attention to an area they don't want people looking at. But that doesn't mean they can't fake up trespassing or treason charges, and dump someone in a cell under 24-hour watch. Or discredit them with a trumped-up kiddie-porn or drug charge. You want to make sure the people you count on can count on you.

"Be careful, too, because I'm pretty sure whatever the Hell the Consortium is up to, it won't be good for humanity. They've been working on this project since 1947, so they've had 70+ years to get it ready. They can't be too far from being done, so you may not have a lot of **time** to figure out what they're doing, and how to stop it. You're under the gun here, troop, so you better move fast and with a sense of urgency. You don't want to give away your own secrets, but you better be good at working under pressure, because everything you do will bring counter-moves from the enemy. If you keep your eyes open and your wits about you, though, you should be able to get a sense of what sort of timeline you're really working with.

"I'm guessing you'll need to find a good spot to hunker down, and an excellent set of **cover** identities. You're going to be in the area for a while, and you're going to need to be able to come and go throughout the whole southern part of the state without raising too many suspicions. Not sure what you can come up with, but I'd recommend you figure out what sort of people would spend a lot of time out in the middle of nowhere, and get your back story together. The Consortium's agents won't hesitate to grab anyone they think is even slightly suspicious, so you'll have to be able to stand up under mild interrogation. They aren't going to waterboard you just because you got too close to their facilities with your cameras, but there's an awful lot of space out there to bury bodies. You want to convince an interrogator you're just some harmless civilian hump.

"So what's working in your favour here? Well, first, the facilities which the Consortium runs need a LOT of people, and you can bet some upper level big-wig military-industrial center isn't going to be doing their own laundry, cleaning out the clogged toilets, or hauling garbage. So there's a ready-made infrastructure of little people you can infiltrate and use to your advantage. And all those normal everyday citizens aren't supposed to know what's going on, either, which means the Consortium is going to be careful with their responses to your actions. If they can make you go away without any public friction, that's the route they're taking. So you have a little more room to breathe than you might normally have when you're facing the enemy."

ABE: KILL THEM ALL, GOD WILL KNOW HIS OWN

Infiltration, Urgency, Violence

The Tribe's war with the Consortium has been blown wide open, and the Tribe is on the run and backed into a corner. Desperate and pursued on all sides, the Families are close to losing the war, and the only advantage they have is that it's becoming increasingly difficult for the Consortium to hide the reality of what it represents. Those agents who aren't already infected are beginning to see through the lies, and if the Tribe can just hold on a little longer, they may receive a much-needed shot in the arm from ex-agents willing to work against their former masters.

Although the Outsiders are trying to keep a lid on the truth, it's leaking out through so many different avenues that concealing the existence of aliens on Earth is becoming impossible. In a mistaken attempt to finish off the Families, the Consortium has publicly revealed the Tribe as a terrorist group, and used the full weight of the Patriot Act to round them up. But by admitting there's an armed insurrection in the country, the Consortium has actually improved the Tribe's chances, as disgruntled and disillusioned citizens begin to seek answers for themselves.

When your Family reveals something the Consortium is hiding, everyone marks experience.

Special MC Moves

- A massive terror attack occurs, and is publicly proclaimed as a Tribal action.
- An entire neighborhood or building is invaded by a gate burst.
- Federal agents supporting Homeland Security appear to complicate matters.

Situation Moves

GRASSROOTS SUPPORT

When you can take a brief rest in an area where the government is not popular, roll +fire.

On 10+, choose two.

On 7-9, choose one.

On a miss, you enemies have followed you into this place. The MC makes a hard move.

- The locals share supplies and care with you. Replace or repair gear, and heal all harm.
- You find a safe defendable hideout. +1-ongoing until you must move.
- New recruits are available to you. Heal all harm to a gang.
- The locals feed you info on movements in the area. +1-ice until you move on.

I'M NOT LEFT-HANDED

When you try to trick or ambush Outsider enemies or agents, you roll +Citizen.

On a 10+, you hold 2, which you may spend on any of the options below.

On a 7-9, you hold 1, but must accept a complication of the MC's choice.

On a miss, the MC makes a move, and any locals who helped you are proper fucked.

- Perfect set-up. Inflict terrible harm, and take none yourself.
- No witnesses. You get away without any pursuit.
- Grab and go. You steal or otherwise acquire rare gear.
- Stolen assets. The info you get gets you a new Family advancement usable until the end of the next session.
- Back doors. You gain 1-ongoing against this target's security.

OVER THE TOP

When you use innocent citizens to help destroy a target, everyone marks Taint. Describe how the people who assisted you have their lives destroyed, and you burn shit down with a 12+ result against a target of your choice.

EXAMPLE PLAY AREA: THE BLUEGRASS REBELLION

"Welcome home, Cousin, it's good to see you finally gave up on bangin' yore head up agin' them big-city bureaucrats. Now that you're back, maybe we can finally git these suit-and-tie Homeland Security bastards outta our land. Now, I heard they put y'all on some sorta special list for the po-lice and the Feds to come after you. And I know the tee-vee is sayin' y'all did some bad things out there on the coast. Well, I got to tell you, cuz, you ain't got a lot to worry about round here. We's family, and you know ain't nobody gonna tell them city folks one damn word. Near as I kin tell, mosta the folks from here to the north side of the valley all figure whatever you done, it musta been fer a good damn reason.

"It's gonna be hard for y'all to figure out what all them government-types are doing. They ain't exactly hiring many of the locals to help them hunt y'all down. They got one or two of the local po-lice helpin' them with searches and answerin' questions about y'all's past. But that ain't givin' us a reliable **source** of information about them folks. I figure if you can find someone who can get you close to the Feds, you might be able to get a little better idea what them fuckers is up to. But you have to be real careful. I don't think they care too much at this point about going after your friends to get to y'all. They start burnin' down a couple houses, you're gonna have to do something to protect us.

"We better do something fast, too, cuz. A lotta folks are pretty pissed off that the suits are hereabouts. I know Vinnie and Rube down at the station were talkin' about getting some of the boys together and kicking a few asses. I know y'all been fighting all sorts of people for a long **time**, but you know Vinnie and Rube, they got all the sense of a hound dog with a possum up a tree. They go off trying to pull some shit, they liable to bring a lotta heat down on the whole valley. And you gotta figure every day these government agents is here, they're cutting into Uncle Boyd's shine business, keeping Miss Cathy and her girls from opening their house back up for the boys, and making a real mess of Boss Taggert's gamblin' rackets. Generally, there ain't too much money or jobs here already, so losing any at all is gonna put a lot of your kinfolk behind the eight-ball.

"Course, ain't none of that gonna matter if we don't get these bastards out of here. The way they're talking, they think half the damn valley's in on this Tribe thing y'all are part of. You watch, you'll see another special report on the news every night. Last week, they was supposed to be movin' a National Guard unit up the hollow near to Haleyville. Said it was to help keep the peace. I seen black helicopters and armored personnel carriers, though. Seems a bit much for peace-keeping. They got most of the roads in and out of here all sewed up. Maybe Vinnie and Rube ain't got such a bad idea after all. I tell you what, there's plenty of people mad enough they might join you if you feel like you need to use a little **grit** with your solution to this here problem. There's gonna be blood, I figure.

"I guess that's the good news there, cuz. You got about twenty thousand people in the valley accordin' to the last voting polls, and I figure only about eighteen thousand of them are on your side. Shit, the way things are round here, cuz, you're related to half that many. The woman they got runnin' their forensic team, Molly, she's your second-cousin by your mom's side. And family is big round here, cuz. I dunno what you done to piss these fellers off so bad, but I don't figure I really care anyway. Most of us figure the fuckers up in Washington ain't been listening to us since the Big One. They wanna come into our valley and toss around their weight, they better expect they gonna get roughed up a bit. You just tell us when and where, cousin."

ABF: MY GOD, IT'S FULL OF STARS

Infiltration, Urgency, Weirdness

It's almost all over but the shouting. Outsiders inside the government have managed to shift enormous amounts of black resources into special projects with strange names and stranger agendas. They are mere months from finalizing their plans to break open the boundary between worlds, and only their reluctance to end up in the public spotlight has prevented them from an all-out final push to destroy our reality and substitute it with their own.

The very weakness of the barriers of reality are ironically the Tribe's strongest asset. The Outsiders must be very careful in their actions, as they tinker with the essential forces of the universe. By using the powers of the cosmos against the enemy, the Tribe can strike back, and hopefully sabotage or even overwhelm the Outsiders before their plans are complete. Any Family you meet is likely to be well versed in rituals and psychic activity, and the *loa* are major players in the secret life of the world.

When your Family upholds a bargain with a spirit or *loa*, everyone marks experience.

Special MC Moves

- Violate the normal rules of reality.
- Something intrudes from the space between the worlds.
- Dangerous lore requires dangerous risks to understand.

Situation Moves

TEST THE LIMITS OF PERCEPTION

When you want to look beyond the veil of reality for information, roll +Nemesis.

On 10+, choose two.

On 7-9, choose one, and the MC chooses one.

On a miss, you may either take 3-harm AP as the maelstrom overwhelms your fragile mind, or take 1-harm and mark 1 Taint, or the MC makes a hard move.

- Vague visions alert you to possibilities. Hold 2; spend 1-hold for +2-forward on future moves.
- You find protection in the maelstrom; you ignore harm from one source for the rest of the scene.
- You are able to warn another of future harm. They take -1-harm from all sources this session
- You see the answer to a question, but you must take 2-harm or the enemy is alerted to your interest.
- You must **bang bricks** or take 3-harm. If you succeed, lure an enemy into a deadly ambush.

HARVEST PSYCHIC ENERGY

When you wish to use the leftover psychic residue to gain an advantage, roll +signal.

On a 10+, you hold 2, which you may trade for +1 each to any two future rolls.

On a 7-9, you hold 1, but take 1-harm armor piercing or mark Taint.

On a miss, the MC chooses one:

- The power runs out of control, and you take 2-harm armor piercing.
- The power taints your soul; mark Taint
- You achieve nothing but strain; take -1 ongoing until you can get a night's sleep.
- You open yourself to possession by one of the *loa*, MC's choice.

DREAM PEOPLE

Everyone in your Family may mark Taint to attract the attention of a supernatural entity you may be able to bargain with for aid. You pick the type, the MC decides who they are and what they might want.

EXAMPLE PLAY AREA: ARKHAM COUNTRY

"I had the dream again last night. The same one I've had for the last few months. It always starts the same, with the stars, with the black of space. There's something out there in the black, something cold and alien, something hungry for our souls. I can feel it swimming through the darkness, hunting for a way in, a way through the barriers between our world and its. I feel its thoughts clawing at mine, I feel it pushing, feeling around the edges of my mind, looking for a crack in my defenses. There's always a point where it gets in, a weakness, and then it's running its oily skin across mine, corrupting me, trying to replace my flesh with its own. Every time, I wake up screaming, covered in sweat. If it wasn't for the straps they secure me with every night, I'd probably have clawed my skin to pieces by now.

"Yes, a couple of us did break out of our rooms last week and escape the grounds. I can't tell you everything we did, because you're not yet ready to believe what we know. But we needed to do some research. There's a university nearby, with a private collection. We broke in there and searched until we found the right books. They're a **source** of wisdom, you know, a source locked away to keep us from seeing them. Why have a private collection of books and then restrict access to them? Because they don't want us to know what's in them. They're afraid we'll find they key to lock the door against them.

"I know you don't believe me, Doctor. I know that you're just like the rest of them here, blind to what's really going on. And I know that speaking the truth to you will just get my meds adjusted again. But we're running out of **time**. Every night, those dreams get stronger; every morning, we notice another person or two on the staff that's no longer one of us. No longer entirely human. Yes, I think they're being taken, and the time of the final assault is close to hand. We saw it in the Black Codex, the Beast is coming from beyond the stars to devour us all. You don't believe yet, but you will. You'll see, because the dream, that damn dream, it's infectious. It's a mind bomb, a virus, moving from one person to the next, taking us all, one by one, worming its way in. Didn't you notice how many new patients we've been getting recently? The madness is spreading. You'll know it's the end when the cities begin to burn.

"Oh, I can prove it. Be careful how you speak to me, Doctor, I'm not without power. I've learned things, dreadful things, in the patterns of the cracks in the sidewalk and the rustle of the leaves against my window at night. I can recite the Twelve Greater Names, I've seen the Yellow Sign, I know the secrets to the Powder of ibn-Ghazi and the Silken Dagger of the Sufi Masters. If you make me mad, if I lose my temper, maybe I'll recite the **sanity**-blasting appellation of He-Who-Should-Not Be-Named. There, see, now you've made me upset. I'm truly sorry, but I think the others were right; we can't afford to protect you from the Outside anymore. Take a deep breath, Doctor, things are about to get very weird. Theph-ka-sem-set-anshub-harai-ten!

"Breathe, Doctor, breathe. Don't be afraid. You're seeing the truth now, the rats in the walls, the lurking shadow. I've opened your eyes and now you see. It's magic, you see, that's the secret. They hate it! It hurts them like no mortal weapon can. That's our strength, Doctor, the knowledge of the mystical arts. Yes, it makes us unable to live among normal people anymore, but it also arms us to fight our enemies. And we will fight, Doctor! After all, we have nothing left to lose. The end is so close that if we don't fight, all the world will die. In a way, it's very liberating; we know that our own lives and minds are unimportant, that desperate action is required to protect this planet and the billions of innocent lives which will be extinguished forever if the Outsiders win through. Here, Doctor, take my handkerchief. Your eyes are bleeding."

ACD: PROJECT LAST STAND

Infiltration, Support, Secrecy

Perhaps Jefferson Davis Mitchell and his defection from the Consortium wasn't as surprising as it first appears. Perhaps Mitchell and the Tribe are merely one part of a secret conspiracy-within-the-conspiracy, a strike group formed around those dedicated enough to be expendable. What if the Tribe is actually a secret compartmentalized military-espionage campaign against the Consortium run by its enemies inside the Federal government?

Project Last Stand sent Mitchell into the Consortium on purpose, and brought him out again when they were ready for the next phase. The Tribe's members are hand-picked for membership, and each Family is acting as an independent espionage or subversion cell with the illegal and unacknowledged support of secret factions inside the country. Which factions? Maybe you don't know at all. Who are the Outsiders, and what are their goals? Good question. What should you do about it? Certainly not a frontal assault, but a quiet surgical strike, well, that's a different story. The smarter, sneakier Family gets the job done, but the Outsiders and the Consortium have a lot harder time hitting you as well.

When your Family makes significant progress in disrupting an Outsider plot, everyone marks experience.

Special MC Moves

- Evidence left behind by the Family endangers the Project's secrecy.
- A high-level agent of the Project countermands the Family's moves for reasons unknown.
- An innocent is caught in a web of lies caused by the Family or their enemies.

Situation Moves

PROFESSIONAL SNEAKS

Whenever members of your Family are doing something involving stealthy infiltration, every member gets either 1-forward, or the ability to substitute either signal for ice or fire for steel for a move of their choice.

TAP THE SECRET NETWORKS

When you need outside help from another part of the Project, roll +Authority.

On 10+, choose two, and the MC chooses one from his list, or chose one and the MC gets nothing.

On 7-9, choose one, and the MC chooses one.

On a miss, the MC makes a move.

- You gain a single piece of gear you need.
- A specialist arrives to assist you. (Sniper? Medic? Virologist? Chemist?)
- They grant you information you can use.
- The situation changes in your favor. +1-ongoing to either steel or ice moves, choose one.
- The enemy is distracted at a crucial time. +2-forward.
- Your Family escapes without trace.

The MC's list:

- Higher-ups interfere with your plans. Take -1 ongoing until the end of the session
- The bosses disavow you. You can't use this move until it's cleared up.. -2 to Authority Influence rolls.
- They demand an extra complication for this mission. Give someone Pull.
- The enemy's attention is drawn; the MC makes a hard move.
- Something leaks into the public.

BARIUM DOSE

When your Family wants to plant false information in a group, everyone mark Taint and sacrifice someone you know. Say what the lies are, and what mistake the victim makes because of it.

EXAMPLE PLAY AREA: OPERATION BRILLIANT TOWER

"Thank you for meeting me here, Agent PRIMROSE. I hope you're fully rested and healed up after Operation Sudden Thunder. I've called you because we have a new lead on a Consortium operation located somewhere inside New York City. Headquarters had you on the short list to run this one, especially after you brought your last team back with only 30% casualties. A lot of the higher-ups were convinced you were on a suicide run. I'm very glad they were wrong; you're one of our best operatives, and I know you'll be able to get the best from your new Family as well. I've sent you their personnel files; some are familiar faces, like Agent KINGSNAKE and Agent LAMPLIGHTER. I also took the liberty of reactivating Agent BROADSWORD; I know you prefer her to other, less-controlled agents.

"All we know so far is that the Outsiders and their Consortium minions have moved a major amount of equipment and supplies into the Five Boroughs. We think they're operating out of a front company called Automated Systems International. It's listed as a design company for remote control and drone technologies. Why the Bloats are interested in it, we don't know. After you've infiltrated the area and established a safe house, you'll need to find a reliable **source** of information inside the company. The boys in intel say there's a few disgruntled employees who could be useful, but we don't know about their reliability. We'd recommend a soft approach; take as much time as you need. I don't think the Consortium is working this on any kind of specific time line. We know three truck-loads of tunnel-digging equipment were on the manifest of a Consortium shipment to the area; make of that what you will.

"Once you have some idea what the possible target is, we need data. I don't want you to blow the whole place up as soon as you find it; we want to know what they're up to, and see if we can find some leads to their next plan of action. I've asked Agent SCRIMSHAW to join you; his abilities may make you nervous, but we can trust him. Since the Outsiders have been in the op area a few months now, you're going to have to be careful who else you **trust**. They could have infected almost anybody. I'd be particularly leery of anybody in the city or state government, as well as most of the local law enforcement. Even if they aren't directly taken over yet, they're probably working for the Consortium, whether or not they know it. As for the rest of the locals, use your instincts, and be wary of anyone who seems too eager to help out.

"We do know that several Consortium operatives are in the area, asking questions, so they may already be suspicious. The guys and gals in Station Control have worked up a pretty good set of **cover** for you. We've got three sets, so you can switch out as needed depending on where in the op area you end up. Bike gang, wealthy investors, and late-night office cleaners. Should work out for you. If you need to ditch one set, let us know, and we can try to generate some more for you, but they won't be as thorough. Make sure you have a back-up safe house ready, too, in case your cover gets blown. We won't have any assets in the area to extract you until at least next month. We're spread pretty thin.

"PRIMROSE, I don't want to make this op sound too bleak. You've got a good team, and they've all been run through the Grandfather Protocols, so you know they're pros. The Consortium still hasn't twigged to the fact we're government-backed; they still think it's a domestic terrorist organization. We're pretty sure we've got them chasing their tails right now; they can't let loose on you without making the news, and they don't have enough control in the area to risk what might happen if they get found out. At least, not yet. If you need anything, reach out to me at the High Street dead drop, or listen up on Radio Free America. Your go-code to start the op will be 'School is in session.' Good luck, PRIMROSE."

ACE: KEEP MOVING OR THEY'LL CATCH YOU

Infiltration, Support, Violence

At this point, the Outsiders are almost in control. There are few groups they haven't got at least a few informers in, and any official agency is going to be riddled with people either intentionally or unintentionally working for the Bloats. The Consortium is a shadowy overseer of much that happens in the world, and even the smallest disaster probably has at its base an Outsider plan to continue the Great Work of subverting the world. Even worse, the width and scope of their previous plans has rendered large portions of the world unsafe.

Any time the Tribals surface, there's a tangible if manageable risk of discovery and reprisal. Anyone the Tribe helps runs a risk of being marked by Outsider agents. Tribals are well organized and clever, or they're quickly dead. It's like the French Resistance in World War Two; Families which do not stay on the move or keep concealed will be ferreted out and attacked rapidly. Families are highly decentralized, very dedicated, and support each other, so even the most radically opposed groups cooperate to survive. There are strongholds, well hidden and well supplied, where the Families can be reasonably safe.

When your Family assists another Family in escaping attack, everyone marks experience.

Special MC Moves

- Begin a widespread manhunt for the Family.
- Call in special agencies, such as special forces soldiers, undercover agents, or Reavers.
- Threaten a valued ally.

Situation Moves

FRAGILE BALANCE

When you are forced to risk an ally's safety to achieve a goal, roll +smoke.

On 10+, you manage to get them out safely without messing up the plan.

On 7-9, you have some contingencies worked out; if the ally would get hurt, you may take minimal harm and they get away.

On a miss, you can save your ally by failing at your goal, or stay on target and either mark Taint as they get taken out, or take severe harm and they escape.

WE DO THE IMPOSSIBLE

If an MC move would cause harm to one of your Family members or allies, you may roll +Influence to lessen or delay the consequences.

On a hit, mark experience with that group and choose 2.

On 7-9, they need something from you in return for help; give them Pull and choose 1.

- Delay the consequences to a later time.
- Reduce harm taken by three or ignore a Taint you would have taken.
- Shift the consequences to a different friendly target.
- Ignore the original consequences, but something you need is lost or destroyed.
- If a Family member is willing to take a Condition and take enough damage to leave them with one remaining, all other consequences are ignored.
- Burn one pony or ally to avoid all other consequences.

On a miss, you take the consequences unless you take Taint AND give them Pull.

HESITATE AND DIE

When you are about to miss on any attempt to **dust-up**, **bang bricks**, or **burn shit down**, you may reroll the test with +fire. However, you must mark Taint.

EXAMPLE PLAY AREA: THE DETROIT BONEYARDS

"Shh, keep it down, hombre. We ain't got much time before they come looking for us. You bring the medkit I asked for? Hey, hold on, keep your hands where I can see them. I'm not sure we can do business yet, Mister. You say you're a friend of a friend, but I'm not that close to the friend you mentioned. Certainly not close enough to think we can work together first time we meet. It'll take some time for us to figure out if we believe you have the same goals as us. And, no, I certainly am not going to tell you what part of town we're staying in. You think I'm fucking stupid? Don't answer that. Assume I'm not.

"You said all you wanted was to get some information. We can do that, if we get a quid pro quo. You said you're trying to find out where the Bloats are getting the canisters of hexofluoroetheylyne from. And you wanna know what they are doing with them in an abandoned auto plant. Well, I don't know what they're using it for, but they're in an old auto factory because you can't go two blocks without passing one around here. Ever since the auto industry out-sourced everything to Japan, it's been getting worse every day. No money, no jobs, no businesses, too many gangs, crooked police who will stomp a black man just for walking down the street. Not my idea of paradise. You wanna stay around here because it's harder for the Bloats to find you, be my guest. Just make sure you keep your eyes and ears open, because having a good **source** of information will keep you alive when the Bloats come down here to get you.

"No, motherfucker, I don't **trust** you. Don't know you well enough to trust you. And if you trust me, then you're the one who's fuckin' stupid. You better know damn well who your friends are, you wanna hide out down here in the Boneyards. That's what we call this place, sixty square blocks of abandoned and condemned buildings. No water, no power, no cops, nothing but drugs, gangs, and total anarchy. It ain't Mogadishu, but it'll do for an American version. You trust the wrong people down here, they will gut you, empty your pockets, and bury you in fresh concrete in the bottom of one of the new high rises they're putting in uptown. Foreign money, probably from the Consortium; you can just assume anyone in this part of town who has more than twenty dollars is either a gang-banger, a pimp, a drug dealer, a crooked cop, or an Outsider agent. So watch out who you hang out with. And don't forget if you wear red or blue in the wrong block, you're gonna get killed.

"Yeah, it's violent down here. If you haven't got the **grit** to make it, maybe you should run back home to whatever cushy wageslave deadheader job you had Up Top. You wake up in the morning and there weren't gunshots and fire engines all night, something is seriously wrong. Assume the end of the world, because they are hauling bodies outta these neighborhoods every fucking morning. You make someone mad down here, they're gonna cut you, stab you, or shoot you. A fist fight is just a way of settling mild disagreements in this town. And all the people who have enough power to make it safe for you are going to be the type of people who will expect you to get your hands dirty if you want to work with them. That's why you need grit, amigo, because if you ain't tough enough to survive down here, the locals are going to eat you alive.

"i guess the silver lining is that the Bloats still can't figure out how to clear us all out of here. They know there are Tribals hiding down here, but they can't just ace the whole neighborhood, not a hundred-thousand people all at once, even if they are all poor people. And I bet one or two of the Crips and Bloods down here have more combat experience and better weapons than some of the Consortium agents. There's a reason the cops don't come down here after dark, man; they might not make it back out. And if you do have to kill some Bloat spy, I guarantee you there's a dozen good places to hide the body where it'll never be found. Now, if you'll excuse me, we been talking for ten minutes, and that's about five more than I feel comfortable with. Toss me that fucking medkit and get moving. If you don't hang out in one place too long, the Bloats have a harder time finding you. Good luck."

ACF: WE KEEP PEACE ON DARK STREETS

Infiltration, Support, Weirdness

There is a global secret society of supernatural creatures and their mortal allies, arranged thousands of years ago to protect themselves from the fear and prejudice of mortals. The Tribe is the enforcement arm of the Combine, and contains volunteers who have sworn to cull the supernaturals who have endangered their kind by committing unforgivable crimes against humanity or acting against the best interests of the greater supernatural community. In this situation, the Tribe is less an underground conspiracy and more of a partially authorized peace-keeping force among the supernatural beings of Earth.

Although the Tribe is known (and feared) by all supernaturals, its existence is shrouded in secrecy and deliberate misinformation. To keep the Tribe neutral and undominated by any one faction within the Combine, it is run in a cell structure, with each cell answering only to a selected control. Other than that, they are largely on their own to decide on how to handle targets. The Outsiders are only now being recognized as a threat, and the Combine has not yet officially taken action against them, a situation which may lead more aggressive Tribals to set out on their own.

When your Family completes an assignment for the Combine, everyone marks experience.

Special MC Moves

- A valued friend crosses a Combine superior.
- Factional politics in the Combine interferes with the Family's plans.
- Something evil leaks into this world and must be stopped right away.

Situation Moves

FRANCHISED MAGIC

When you need some help with a supernatural situation or enemy, you can lean on your Combine contacts; roll +Fringe. In all cases, spend Pull or give someone Pull on you.

On 10+, choose two.

On 7-9, choose one, but the MC then chooses one complication.

On a miss, the MC chooses both the result and the complication.

- They give you access to a ritual move from the shaman playbook
- They summon monsters to assist you (small gang, +1harm, 2-armor magical)
- Their auguries provide you with good info. +2-forward on a move.
- They secure the area so there will be no outside interference.
- They provide you with a special weapon (+2-harm against one specific target.)

Complications:

- They disagree with your plans. Take -1 ongoing or work with them.
- Information is leaked. The MC makes a move.
- They demand painful favors in return. Give them two Pull or mark Taint.
- Other factions interfere. The MC makes a move.

ALL PART OF THE JOB

When you have an encounter you are unprepared for and reach out, give someone Pull and roll +ice.

On 10+, you've seen or heard something similar before; +2-forward.

On 7-9, you can improvise something helpful; +1-forward.

On a miss, you're mistaken, and the MC can make a hard move.

APPEASE THE GODS

When you fail to deliver on a promise, mark Taint to keep anyone from getting upset with you personally. Describe what you're giving up or whose ass you have to kiss to make things right.

EXAMPLE PLAY AREA: NEW ORLEANS AFTER DARK

"How are you feeling, cheri? Better? It's always difficult the first time you see one of them feeding. You did better than most. I've seen people run screaming from the street. Or faint, that's always annoying. So, now that you're not quite so disoriented, let's talk about life as it is, not as you knew it. I'm afraid the moment you saw Francois bite that thug, you left your old world behind. I know some of the others have already told you a bit about the Combine and the Tribe, but I wanted to make sure you understand the- intricacies of our little group. Since I helped found it two hundred years ago, I think I'm best qualified to explain how things work.

"Thank you, dear, I'm much older than I look. Now, the Combine. We are an organization of all the supernatural creatures living in or near New Orleans. We govern all supernatural activity within about 50 miles of the city proper. We're a form of council, if you will, oriented around protecting our kind from overzealous terrified humans. They tend to react badly when they see us for what we really are. Torches and stakes and rioting, you understand. We make sure none of the mortals are getting too close to our secrets. We will be the **source** of information for you; we will give you your assignments, and expect you to carry them out. HOW you do so will be your decision. For instance, we may ask you to prevent a newsman from continuing his investigation into a murder down by the docks. Some of our Tribals might be inclined to just kill the newsman, but we discourage such narrow thinking. Whenever possible, we prefer more elegant solutions.

"The Combine is also responsible for protecting humanity from those of our number who have less than ideal self-control, or who misunderstand their place in relation to the mortals. You see, with age and power comes a certain inflated sense of self in some cases. It's hard to remember we were once human ourselves when we are so far removed from normal human lives. So the Combine also uses the Tribe to protect humanity from the over-reachings of our less restrained brethren. Because we ourselves have some difficulty fitting in, you will have to engage the locals and develop your own trusted network of informers and supporters. We will stay out of your affairs for the most part; we know that you are much better suited to earning the trust and support of street folk and innocent civilians. When we assign you a project, we will also **trust** in you to do as you see fit. And you will be able to operate independently if you feel the need; we realize you won't have the ability (or the desire) to check in with us every time a decision needs to be made.

"As you work the area, you will no doubt see some strange and wondrous things. You will also see some truly horrific and mind-altering things. Keep hold of your **sanity** however you can; it will be challenged repeatedly. Over time, we find many Tribals begin to suffer- well, let's call them quirks. Life is tough enough without being the holder of secrets man wasn't meant to know. If you feel your sanity beginning to slip, or if you think one of your compatriots may be losing their edge, please let us know immediately. It's much easier to help out before one of you has cracked and done something stupid. Last year, one of our Tribals began telling people there were alien monsters from another dimension taking over human bodies. He even claimed the mayor was one of them. What an utterly ridiculous idea. We had to have him restrained and taken for treatment. I'm sure he'll recover nicely, though.

"It's not all doom and gloom, dear. After all, as a loyal assistant to the Combine, you can expect to be supported quite nicely. And you'll never need to worry about money again; we give our Tribals a hefty enlistment bonus, as well as a yearly salary measured in six figures. We don't want you to flash around that you're rich, but we certainly don't mind you buying yourselves some nice things, or spending it on a fantastic vacation every year. And if you ever need supernatural backup with a personal problem, of course we're available any time after sunset. Now, Knocker here will take you to meet the rest of your new Family. Welcome aboard."

ADE: PULL THE TRUCK AROUND THE BACK, BOYS

Infiltration, Secrecy, Violence

This is the early days of the Tribe, when it's just starting out. Either it's 1975 just after the St. Valentine's Day Massacre (groovy, baby!) or Mitchell's revelation and rebellion happened in the modern time, and he's just getting going. Everyone is prior military or connected to Mitchell personally, and they're all outlaws because they went AWOL. You aren't quite fully organized, but have extensive networks of allies and suppliers. Public support isn't forth-coming, but there are a lot of friends willing to look the other way. The Tribe's knowledge of the Outsiders is minimal at best.

The Tribe is underground, but has plenty of options when making plans, and if something goes badly, there's plenty of places to run and hide to fight another day. Equipment is plentiful enough that it becomes expendable. The Outsiders seek out your friends and supporters, but it's easier to hide them or move them when they're threatened. Pistol empty? Throw it away and steal or buy a new one. This is a flat-out guerrilla war on an enemy who doesn't even know you're there yet.

When your Family finds out a new fact about the Outsiders, everyone marks experience.

Special MC Moves

- Military authorities arrive looking to detain or arrest you.
- Your real family or loved ones are threatened and must be saved.
- Surprising facts about the Outsiders are revealed.

Situation Moves

DIRTY BUSINESS

When you have to move against a target protected by legitimate legal authorities, roll +Authority.

On 10+, choose two.

On 7-9, choose one, but the MC then chooses one complication.

On a miss, the MC makes a hard move for the authorities.

- You have old friends in that group who call off the authorities before your attack.
- You know this group's patterns, and find a hole in their protection.
- You've worked against this group before; +2-forward on your move.
- You have allies among the group's enemies; gain Pull on someone in that group.
- You know of a particular weakness. +1-harm versus this group.

Complications:

- Someone you care about is one of them.
- You feel guilt if you hurt them. -1-ongoing until you make it right.
- They figure out who you are after this is done.
- They're angered afterward, and bring more allies next time.
- Your move partially alerts them. The MC makes a move.

BACKSTORY

If you reveal something about your life before the Tribe, describe what it is and roll +fire.

On 10+, you've been in a situation like this before. +2-forward on your next move.

On 7-9, it's a painful but useful lesson; gain Pull on the person you remembered, and mark experience; the MC makes a move.

On a miss, dredge up bad memories. Do 7-9, but also take -1-ongoing until the pain is resolved, or mark Taint and lash out.

DEVOUR THE DRAGON

When you take harm from an Outsider move, mark Taint and describe the painful lesson you've learned. You gain +1-ongoing against that kind of move from now on.

EXAMPLE PLAY AREA: ON THE WARPATH

"Fuck, fuck, FUCK! I can't believe it, man! Did you see that? O'Keefe put five rounds into that dude, all center of mass, and the guy is still moving! What the Hell was that thing coming out of the body? All I saw was an oily octopus-lookin' motherfucker! I'm glad Stone was quick with the flamethrower, brother. For the life of me, I couldn't figure out why the Hell Colonel Mitchell told us to bring that along. I mean, we're going into a lab, why are we going to need a fucking flamethrower? I saw some crazy shit in country during both my tours, but I never saw an octopus crawling out of a guy's chest? I don't believe this crap, man. What have we gotten ourselves into?

"Yeah, we gotta get the Hell outta here, most rikki-tick. Grab Stone and that private, whats-his-name, Cash? Yeah, yeah, Carter, that's right. We better do what the Colonel said, load all these files into the van and burn this whole place down. He said to grab anything we thought might be useful later, said we'd probably have to go underground. Man, I still can't believe we've been working for aliens this whole time. What's the **source** of the Colonel's information? We're gonna need to find someone to feed us intel, too, if we wanna get through this alive. Hey, tell you what, let's bring that female scientist along with us? She was pretty damn helpful getting in here, and she looked just as scared of that thing as the rest of us. Maybe she can help.

"Tell you what, let's ask Jimmie to call his cousin down in San Diego, see if that dude is still hooked up with the Panther party. Maybe they can find us some new paperwork, names, birth certificates, the whole nine yards. We're gonna need to find some **cover**, brother, because I can tell you these body snatchers are NOT gonna be happy with us. You don't burn down a million-dollar secret facility and steal everything that ain't tied down without making somebody upset. We're gonna have to find a really good hidey-hole to ride this one out. I dunno what the Colonel's plan is from here, but we are gonna have to have one. Man, I still can't believe this. Did you see that thing burn? Damn, this sucks. This really sucks, brother. Five years in the Army, three in country with Special Forces, and now I gotta run away and hide in my own damn country? It's enough to get a fella's back up.

"All right, let's get that stuff packed and get out of here. Billie, take a quick run through the building and make sure we didn't leave anything behind we might want later. And if anything is still alive, finish it off. Treat this like a clear and secure, brother; I have the feeling things are gonna be pretty hot from now on. Stoney, can you find out if any of your black-market friends are still in the service? We're gonna need a lot of firepower. Bigger guns, lotsa ammo, and another flamethrower if we can get it. And a radio, an encrypted radio. I got the idea the Colonel had a couple other groups out there doing the same thing we did tonight. That's how I'd run it, just like the Phoenix guys near the DMZ. Isolate the enemy in their bases, target the leaders, hit and run. Congrats, boys, we just became the Viet Cong. Blows my damn mind. Killer body-snatching alien octopus! Damn, we need to **grit** our teeth and be ready.

"The Colonel said we had the initiative right now. We're hitting them, and they don't even know who we are or what we want. He wants us to head out of state and then call him at the secure number. He said he's got a whole network starting up. Calls it the Tribe of Humanity. Stupid name if you ask me, but, hey, he's the boss, he gets to call the marching orders. Let's see if we can make it to the state line tonight, find a cheap hotel to park it for a bit. You know, I have to admit, I'm kinda excited. I was getting pretty damn bored sitting around guarding an airstrip in the desert. It feels good to be back in the saddle, brother. You think maybe that's why Colonel Mitchell picked us?"

ADF: SOMEONE HAS TO BELIEVE US, RIGHT?

Infiltration, Secrecy, Weirdness

In some ways, this isn't really the Tribe. There isn't any massive network of Families, or any history of the Tribe, because the players and their Family are literally the only Tribals. One of them invented the idea, and led the others into this war, and they haven't recruited anybody at all yet. The characters may even still be regular people in their thought processes, still civilized and following the rule of law. Even petty theft might be questionable. Every decision involving the Outsiders will involve wrestling with serious moral dilemmas, and the characters will often find themselves facing agonizing decisions over actions they take in order to defeat their enemies.

On the plus side, Tribals still seem human, and even sympathetic to those citizens they come in contact with. This is a good starting point for stories set with people not yet exposed to the Outsiders and the Tribe, and can be great for the brand new childe in a Family. At this point, violence is the last resort, and comes at a steep price.

When your Family recruits a new Tribal, everyone marks experience.

Special MC Moves

- The Family's actions adversely affect innocent lives.
- Someone you love finds out what you have done.
- Something the Family relied on is infected or destroyed.

Situation Moves

BEGINNER'S LUCK

When the MC makes a hard move or a move that might cause harm, roll +signal.

On 10+, choose two.

On 7-9, choose one, but the MC then chooses one complication.

On a miss, do 7-9, but the MC chooses both.

- You avoid bad consequences; suffer minimal harm.
- Freak coincidence causes the enemy move to fail.
- Even though their move works, it opens opportunity for you.
- They underestimate you. +2-forward on your next move.
- You accidentally stumble onto something helpful. +1-ongoing.

Complications:

- You lose a piece of your gear.
- Someone else takes harm. Suffer -1-ongoing to ice and signal until you can make amends.
- You are left exposed. Your next move must be to bang bricks.
- Proof of your involvement is left behind.
- The Family suffers a setback; make a painful deal or a bad decision.

INTO THE UNDERGROUND

When you have first contact with a new supernatural being, roll +Nemesis.

On 10+, you may ask 3 of: their motive, their goal, their weakness, their allies, or their need.

On 7-9, ask only 1; if you give Pull to someone in the being's group, ask 2..

On a miss, the supernatual being takes minor offense at your actions. It takes Pull on you.

BLOODSTAINED INNOCENTS

Whenever your moves accidentally cause harm to innocent bystanders, or when your enemies deliberately attack innocents, you may mark Taint to suffer pangs of guilt. For the remainder of the session, you gain +1-ongoing and +1-harm to any moves made against the enemies who have forced you to do unintentional evil.

EXAMPLE PLAY AREA: HOMETOWN HORRORS

"Hey, Billie Jo. I'm so glad you made it. I was scared you wouldn't come. I mean, I know you and I don't exactly run in the same circles at school. Normally, you cheerleaders wouldn't be caught dead anywhere near a geek like me. Yeah, I know, it's not important right now, we've got bigger fish to fry, I'm just saying thank you for being cool about this. When Todd told me he thought I was right about Mister White, he said he'd ask some others to come and see if they could help out. Yeah, it's true, last night Todd and I broke into Mister White's storage unit. Yeah, I know it's illegal and we could go to jail, but I think the fact Mister White is some kind of alien is probably more important, right? Yeah, Billie Jo, I wanna get into a good college, too, but it really won't matter if we all end up like Sally Goodman. I know the cops aren't saying much about it, but Alice works her summer job at the sheriff's office, and she snuck a look at the coroner's report. She said Sally's body was HOLLOW. Like, no insides left. What does that?

"That's why we've gotta do this tonight. We break into Mister White's house and Todd and Jeff Mitchell keep watch while you and I search his place from top to bottom. We need to get into his computers, see if we can find something about the **source** of this alien thing? Maybe more info on what he is, and what he's doing. Yeah, I know Jeff is a creepy wanna-be soldier, but he's the only one I know who actually knows how to shoot a gun, and I'm not sure we'll be able to stop Mister White with kind words if he finds out what we're doing. He's supposed to be at the state nationals until Sunday, so tonight's the best time to do this.

"Be careful, and wear these gloves. We've gotta make absolutely sure we don't leave anything behind that could implicate us. If Mister White reports a break-in to the police, they're gonna check it all out. So we need to make sure we **cover** our tracks really well. I mean, I don't think he would suspect any of us, and I know for sure Alice's dad isn't gonna come arrest his own daughter, but we still need to be really careful. What are you doing? I didn't know you knew how to pick a lock! Where did you learn that? What is it? Why are you crying? What's in- ohmygod.

"That's Dan Nelson's letter jacket. Isn't your sister dating him? Oh, man, I'm so sorry. We don't know why it's here, Billie Jo. Maybe Dan's not one of them. Maybe they haven't gotten your sister yet. Don't jump to conclusions. Keep cool, keep cool. No, wait, don't do that! If you take that, then Mister White will know someone broke in here. You've got to keep it together, Billie Jo. Keep it together! It's going to be all right! We don't know about your sister, we don't. Here, help me get this filing cabinet open, okay? Focus. The last thing we need is for you to lose it right now, okay? OKAY? Right, no, you're right, I don't need to be yelling. I'm just freaking out a little. It 's making me question my **sanity**. And I just remembered that Dan used to date Corey, and she used to date Todd. Soooo...

"No, no, that's true. That was months ago, before Mister White came to teach here. Okay, so we know Todd's not one of them. Or, at least, we know as much as we ever will. I'm in the computer now. What the Hell is all this? It's some kind of code. It's gonna take time for Alice and I to crack it. Good thing no one knows what we're doing. I'll download a copy of all this stuff, and we'll put everything back the way it was. Alice and I can work on this after class tomorrow. By the time Mister White comes home this weekend, we may already have some answers. Now if we can just keep an eye out, we may be able to figure out if anyone else is one of them. Hey, at least any aliens who ARE running around town won't be looking at us as potential saviors of the world, right? Who's going to believe a bunch of high-school kids are working out a plan to burn down a storage unit full of alien stuff? Oh, yeah, about that, Jeff Mitchell has this idea..."

AEF: THE FEARLESS MONSTER HUNTERS

Infiltration, Violence, Weirdness

Outsiders? What's that? This is a world where the characters have formed a team to hunt down and kill a specific group of bad guys in a specific location. This might be a local coven of witches who are casting wicked spells against the denizens of a small town, or the first vanguards of the Outsider infestation in a single district of a large metro.

The Family is not allied with any other group or agency, and all of the characters' motives for hunting the bad guys are personal. They start not knowing anything at all about their enemies; the advantage is that they're on their own home turf and the enemy doesn't know anything about them, either. Imagine a group who all knew a murdered girl gathering to get revenge on her killer, and you've got the idea. Each individual target is one enemy in a chain leading to the biggest boss; none of the characters have much of a plan after all the killing's done.

When your Family makes a new ally in their fight, everyone marks experience.

Special MC Moves

- The enemy group gains a new assistant or partner that gives them the edge.
- Someone from outside the area comes in to cause complications.
- Something the Family knows personally is taken or put in peril.

Situation Moves

MOVIE BUFF BRILLIANCE

When you are first exposed to a potential threat or peril, roll +ice.

On 10+, choose two. On 7-9, choose one, but the MC then chooses one complication.

On a miss, do 7-9, but the MC chooses both.

- You have a vague idea of the weaknesses of the target.
- You know two moves the enemy typically uses. +1-ongoing to defend against them.
- The enemy telegraphs their next move which gives you +2-forward to handle it.
- You stumble across something the enemy would rather you didn't know.
- You find an unexpected benefit from the enemy's last attempted move.

Complications:

- Someplace you thought was safe is lost to you.
- Someone else takes harm.
- You are left exposed. Your next move must be to bang bricks.
- Disaster strikes and the MC makes a hard move.
- The Family suffers a setback and must give Pull to an unpleasant ally.

WE ARE NOT ALONE

Whenever an MC hard move causes a member of the Family to take a Condition, roll +Tribal.

On a hit, choose 1. On 10+, you may give Pull to someone to choose 2.

On a miss, a new potential ally comes forward, but brings unexpected additional complication.

- Someone comes forward with aid for your injuries. Cancel the Condition if you give them Pull.
- Reinforcements arrive from a new group with similar goals.
- Information comes from an unexpected direction.
- Helping someone else in danger adds a Pony to your stable.
- An unlikely method of escape presents itself.

IGNORANCE IS BLISS

When you are affected by a supernatural being's mental or magical move, you may mark Taint to treat a miss on resisting that move as a 7-9.

EXAMPLE PLAY AREA: IN THE BELLY OF THE BEAST

"Thank you all for coming tonight. I know you all have important jobs, and things going on in your life right now. I know you're all busy, and I appreciate that my message wasn't exactly very forthcoming with details of why I've called you all here. For your own safety, and the safety of your loved ones, I've assigned each of you an alias which we will use whenever we meet. I think the less we know about each others' civilian lives, the better. Before we all start, I need to make sure you all followed my instructions to the letter. None of you told anyone else about this meeting, correct? Good. And none of you were followed, right? Excellent. So let me start out with this. In front of each of you is a folder. Inside that folder are the results of six months of investigation by myself and the gentleman to my left, Dallas. Read through the folder, take as much time as you need. You'll see it's very complete, and the evidence is conclusive. Mary Reynolds did not die from a blood disease. She was slowly and systematically murdered by her doctor, Jason Lindon. He did this because he needed her blood. Because he is a vampire.

"I'm glad to see you are all open-minded enough to at least accept the possibility of something so ridiculous. If you keep reading, you'll see the argument really does lead to only one possible conclusion. Dallas is a private investigator by trade. He and I have selected each of you because you all have personal reasons for wanted to revenge yourselves on Mary's killer. I will leave those to you, but it's important you all understand that Dallas and I have gone through each **source** repeatedly, and we are confident our information is correct. Cypher, the young lady here with the laptop, is a hacker of some repute, and she has double-checked our data.

"In the interest of full disclosure, Mary was my granddaughter. I loved her very much; she was the only surviving child of my dead daughter. So, without her, I am entirely alone. Which means I have little holding me back when it comes to the scale and nature of my vengeance. I want this creature to hurt like I have hurt. I want to destroy him utterly and totally, and I'm in no rush to kill him quickly. Edge there is a highly trained government operative, and he will be responsible for teaching all of you the skills needed to make this creature pay. I am fully expecting when we move against the vampire, he will have allies, so we will all need to **grit** our teeth and prepare ourselves for violence.

"You may have noticed our colleague Wolf here. In the course of Dallas and I's investigation, we discovered Lindon already has some enemies, enemies we may be able to work with as we pursue the murderer. I realize this may make you question your **sanity**, but Wolf is, in fact, a shapeshifter. What the movies call a werewolf. Don't be afraid, we've checked him out thoroughly and we believe him to be trustworthy. He loved my granddaughter as much if not more than I did; they were engaged to be married. It's Wolf's opinion that the vampire's decision to target Mary may have its roots in a conflict between the creature and another werewolf in Wolf's pack. So it's apparent we will all have to learn as we go, because the world we thought we knew is not quite what it seemed.

"I see some of you look concerned. I would like to put your mind at ease. The small group you see here are the only ones who know anything about this. Our actions will be our own, and we will need to rely on each other, much like a family would. But we have the advantage; Lindon doesn't know anything about us. He's not even aware we're going to burn down his whole world. And we all come from many different walks of life; we all have our own skills and resources we can bring to this fight. We are going to kill Jason Lindon. In fact, if we do this correctly, we may be able to make a significant impact on other monsters like him. No offense meant, of course, Wolf."

BCD: CALL THE GENERAL, IT'S SAFE NOW

Urgency, Support, Secrecy

It's great to have friends, and here the Tribals are well-stocked and armed for a full-scale long-term war. The Tribe may actually be a secretly supported covert arm of the government, fighting back against the Outsiders with the knowing if unacknowledged approval of the Feds and the police. With the right reasons and enough pull, there's not much the Tribe can't get its hands on if it needs it, whether that's experimental weapons from Fort Bragg or dedicated KEYHOLE satellite surveillance run by the NSA. The Tribe may still be underground, but that's just a cover; there are safe houses to run to whenever they're needed, and labs full of researchers to help with any problems.

Of course, enormous amounts of Outsider time and effort are being aimed at destroying those same support groups, and there's a very good chance the aliens will be able to identify many of them from your contacts and interrogating prisoners. You wanna drive a different armored car every week? We got an app for that.

When your Family rescues an ally from destruction, everyone marks experience.

Special MC Moves

- Somebody talked, and the Outsiders intrude on the Family's safety.
- A valued Federal agent or asset is endangered and must be saved.
- An unexpected supply issue temporarily removes an asset the Family normally has.

Situation Moves

CLASS REUNION

When you run into a military or intelligence asset for the first time, roll +Authority.

On 10+, choose two.

On 7-9, choose one, but the MC then chooses one complication.

On a miss, the MC chooses a complication, and makes a move.

- You're old friends and colleagues.
- You've respected each other's legends for years.
- They've heard of you; +1-ongoing with them until you screw up.
- They owe you for that time in Belize; gain Pull on them.
- A little "friendly" rivalry; take -1-ongoing while they're around, but you gain them as a pony.

Complications:

- There's an unpaid debt to them. They gain Pull on you.
- They have dark secrets. The MC makes a move.
- They're in big trouble. The MC chooses some point to make a hard move involving them.
- They're a little too friendly. Maybe you need them to back off?
- They hate one of your other friends, bad enough to hurt.

GONE NATIVE

Whenever the MC makes a move against your Family that could cause your secrets to be revealed, roll +smoke. On 10+, you avoid it by going underground, but must give up on your current goals. On 7-9, avert the worst of it by running away and hiding close by; -1-ongoing until you fix things. On a miss, you suffer the move, AND lose something important to you.

HIRED GUNS

When you miss on an Influence move, you may mark Taint to convert the miss to a 7-9 hit, or give someone Pull also and make it a 10+. Describe what questionable favor you have to do and who you did it for.

EXAMPLE PLAY AREA: THE TARGET FOR TODAY IS...

"Good morning, ladies and gentlemen. I hope you all enjoyed your time off after your debriefing, you earned it. You'll be happy to know our intelligence branch has confirmed the Seattle infestation is cleared out and there have been no signs of re-infection at this time. Damn good job. HQ was particularly pleased with the amount of intel you brought back about the Outsiders' operation and their connection to Foster Enterprises; we've tasked additional assets to watch their activities. Now, of course, I don't want you resting on your laurels, so let's push ahead and discuss your next target. Sergeant Martin, dim the lights, please. Everyone pay attention to the power point.

"Your new operating area will be the border here near San Antonio. Intel has discovered a trucking company, Interstate Lines, which is shifting an abnormally large number of trucks into the area. We've had evidence before that the company is linked to various Outsider fronts, so we believe the bad guys are up to something again. Border Patrol noticed several coyotes running illegals in the area have suddenly stepped up their deliveries across the border, without a corresponding raise in the number of illegals being pulled by ICE. So someone is moving trucks in, and bringing illegal immigrants across the border, who are then immediately disappearing. Looks bad, and urgent, we don't have a lot of **time** to work this. Get in there, set up your base of operations, and suss out who's behind it and what they're up to.

"We've got a lot of assets already in the area. Both military and intelligence operations are being conducted around there, so you'll probably have some trusted agents you can tap if you need to. As for the locals, we're not entirely sure who is running what, so be careful which civilians you choose to **trust**. They might be reliable, or they might be compromised already. I'd suggest that you operate under the assumption any locals may be hostiles, so make sure you're taking the appropriate steps to protect both yourselves and any local assets you develop. I'd like to tell you more about who the power players are in the area, but we're drawing mostly blanks about the big guns along the Rio Grande. We're pretty sure the Cartels are operating in your area, but whether or not they are Outsider-infested, we don't know.

"Another concern you'll have is protecting your safe houses and contacts' safety. Make sure to maintain operational **cover** at all times. We've inserted some lower-level propaganda in the papers and news outlets around there, increased gang activity, renegade cops, that kind of thing. It will make it easier to get in good with the bad guys in the area, and easier to brush off their inquiries. The Tribe cover story is holding up fine so far, so we want to keep that intact; your ability to do the things official government agencies can't is vital to our fight against the Outsiders. If they don't know who's backing you, they can't hit us. Of course, if one of you is captured, we'll do everything in our power to get you out, but if a rescue isn't possible, we'll have to disavow you. So don't get taken alive.

"We've got plenty of operational assets on stand by, so whatever you need, get word to us and we'll see what we can do. Nothing overt, of course, but I'm sure we can find a way to lose a cargo of weapons and ammo from one of the bases down there. And a few old friends of yours are already retasked to the area, so don't be surprised if you run into some familiar faces. They won't know exactly what you're doing, but they'll have heard you're still on the side of the good guys. You can infiltrate the op area whenever you feel ready; once you have the Outsiders' plan figured out, you're authorized to stop it in whatever way your Family sees fit."

BCE: WE'LL ALL GO TOGETHER WHEN WE GO

Urgency, Support, Violence

The Tribe as borderline terrorists, or as regular people who have been cracked by what they've seen and no longer are able to see the reality of what they're doing. These are not the good guys, they're bad guys doing something that has to be done for personal reasons that may not even be acceptable to decent people. Sanity? What's that? Anything is acceptable except the most hideous of crimes against humanity. Anything can be justified by the end result; orders from the Mother of a Family are the word of God, and absolve the Tribal of any emotional responsibility. Fanatics and truly evil villains belong in this category; a character with this mind-set is going to feel perfectly at home standing in the dock at Nuremberg with the rest of the war criminals. Tribals are more disturbed by their rare human moments than they are by the worst sins.

From here, it's a very short trip to an ugly end, and no one can mistake the Tribal for anything more than a glorified serial killer or a homicidal maniac with a goal. Yes, the Tribe is still tracking and killing the Outsiders, but they have no problem hitting a school to get one Bloat. The only advantage for your group is that the rest of the Tribe is just as ruthless, so there's going to be a lot of help when you head into battle.

When your Family commits an atrocity to get at the enemy, everyone marks Taint and experience.

Special MC Moves

- Face the graphic and horrible consequences of your actions.
- Someone who normally supports you acts against you for what you have done.
- Innocent bystanders intrude on your plan without knowing; what will you do?

Situation Moves

HYPOCRISY NOD

When you need to commit a terrible act to get to your enemy, roll +fire.

On 10+, choose two. On 7-9, choose one, but the MC then chooses one.

On a miss, mark Taint.

- You have no lasting hang-ups or issues with what you've done.
- You keep it secret from those you don't want to know.
- Bad but useful people take notice.
- The enemy comes for revenge at the cost of their own plans or safety.
- You slip a little further down the path; someone gains Pull on you or mark Taint.

PEOPLE FARMER

When you compromise yourself to recruit allies from a group, mark Taint and roll +Influence.

On 10+, you can recruit a gang, armed as appropriate for the group you recruit from. They are either a medium gang with two tags of your choice, or a large gang with one tag you choose, and one the MC picks.

On 7-9, you must also allow someone in that group to gain Pull on you.

On a miss, you give someone Pull to get a small gang with a tag of the MC's choice, or nothing and the MC makes a move.

PRAGMATIC PSYCHOPATH

There's not a whole lot that shocks or offends you any more. Whenever you **pack your gear** or **burn shit down**, if you miss the roll you may mark Taint to treat your roll as a 10+ hit instead.

EXAMPLE PLAY AREA: L.A., CITY OF THE "ANGELS"

"Oye, ese, you sure you down for this? I know you been through some truly sick shit last year, what with the attack on Portland and Blaster getting killed. And I know your girl Potent is still pretty messed up about the burn down out in Memphis. So me and mine, we understan' if you ain't exactly feelin' spry and ready to work. It ain't no crime to take a break now and then, homes; if you all need to cut back and recover a little, ain't no one in the Trey-Sevens gonna grief you about it. It's a new 'hood, and you ain't from 'round here, so we know you gonna need some settle-in time, get your legs under you. No one wants to toss your ass straight in; we just gonna have to be buryin' you then.

"All right, you say you're good, you're good. Lemme kinda paint the picture for you about what all is happenin' here. Los Angeles, it ain't no city of angels, man, it's more like the city of devils. The cops are dirty, the drug dealers are wicked, and the locals are either poor and struggling, or so rich they ain't gotta do anything but kick back and pay other people to take the hits for them. Everybody got a scam; the rich are scammin' to get richer, the poor are scammin' to get rich, and the Bloats are scammin' every-fuckin'-body. If you take the **time** to figure out who's scamming who, you gonna get screwed, ese. You ain't got the luxury of stopping to plan for every little thing, hermano. Here in the Angels, you gotta move quick and think quick, or you gonna get run the fuck over. You aim for a hundred-per-cent, you gonna fail. Shoot for eighty-per-cent, and accept the losses, you'll have a chance at least.

"Another problem you gonna have, homes, is knowing who the Hell you can **trust**. Even if a mother-fucker ain't workin' for the Bloats, that don't mean he on your side. A lot of these pendejos, they workin' for no one but themselves, man. Don't trust anybody you don't know, and keep an eye on the ones you know, too, because anybody you can't personally vouch for might be getting' ready to shiv your ass as soon you turn your back. Some mother-fuckers down here, they gonna kill their own moms for a rock, they ain't gonna hesitate to blast your cracker ass if they think it'll make them score. The biggest ones to watch out for are the wheelers and the dealers, man; there's a lot of people around this hood who are working both sides of the street. If you run up against a dude says he's looking out for himself and wants a big cut of whatever action you got, that's a dude you might be able to trust 'cuz he at least honest enough to tell you he fuck you over if he can. It's the ones who smile at you and tell you how much they care, them you gotta watch, okay?"

Worst part is, here in L.A., even the ones you can call your friends still might get your ass killed. Every block has got somebody, big or small, who wants to think they're in charge, and all these bastards got long-ass memories, bro. Your friends cross some small-time coke dealer over in South Central, he's gonna tell all his homies to be lookin' out for you. You wear the wrong color in Compton or Watts, you gonna end up dead faster than if you walked through downtown Iraq during the Gulf War. Some egghead types did some study said the average inner city kid in LA got worse PTSD than kids growing up in the war zones in the Middle East, man. Some of these families lost so many young men they don't even cry anymore, cause they got no tears left. This is a fucking tough city, bro; you wanna make it, you gonna have to have some **grit**, man. You gonna have to be tough. And you gonna have to learn to fight back, too; some of these guys round here, they will push you hard, try to run you, make you their bitch. You got to nip that shit in the bud right away, homes.

"Guess the only real good news is that there ain't to many people give a fuck what you gotta do down here when you pushing the war, man. You keep the dead bodies and the burnt out buildings down here in the bad parts of town, ain't any of those rich mother-fuckers uptown gonna give two shits what you're doing. And, if you ain't too picky about how you doin' it, you can make some serious green down here, too. You willing to work some evil, you can bank, and there's always gonna be someone willing to sell you a rocket launcher or anti-aircraft missile when you think you got call for one. Good luck, ese. Try not to die too soon."

BCF: YOU CAN'T HIT THE ORPHANAGE

Urgency, Support, Weirdness

This is where the average Family probably exists. The Tribe is at war, and well-balanced Tribals have begun the process of adapting their mindset to that of soldiers in battle. There are definitely hard limits on Tribal behavior; many kinds of "soft" targets will be off limits to attack, and the Outsiders will use those to their full advantage. If any innocent bystanders get hurt, it's going to be a major event, and although the Tribals justify killing Bloats because they are alien invaders, it won't be long before many Tribals are having to face painful decisions over what ends justify what actions. Tribals who take themselves out in order to achieve anything but the noblest of goals are looked at with sad pity, not admiration. People who meet Tribals feel something odd about them, but not immediately threatening, and the Tribals see themselves as noble warriors on a righteous mission. Families at this level use violence as a needed tool, but restrict its use. More importantly, the world itself is active with supernatural influences, some friendly and some decidedly not.

When your Family suffers difficulty in order to protect innocents, everyone marks experience.

Special MC Moves

- Place innocents in danger and force the Family to make a difficult choice.
- An unexpected supernatural force becomes involved.
- Reveal Outsider influence in a mundane organization.

Situation Moves

LAWFUL STUPID

When you take on additional difficulty in order to avoid doing something wrong, roll +fire.

On a hit, remove one Taint. On 10+, choose two, and the MC chooses one complication.
On 7-9, choose one, but the MC then chooses one complication.
On a miss, the MC chooses one complication.

- You avoid damage to innocent bystanders.
- Your good intentions impress those who might be swayed.
- You earn allies or aid from a group you protected. Gain Pull on them.
- Your enemies' plans are hindered by your caution.
- The public catches glimpses of your heroic actions.

Complications:

- Someone you care about is exposed to danger.
- Caution hinders your ability to act. -1-ongoing on moves against this target.
- Your delay leaves a weakness exposed. The MC makes a move.
- Your target escapes your immediate plans.
- You pay the consequences of nobility. Suffer harm.

NO PLACE LIKE HOME

Define an area that is your home turf, as reasonable for your Family type. A hard tribe might have a rough district in a city, while a road people family might own a major highway. **Whenever you make a move on your home turf, you may choose either to roll with +1-forward, or give someone Pull and roll with +2-forward.**

BUY NOW, PAY LATER

When you perform a move that makes you mark Taint, you may delay marking that Taint until the end of the session. At the end of the session, you may mark a Condition instead of the Taint if you only have one Taint to mark.

EXAMPLE PLAY AREA: ANOTHER SMALL MIDWESTERN TOWN

"Good evening. Do you mind if I sit down? I was told you wanted to talk to someone who could bring you up to speed on what's going on here in Ames. My name is Gallery; Top said you were someone serious someone could help with the problems we've been having. I'm not really sure what you're up to, or what you're part of, but if Top says you can help, then that's good enough for me. I'll be honest, you seem a little intense for what we usually see around the Corn Belt. I notice your friend back there is carrying a gun under his jacket, and the young lady over by the counter is fingering what I will assume is a knife in her left boot. Ah, so you're familiar with my kind? Did Top tell you, or did you figure it out on your own? Don't worry, I've already fed tonight. A drug dealer near the university. I can't stand dealers.

"I'm not sure how much **time** we've got, so I'll cut to the chase. About three weeks ago, I noticed somebody or something was leaving a trail of young college girls with memory problems. Some of them were showing all the signs of having been drugged. At first, I thought it was some punk frat boy rapist with a bottle of rohypnol. But the more I looked around, the more concerned I got. A few of the girls' behavior changed; straight-A students suddenly dropping out to work at a local homeless shelter. When I checked that place out, it smelled all wrong. And it's been getting worse fast; that's why I asked Top if he knew anyone who could help out. I don't know exactly what's going on, but I feel like something bad is close.

"Another thing that's got me a little freaked out, there's another place that doesn't seem right any more. This bar downtown, kids call it the Uni, it's been a local staple for decades. When I first became a vampire, it was the best place locals could get a drink during Prohibition. Up until this whole thing started, it used to be a great place to pick up a late night top-up. No, I don't kill the kids; you'd be surprised how little blood we actually need to survive. And I always make sure they're okay afterward. It wouldn't be very smart leaving a bunch of blood-drained corpses behind. Where was I? Oh, right, the Uni. Look, I know everyone around here, and recently, there's been a lot of faces I don't know. They look normal, you know, not spooky or anything. But I get this vibe from them, that I can't **trust** them. They smell wrong. They don't blink often enough, and they seem, I don't know, different. I wish I could give you a better idea, but I just can't place it.

"So now I've got two places in town that used to be cool, and now they're giving me the creeps. And you know if it's weird enough to make a vampire feel squicked out, it's gotta be pretty damn bad. I'm used to dealing with the ghost in the old clock tower, and the Fairies who live out by the Old Miller Place. Heck, I'm even comfortable dealing with the werewolves who run the gas station out by the highway. But this new thing, whatever it is, it's outside **sanity**. I mean, what sort of thing erases people's memories and makes them do things they wouldn't normally do, and leaves them stinking like something filthy and foreign? I don't mean to sound fragile or anything, but something bad is definitely going on. When I talked to op, he said this was your sort of thing.

"I'm glad to hear you feel up to the task, and that you think you know what's going on. There's a few of us around here who are willing to pitch in and make sure you get whatever you need. We're not trying to burn down the town or leave a bunch of people hurt, okay? This is our home, and we want to stay here another century if we can. But whatever it is that's leaving this stink behind, we want it gone. You tell us what you want to do, and as long as we think it isn't too drastic, you've got us on board all the way. We can find you a safe place to stay, and my friend Darryl, he's the local chief of police. He'll make sure we can keep things quiet while you work. I really appreciate your help on this. It's not often I have to run to mortals to fix my problems."

BDE: SOMETIMES ACCIDENTS HAPPEN

Urgency, Secrecy, Violence

When the only tool you have is a hammer, everything begins to look like a nail. Families at this level have become jaded to the violence, and are no longer really operating on a normal human code of conduct. Violence is not only accepted, it is common, and becomes the preferred solution to many different situations. Outsider base? Attack. Gang members on your turf? Attack. Cut off in traffic? Attack. While killing innocents and harming the defenseless are still considered off-limits, the definition of "innocent" is beginning to get a little fuzzy. Tribals don't target anywhere bystanders might get hurt, but they no longer use restraint if attacked in public places, and shrug their shoulders at the people who might get hit in the crossfire. After all, this is war. A particularly graphic horror (a gut-shot child, for instance, or a wounded cop begging for his life) will still horrify them, but "off-camera" collateral damage is fine (hearing you killed ten people when you blew up the Outsider base would be sad, but not significant.) Tribals find it hard to communicate or interact with citizens, dropping into Slam by accident or being unable to hide their contempt for normal conventions of behavior. Although Tribals still view themselves as the good guys, they're becoming pragmatic about it, like combat soldiers or street cops.

When your Family is confronted with the horrible effects of their own violence, everyone marks experience.

Special MC Moves

- The Family is exposed as not being "normal."
- A move brings with it unintended entanglements with a Faction.
- Someone the Family interacts with is offended or alienated by Tribal behaviors.

Situation Moves

BLACK KNIGHTS

When you resort to unrequired violence to solve a problem, roll +fire.

On a hit, choose two.

On 7-9, mark Taint to choose two, or choose one.

On a miss, the MC chooses one.

- You hit mostly the right targets.
- The obstacle is overcome.
- Collateral damage is minimal.
- Lawful authorities are unable to respond meaningfully.
- Someone owes you. Gain Pull.

GOOD IS NOT NICE

Your Family is adept at responding to situations rapidly and with maximum force, at the expense of burning bridges behind you. You may declare you are using violence, threats, and intimidation whenever you perform any move other than **getting into a dust-up**. Gain +1-forward to that move, but you must erase Pull on someone without gaining any benefits from it or the MC may make a move also.

FEED THE BEAST

When you mark Taint as part of any move you initiated, you may reroll and take the best result.

EXAMPLE PLAY AREA: THE MONSTERS IN THE SHADOWS

"Hush, now. Stop crying. We're not going to kill you. At least, not yet, not unless you force us to. We just want some information, some solid idea what your friends are up to, and the codes to the security gate at the west side entrance to the camp. Nothing worth you dying over. You see that guy standing over there by the tool chest? That's my boy Hedge. His girl Penny, she's the one you fuckers shot last week when you tried to breach our hideout. Good thing we had that claymore set up, or you might have gotten us. I bet you bastards were pretty surprised when the door blew up in your face. Couple thousand ball bearings travelling at the speed of sound will do some magic in changing someone's attitude. Hey, no passing out, you haven't lost that much blood. Hedge only took off the tip of your finger, asshole. Buck up.

"Look, here's the word of God, Mister Merc. We'd love to take the **time** to work what we need out of you without reducing you to a pile of your constituent pieces, but we just don't have the time to be nice. We know the Bloats have something going on there in that camp, we know you mercenary-types are working for the Consortium, and we know you are personally in charge of the midnight shift for security. See that clock, says ten-thirty? With travel time, we have until eleven to get what we need. So we don't really have the time to be asking a lot of probing questions. Truth be told, after Penny got hit, we don't have much of an inclination to go easy on you, either.

"So my man Ion and I have a bet going. He says you're going to be stupid enough to try to bluff us for a while, to try and hold tight until your friends figure out where we are and come rescue you. Me, I say you're not that stupid. I know we haven't exactly got the safest **cover** in the world, Hell, if we did you wouldn't have hit our last safe house, right? But I feel pretty confident this place is pretty solid. Now Ion, he says Hedge is going to have to use those bolt cutters on at least five more joints before you cave. I'm betting two will do it. By the way, Queen Sandy there is hoping you NEVER talk; she's itching to use that piece of pipe on you. Oh, man, that looks like that really hurt; I guess Hedge is in even more of a hurry than I am. See, there you go, crying again. Really, it's pitiful. You've got three fingers left on that hand.

"Yeah, yeah, I hear you. What we're doing is torture, it's wrong, it's inhuman, blahblahblah. Not sure I can agree with you there, Mister Merc. Oh, no, you're absolutely right, it is definitely torture. No, I meant the whole 'wrong' bit. I've watched your bosses tear out a person's intestines and worm their nasty asses up inside the corpse. Lola there saw her five-year-old crushed by a Bloat that was trying to kill us. And Truth, that's the big black guy with the gaffing hook, yeah, him, he's lost so many friends in the last four years he can't even remember all their names. After a while, seeing all the dead will kill off anybody who doesn't have the **grit** to keep going. Yeah, so the appeal to our better natures is probably a waste of fucking time. Which, as I said, we don't really have. Oh, man, Hedge, take it easy, troop! I just got the blood out from the last one!

"Houston, we have a winner! Told you it would be two more, Ion. Never bet against the professionals. Raptor-man, make sure you get everything he's saying, get it all down right, and make him verify it for you. If he starts to show signs of shutting up again, start in on his other hand. Lola, you take Truth with you and get our rides ready. Once they're done with the asshole here, we're going to need to get moving if we want to hit the camp before they realize their shift chief is missing. Someone find me some more magnum rounds. All done, Raptor-man? Checked twice? Excellent. Hey, Mister Merc, I wanna thank you for being such an asshole. It makes it a lot easier to stomach what we do to you all when we catch you. Look at the bright side. You're not going to be around to answer to your bosses when they find out it was you that talked. Ion, Hedge, take this guy out back and dump him in the hole we got ready earlier. No, I don't care if you don't kill him first. If he wanted to die easy, he shouldn't have shot Penny."

BDF: GO GET THE VAN, BOYS

Urgency, Secrecy, Weirdness

The Outsiders have not yet even discovered the possibility of a Great Gate, and are content to simply poison Earth in bits and pieces to make their lives here easier. They are closer to cosmic refugees than an invading force; Tribals are also dealing with many other threats, from supernatural spirits trying to devour minds to a clutch of zombies in the local cemetery. The Bloats are just another one of the things the Family is worried about. Most Tribals are fighting the Outsiders for personal reasons, and not to save the entire planet. The Tribe itself is more a network of friends than a guerrilla group. They keep in touch online, but there's no central rules, meetings, or agreements. Your average Tribal thinks like a man who just lost his wife in a car accident and is crusading to lower the speed limit. He hates cars, but he's pretty sure a safe control can be worked out, and he's not going to throw himself in front of a bus to stop a single speeder.

When your Family prevents serious harm to a neighborhood or friendly agency, everyone marks experience.

Special MC Moves

- An enemy is more powerful or entrenched than originally thought.
- Local authorities pursue the Tribe for mundane crimes, ignorant of the real threat.
- Supernatural forces are encountered in an unexpected way or place.

Situation Moves

COLLECTOR OF THE STRANGE

When you encounter a supernatural entity or organization for the first time, roll +Influence.

On 10+, choose two. On 7-9, choose one. On a miss, the MC chooses one.

- You know each other from long ago. Counts as 10+ on **sniffing out hidden answers**.
- There's deep history there. Gain Pull and give Pull to them as well.
- It's all good. They're cool if you are.
- Their goals don't interfere with yours right now.
- You burned them once. They won't help you, but their enemies might.

INCORRUPTIBLE- SORT OF

If you have to mark Taint for any reason, you may try to uphold your standards through sheer willpower and reason. Roll +ice.

On a hit, you may ignore marking the Taint if you lose any benefit you would have gotten.

On a 10+, you may instead keep the benefit if you take a Condition or give Pull to a supernatural group of the MC's choice.

On a miss, mark an extra Taint as you slide out of control. Describe how.

DRAGON'S BLOOD

When you are the target of a supernatural move, you may mark Taint to gain +2-forward to resist it. Describe how the magic warps or changes you in minor but noticible ways.

EXAMPLE PLAY AREA: BOSTON BLOWOUT

"I never thought I'd say this, but I'm glad you're on our side, Doyle. If it wasn't for your contacts in the Irish Mob, we'd never have gotten our hands on those rifles. I guess we have you to thank for getting us out of that basement in one piece, too. I mean, as a member of Federal law enforcement, I should be putting you in jail as soon as I can. But, as a friend of Terry's, I know you're going to be a big damn help when we go after the rest of these alien pricks. Sounds like a bad joke, doesn't it? A terrorist, an FBI agent, a doctor, two cooks, a Polish trucker, and a lapsed nun walk into a basement. Can't imagine what the punch line would be.

"We need to hurry, because it won't take the Bloats much **time** to figure out who blew up their lab and where we went afterward. We need to keep moving if we're going to stay ahead of them. Junebug was going to get the truck, and I know you and Terry have all our stuff packed up. Let me check online real quick to see if Nomad's got anything for us about the files we lifted yet, maybe we can use the data to figure out what our next target needs to be. I want to hurt the Bloats, keep them on the back foot, off-balance. If we can find their nest and wipe it out, we should be able to put this whole thing to rest and go back to our old lives. And I can go back to trying to build a case against you, instead of helping you build pipe bombs in the back of the twins' restaurant.

"This place is pretty good, by the way. I'm glad the twins were able to get their hands on everything else we needed. We need to be careful, though; the more often we operate out of here, they more chance there is their **cover** will be blown. As long as they're just two Armenian chefs running a diner, they're pretty safe. The moment the Bloats get wind of the real stuff going on in the back room, we're going to have to burn the place down and move out. It'll take Nomad some time to set up a new front for us if we have to move fast, and I don't want to put our hacker in a position that might get him or her killed. You know, sometimes I wonder which it is, him or her; I mean, none of us have actually ever seen Nomad in person, have we? Now that's a good cover, invisible online presence. Reminds me of that ghost we took down in Boston Commons last month.

"Here's the data now. Whoa, that is some pretty strange shit. Says the Bloats are growing a new strain of people, can you believe that? Yeah, I realize the talking dogs we fought off last month should have prepared me for this kind of stuff, but GROWING people? That is some **sanity**-bending shit right there. Well, if Junebug is right, and the Bloats are bringing their next shipment in down at the docks, we can contact Terry's friends out in Southie and get them to help taking it out. I'm not so sure I believe Sister Rose when she says she has second sight, Doyle. I believe in a lot of things now, but miracles? Okay, I get it, your friend, your deal, I'll keep my opinions to myself. Each to our own, right? I never did ask you why you agreed to help us in the first place. Terry said it had something to do with a lover; I'm not trying to pry, I'm just feeling a little sentimental, I guess. It's been five months since Terry and I found out about the Bloats, and I'm realizing I don't have a lot of friends anymore.

"Would it be messed up for me to say I'm actually kind of happy to be working with all of you? It's a lot like being back in the military. We've got a team, and even though we have our differences, it seems like we have each others' backs. I know if I get into trouble, I can rely on you. And I hope you know that, if the chips are down, I'll stand right beside you to the end. For a bunch of renegades and criminals, you guys are pretty good people. I mean, what we've all done in the past, doing this now makes me feel sort of like we're making up for things, right? I'm glad you agree. Now, could you hand me that detonator so I can finish this last bomb? We've got a date with the Bloats, and I want to make sure we're ready."

BEF: IT'S THE END OF THE WORLD (AS WE KNOW IT)

Urgency, Violence, Weirdness

It's probably too late. The Outsiders either already have everything ready to open the Great Gate, and only their own lack of urgency is stopping them from doing it, or they've actually opened it, and it's taking some time to eat the world we know. Any Tribal still fighting at this point knows he's a dead man walking, and just doesn't want to roll over and quit. The rest have probably quietly taken themselves out in a blast of glory and dead Outsiders. Hope is a fiction, unless the MC chooses to inject a salvation event to save the day at the last moment. Think someone on the Titanic, waiting at the last lifeboat and seeing there's enough room for them, or their child. Not both. The best anybody can do is to figure out a way to maybe save the ones they love, or to keep the whole horrid mess rolling for another few years. If this chronicle isn't already post-apocalyptic, that's the best they can expect. Alternately, maybe the apocalypse is in the past, and Tribe is living in the rubble with the leftovers of humanity, hiding from the Bloats.

When your Family leaves someone better off than they were when you arrived, everyone marks experience.

Special MC Moves

- A sudden shortage of a crucial need brings upset and anxiety.
- Tainted and corrupted forces in the environment bring risks.
- Someone who was there last time is now gone, either dead or moved along to parts unknown.

Situation Moves

MORLOCKS

When you try to find your way through a survival issue such as starvation or exposure, roll +ice.

On a hit, you put together a temporary solution that works, even if it's not the best answer.

On 7-9, the stop-gap leaves you suffering; take -1-ongoing until you solve the issue.

On a miss, mark Taint to survive, barely, as you do something unspeakable to make it through the tough time. What was it?

RATTENKRIEG

Any time you are making a move in ruined urban areas, you may substitute ice or smoke for steel or fire.

ALIEN AND ALTERED STATES

The ongoing and overwhelming corruption of the entire world by the Outsiders has left its mark on everything. **Any time you make a basic move, you may mark Taint to gain +2-forward.** Describe what you have done to lower yourself further into the abyss.

EXAMPLE PLAY AREA: RUINS OF OLD SEATTLE

[The following are extracts from a battered leather diary found by a ProGov Survey Team after Recovery, in the vicinity of Old Seattle. The author is an unknown teenaged member of the guerrilla army known as the Tribe. These warriors were active in the decades after the Outsiders' Gate opened. Post-Recovery records indicate this particular Tribal Family had a substantial part to play in the Badlands Uprising of 2132. The specific fates of the individual members of this group are not recorded. The diary is partially burnt, and the remaining pages do not give a consistent narrative, but they are a fascinating glimpse into mankind's darkest days, before the Colonies and ProGov returned to Earth.]

"27th day past planting season. Dear Diary, this is my first entry. I'm not sure this be any help atall, but Momma and Uncle Jo both say I keep something for myself where I can talk 'bout things what worry me. So here goes. I'm not sure what I'm sposed to do here, so I will just talk about me, and whatever happens each day. My name is Echo Nova, and I live in SeaTac Settlement, on the Blackoil Lake. It ain't too bad a place to live, when the storms ain't here. I am almost marrying age, but momma says I don't need to worry bout that yet, as there ain't no boys here what are worth marrying. I help my momma tend our bean garden and the soy tank, and I also go hunting with Uncle Jo when he has time to take me. I'm a pretty good shot, what Uncle Jo says is a prodigy. (I had to ask him what to spell that; he's hella smart. He used to be a teacher in the Before Times.) There are thirty three people in our settlement, so it is pretty big.

"45th day past planting season. We got visitors from outside! I was in the hydrogarden raking algae and the wall guards brought the dog teams to the gate. We ain't had any visitors since before last planting , so I got the small carbine Uncle Jo leaves me by our tent door. By the **time** I got my dust goggles on, most all the settlement are armed. I snagged a spot on the roof with my spyglass . There was three of them, standing near the road, a good rifle shot's length from the guard tower. The welcoming team come back in with them, said they're TRIBALS. Real live warriors. They looking for a place to rest up, maybe refit. I seen one of them, a girl they call Hearse, lookin' at me sorta like she was studying me. Guess they ain't seen many kids. Mayor Jeb told them they can come inside the walls, but watch themselves.

"49th day past planting season. The Tribal Hearse was right!! She and me snuck out after lights out and went down by the Blackoil, near where Mayor Jeb and his boys keep their hunting shack. Hearse has been showing me some tricks with the pistol she gived me. She can't really talk much, but she can sign enough so I understand her, and I'm learning more all the time. Anyway, went inside the shack when the Mayor was up at council, and Raylon and Perkins were in the shack, and they was laying in some sort of bed made out of tentacles! Their eyes was all black like the oil. I shot Perkins, and Hearse kilt Raylon with his knife. We burnt the place down. Hearse says I have **grit** like a real grown-up Tribal.

"Dear Diary, I dunno what day it is no more. Last few days have been horrible. Crowchild, the Tribals' shaman, showed me the spirit what lived in the Place Between where the wild things lurk. He calls it the Creeper-Under-Darkened-Paths. Once, before the Foulness-From-Beyond came, he says it woulda been our enemy. Now proper Tribals got to seek out whatever allies we find, and be tough and hold on to our **sanity**. That sanity is what keeps us human, Crowchild says. Mayor Jeb was one of the Foul, what Crowchild calls Bloats, and it got hold of some of the others before we could stop it. We was able to show the rest of the settlement the truth, but not before the Bloats kilt Momma and a whole lotta other people. I think I'm gonna cry again. I'll write more later.

"I'm full Tribal now. Papa Ledge and Hearse are teaching me a lot, and Crowchild says maybe someday I'll be a great hero. For now, we burnt the whole settlement, packed up what we knowed was clean, and headed east with the survivors, about twenty people. We following the Creeper to a place what it says will be safe for the people. Then I guess my Family will go find more Bloats to kill."

CDE: UP THE TRIBE!

Support, Secrecy, Violence

There's already been at least one failed attempt to open a Great Gate, with attendant disaster and large-scale deaths. The effects may have been covered by the media, and many people will know something bad happened in the area; Outsider-influenced agencies will try to conceal the event as a natural or man-made event, whether it be a massive chemical spill (Bhopal, India) or earthquake (Haiti.) Tribals have been intimately involved in stopping Outsider attempts in the past, and know it's only a matter of time before the next attempt reaches a critical stage. Families are mobilizing their resources and trying desperately to figure out when and where the next big push will occur; there's still some hope, but everyone knows it's gonna be damn close, and if the Tribe can't figure out a master plan for getting rid of the enemy once and for all, and soon, it's all gonna end really badly. Older Tribals are exhausted and burnt out from all the death and destruction they've seen; the younger ones are fresh to the fight, highly motivated, and willing to die if that will stop an Outsider plot once and for all. It's getting hard to maintain the secrets of both sides, and an increasing number of people are becoming ware something is badly wrong.

When your Family convinces an authority figure to take useful action against the Outsiders, everyone marks experience.

Special MC Moves

- You are suddenly exposed to public view; what do they see?
- Outsider agents sweep through an area asking uncomfortable questions.
- Someone calls in a debt to gain help at the worst possible time.

Situation Moves

FRIENDS TO ALL

You have contacts and resources in all sorts of places, from people you've saved to sympathetic supporters who may not know all the answers, but are certainly willing to learn. **You may give someone Pull to gain +2-forward on your next Influence move, or on handling your business at the start of the session.**

SHAMING THE CROWD

Any time someone witnesses you making moves which would be illegal or socially questionable, you may choose to expose the truth to them. Roll +fire.

On a hit, they are willing to look the other way if you give them Pull.

On a 10+, you may also take them as a Pony.

On a miss, they will give you up to the authorities or Outsider agents unless you silence them. Kill them and mark Taint, or don't, and the MC makes a move.

LINE IN THE SAND

IF you roll a miss on any Influence move, you may mark Taint and describe to the target what horrible fate awaits them if they don't give you what they want. Reroll the move with +(Taint moves you have); if you still roll a miss, you have to carry out your threat.

EXAMPLE PLAY AREA: THE LAST DAYS

"You still back there, Been-down? I need to hear you talking, so I can make sure you're okay. I think we've lost the Bloats for a bit, but I think we lost Angel Mary and John-John, too. I don't see the Mustang at all. I think when we cut through that set of barricades by the fire lane, they went the other way. Good news is, I didn't see them get hit, so maybe they're still on the loose. I know Carjack and Rhino both went down when the gunship opened up on us. No, I haven't got time to grieve right now, sister. I'll do that if any of us make it out of this hellhole alive. Do me a favor, see if you can reach under the back seat, maybe find the first aid kit? This cut is really starting to kill.

"I'm not sure what we do now, honey. If they got to Papa Heart, if he was one of them, then what hope do we have? I mean, who do we **trust**? He was alone with most of us at some point over the last week. Really, any one of us could be a Bloat now. When downtown went up, when all that crazy shit started pouring out of those skyscrapers, I thought we were all going to die right then. After we got out of those holding cells, I figured we'd make it, you know? I never thought in a million years they might have taken one of us over? That was what Angel Mary's ritual was supposed to prevent, right? So is she one of them now? Was she one when she cast that damn spell? I know I'm still human, and I'm sure you are, or else you'd have already killed me. But what about the rest of the Family, babydoll?

"We need to find a place to hole up, someplace the rest of the Family doesn't know about, someplace outside that big damn oil cloud the Bloats have released, someplace as close to the National Guard cordon as we can get. We need to get under cover, real good **cover**, see if we can figure out a way to get through the government quarantine lines, maybe get far enough away from here we can find a way to do something about this. I think, for right now, we play this like we're the only ones who survived. We don't know about Vega, or Cider, or even Duchess, but I think if Papa is a bloat, those would be the ones it would want to take out soonest. Although, I have to think if anyone can get out of this alive, it's Duchess. She is sixes hard, and always sniffing around looking for trouble. And if Duchess is alive and clean, then maybe Vega is, too; they're always together. Yeah, I know, I'm talking around in circles. I'm trying to find something I can call a win, you know?

"So, I have to be honest, Been-down. I don't think we make it out of this one. Whatever the Hell the Bloats did, it's blown up all of downtown, and that big black shadow hovering over the wreckage is eating the rest of the city a block at a time. Even if any of the others are still alive, we can't use a phone or a radio to reach them, because what the Bloats aren't already running, they're probably coaching. We have to assume the cordon and the quarantine are both part of their plans, and that means we are well and truly pooched. So I need to know, honey; if I decide to turn this van around and go back in there, do you have the **grit** to follow me up? There's still about fifty pounds of explosives in the back, and enough ammo I figure we're good for a one-way trip into that cloud. Once we go in, we won't really have a prayer in Hell of coming back out. But maybe, if we can hold together long enough to get close to that gate or whatever it is, maybe we have a snowball's chance in Hell of closing it back up. Rhino told me if you can destroy a gate, it makes all the Outsiders in the area die. Some kind of feedback.

"Thanks, babydoll. At least we've got each other, right? I don't think the Bloats would think we were stupid enough to go back in there after what we've been through so far. And I think I saw some firemen and a few cops still moving in there, trying to help people. Maybe we can cobble together some sort of suicide team, go out in a blaze of glory. Hell, by this point, anybody in there who isn't already dead or insane will probably be willing to listen to us, even when we start using the word alien. They've seen it, right? That counts for a lot. If we play our cards right, maybe someday regular people will tell stories to their grandkids about the Tribe. Maybe you and me, we get to be legends."

CDF: HOW DO I KNOW IT'S REALLY YOU?

Support, Secrecy, Weirdness

This is the nightmare. The Outsiders have infiltrated everything, and own pretty much everybody. Walking down the street, you might be passing dozens of prying eyes and Outsider informants. Don't even bother trying to find anyone who might help you in an official capacity; the Outsiders have weeded out all the weak sisters, and everyone from the Chief of Police down to the lowest beat cop is in on the Consortium's games. Think 1984, by George Orwell.

If you're playing here, it's not about surviving, it's about going out in style. Supplies and support? What's that? Poorly organized and undermanned, with the Consortium publicizing the Tribe as a violent cult group of psychopaths (sometimes not far from the truth), the Family can't expect any help of any kind. Tribals use whatever they can scavenge or steal, and even legitimate dealers and vendors are off limits for anything that couldn't be bought with cash and no ID at a big box store. This is the point at which the Tribe spends as much or more time fighting to survive harsh conditions as homeless vagrants than they do avoiding being killed by poisonous tentacles and obscene acidic slime. Pistol? Nope, but I melted a few sporks into this nifty shiv this morning.

When your Family exposes a hidden Outsider agent, everyone marks experience.

Special MC Moves

- Someone you counted on is revealed as an Outsider Host.
- Information you gathered earlier turns out to be planted by your enemies.
- An ally or friend goes quiet for an unknown reason.

Situation Moves

I AM VENGEANCE

If you are hurt either physically or emotionally, you may choose to use your pain to gain new strength. Choose one option below:

Roll +steel. On a hit, take a Condition but erase all harm you have. On 10+, ignore the Condition.

Roll +ice. On a hit, figure out a way to avoid the consequence of an MC move, but sacrifice something or someone valuable to you. On 10+, put them at risk, but you might be able to save them.

Roll +smoke. On a hit, you manage to distract the enemy long enough to save your friends and allies, but you ake the hit. On 10+, you can et away after the damage is done, if you want.

Roll +fire. On a hit, postpone the consequence of an MC move to a later time, but it gets worse. On 10+, you gain +2-forward to moves to deal with those consequences later.

Roll +signal. On a hit, ignore one Taint you would have marked, but you become the horse of a *loa* of the MC's choice. On 10+, you choose.

On ANY miss, mark Taint and give Pull to whoever helps you cope. You take the original damage, too.

DOOM ON YOU!

Death is only to be feared if it is useless, but avoiding death only delays the inevitable. **Whenever your death move would trigger the first time, you actually survive and escape barely alive.** However, from then on, you take -1-ongoing to any moves to avoid harm, and the option to suffer harm is always an option when the MC is making choices or moves. The second time your death move would trigger, you're gone.

INSTRUMENT OF DEATH

You gain +1-ongoing and +1-harm to all your other moves for each Taint move you have FOR THE REST OF THE STORY. The fourth Taint move still destroys your character.

EXAMPLE PLAY AREA: SNOWED IN

"If you are reading this, I am already dead, or worse. If you're one of them, or you work for them, then I hope the ritual I cast on this killed at least some of you, and the rest of you can go fuck yourself. Traitors. If, on the other hand, you're a Tribal, or the innocent bastard who may open this cabin door and find my frozen dead ass and wonder what the Hell is going on, and what all the candle wax and spilled blood is all about, consider this letter my last will and testament. If you're not one of the Bloats, do me a solid and please bury Homer for me. That's the dog. He was a good dog, all the way to the end, and he doesn't deserve to be left for the flies and the rats when summer finally comes and the ice melts.

"So here's the word. Straight up, if you aren't a Tribal, a lot of this will make no sense, so parse it out however you can. Basically, this is a warning. A warning about the true nature of this town and the 'people' in it. I was with Mother Roller's Sainted Sinners, road tribe from Washington by way of Florida. Wasn't much of the country we hadn't seen. There were 17 of us when we started up here, looking into some rumors we'd heard about a Bloat pump station operating up near the fisheries. We been doing this for a while so we weren't stupid, we knew that anything going on in the middle of the Alaskan coastline was going to be pretty tough. I mean, Outsiders hate the cold, right, so anything bad enough to bring them up here had to be fairly heavy juju. We didn't **trust** our source, but they had enough going on that we thought we should come and check it out. What we didn't expect was to roll into this fucking valley and get stuck in a blizzard that lasted two damn weeks.

"We also didn't figure them to be on to us from the get-go. I mean, we're a bike gang, right? What better **cover** do you need to explain rolling into town and getting into trouble? Seventeen tough-ass hitters, every one of us hard as a coffin nail, right? What the Hell did we have to worry about? We figured we carried enough firepower to take on a small army. And we knew the Bloats would have the bosses sewed up, you know, the cops, the local businessmen, the crime boss. There's always a chain of them, sneaking their way into the skin of the people who run the local show. It's a small fishing town in Alaska, how much power could they bring? It's not like they were uptown Miami or something. Except that our sources neglected to mention there was a National Guard armory here. With a literal small army.

"We didn't have a chance. We thought there'd be a few Bloats, some agents, maybe a Consortium team, right? Nothing we hadn't seen before. In a world with its **sanity** intact, that's what makes sense, you dig? Man, were we wrong. It wasn't just the people in charge. It was the whole damn town. ALL of them. From the sheriff and her deputies, to the Colonel at the Guard post and all his soldiers, to the school teachers and the town's priest, the doctors and the nurses, the ambulance drivers, the lawyer and all the fishermen, their wives, even their fucking kids. Every single person in town was one of them. And they were ready for us. They didn't give us a clue. While we were hunting around, trying to play spot the Bloat, they were just toying with us. They knew the whole damn time. The entire valley is one big trap for Tribals. So much for sanity.

"I was the last one alive. I made it out here to this cabin, and I don't think they were able to follow me. Homer and I did a pretty good job of covering our trail. If you're Tribal, and you came here looking to make trouble for the Bloats, do us both a favor and turn around and run like Hell the other way. Let them have Alaska. But, if you ARE Tribal, you're not gonna listen anyway. At least you'll have the advantage of surprise. And of knowing absolutely every living thing in this valley needs to die. I think that's the ONLY advantages you'll have, though. Hey, if you do get out of here alive, go someplace warm and drink a tall cold one for me, will you? And remember me and my dog, tell our story. It ain't much, but it's all the two of us will have."

CEF: TRUST US WE'RE TRIBALS

Support, Violence, Weirdness

A way to open the Great Gate has been discovered, but the Outsiders haven't yet worked out all the details. They've made some strides in researching isolated mechanisms and actions needed, but as of yet, none of the specifics are in place. Tribals know it's possible for the Outsiders to open our world to a direct invasion, but they're vague on the details. As a result, there's some fear maybe this is a losing battle, but there's a sense of urgency driving the Families to get more information and fight harder.

The important thing with this situation is that the Tribe's existence and the existence of the supernatural and the Outsiders is public knowledge, although who is part of the Tribe or the Consortium is still a secret. The common folk know the Tribe is fighting for them, the rightful authorities may even overlook the Tribe's activities, and a Tribal who does the right thing and clearly identifies herself will find she has a lot of assistance. Think of the scenes in the old Man from UNCLE show, when the agents would rush through some normal person's house during a mission to stop the bad guys.

When your Family publically saves the day, everyone marks experience.

Special MC Moves

- A move spills over into a public area causing complications.
- Well-meaning citizens or adoring groupies get in the way.
- Sudden press or authority attention causes allies to back away for a while.

Situation Moves

MY FIFTEEN MINUTES

Since your Family no longer needs to worry much about hiding the war, you can use your public standing as Tribals to gain assitance from bystanders and passers-by. Roll +Influence for the people n your area. You may erase Pull with that group for an additional +2-forward on this move.

On a hit, they either stay out of your way or render you minor assistance which doesn't risk them too much. On a 10+, you can also use any of the options for **scavenging resources**.

On a miss, they shun you and carry on as they normally would. In this case, f your actions are successful without their help, you gain Pull on them as they feel guilty at not having helped.

FIGHT CLUB

The public is well aware that violence comes with the actions of the Tribe and the war. **Whenever innocents are exposed to Tribal activities, you may call for them to clear the way for you. Roll +fire.**

On a hit, they get out of the way as quickly as they can, although there may be chaos and panic.

On a 7-9, the MC may make a move in response unless you accept that some of the bystanders are in the way, taking -2-forward to your next move. Alternately, you could just let the chips fall where they may; in that case, mark Taint to ignore the penalty and somebody's getting hurt.

On a miss, the public panics, and the MC can make a hard move; innocent people get hurt unless you take the harm for them or mark Taint in horror at the terrible consequences of your actions.

MARKING THE BULLET

When an MC moves harms someone you care about, you may mark Taint to nominate one of your weapons, empowering it with supernatural force against that enemy. This spirit weapon will automatically deal severe harm if used against that enemy. You may only have one "marked bullet" at a time.

EXAMPLE PLAY AREA: CALLING PAPA ROACH, CALLING PAPA ROACH...

"1TR6BTB, this is 1TR6MOTH calling. Check your head, check your head. I read your signal 5 by 5, switching transmission to predesignated frequency. Stand by for message. 1TR6BTB, I have your signal. Good to hear you back on the air, Wolfboy. Glad you and Frosty made it back home. I hope you guys got a chance to thank the kids at Saint Killian's for the cookies they baked you. You made the news by the way; headline in the Times, too. 'Unknown Heroes Stop Cult Serial Murders.' They don't mention the vampires, but we'll take what we can get. You guys even have a fansite online. If you wanna check it out, search for Wolfgirls by Dawn. Some married ladies out of San Francisco, I think, tired of reading Fifty Shades. I hear they've even got tee-shirts. There's a fanfic with you and Frosty and some British actor on a detective show; it's pretty hot if you like male-on-male. Yup, sorry, back on track. Message from Mother Eightball follows.

"Wolfboy, we have a situation developing in your area, and Grandfather wants you and Frosty to take your stick and hook up with Papa Roach's Aching Pain. They're a hard tribe, and they think they've got a line on whoever stole that prototype AI from the DARPA labs. They've got credible evidence the thieves are Russian mafia, working with a Bloat Hive near you somewhere. We don't know what exactly they plan on doing with the thing, but it won't be nice. The Aching Pain have built up a high-**trust** relationship with the local cops, so you should be clear to bring all your gear into the area. Just let Sister Toby know when you're coming so they can make sure they let the fuzz know.

"Papa Roach will fill you in on the specifics when you get there, but he said not to worry about party favors. His Family's loaded for bear, and they have a good supply system set up with a gun-runner who works out of that area. He said if you need any other gear to send him a list, and he'll see what he can do. He's expecting to have to solve this problem your way, so have some **grit** once it all kicks off. He has five combat effectives, plus your stick is five more, and he thinks he can get the local gangs and cops to pony up about another twenty if you need them. The locals are ready to bust; they know we're on their side and they aren't buying any of the crap the Consortium is selling on TV.

"Mother Eightball says you need to be really careful, though. She's been checking with all the tech rats she can find, and no one seems to know exactly what this prototype AI might be able to do. It's self-aware, and it's able to spread itself like a virus, so it might be able to make copies of itself if it gets into a website or network. J-Vonn from Papa L33t's Family says he thinks this thing could be a real slate-wiper if it gets loose. It could take over national infrastructure, hack systems, crash planes, turn off power, you name it. Sally Fourth from the Midnight Ramblers says the Russian Mob wants it so they can pull another huge infiltration like they did in the 2016 election when the FSB hacked all those political parties and rigged the election so their boy Lord Marmalade could get the Big Job. Me, I think if it wanted to, the AI could do a lot more than all that. I mean, if it knows we can turn it off, why would it want us around as anything more than slaves? I'm thinking the start of the first Terminator movie, right? That's enough to flatline anyone's **sanity**. Sorry, back on track.

"Okay, so good news is you can rely on any help you need from the locals. The Bureau Chief for the FBI already sent us a message through the back channels that you are free to operate however you please as long as none of the innocent bystanders get downed by our side. She's promised us that any evidence you happen to leave behind will never make it to the national crime lab. After the Rolling Forties stopped the Aryan Alliance from releasing that werewolf bio-plague in downtown Manhatten, the FBI is inclined to consider us a valuable ally in the War on Terror. So go get that AI, and put down the Mafiya pricks, and come on back to us in one piece, okay? We'll keep the beer cold for you. Message ends."

DEF: AMERICA NOIR

Secrecy, Violence, Weirdness

You could consider this the closest to a "classic" Tribe game. There are Families all over the country, all doing their own things. The Tribe is an enormous fractioned mob of counter-culture drop-outs, fighting a war against a well-entrenched but by no means all-powerful alien enemy. Spirits, were-wolves, and the undead roam the streets after dark, and anyone could be an ally or the next enemy. Connections link conspiracies of men seeking power to groups which have humanity's worst nature in their hearts. Every town reveals new enemies, and each battle is tense and deadly. The positive note is that there's hope; none of the enemies the Tribe faces are powerful enough to dominate the world, and no matter how bad things get, the Family can always count on their allies to do their part. Losses are heavy, but the victories are sweeter. Anything in the headlines could be the next big plot, or the next great tool against the foe.

When your Family survives a deadly trick or betrayal, everyone marks experience.

Special MC Moves

- Reveal a surprising and unpleasant link between a friend and an enemy.
- A violent group without relation to the current target interrupts plans.
- One of the *loa* entraps the Family in its schemes.

Situation Moves

CRAP-COLORED GLASSES

Whenever you have suffered a Condition you may roll +steel.

On 10+, you hump your gear and learn something. Gain +2-forward and mark experience.

On 7-9, you grit your teeth and hack on; you may remove the Condition and mark Taint or give Pull to someone who can heal you.

On a miss, you could be pooched; you may ignore the Condition's effects on your moves, but you must take 1-harm AP each time you do. That damage can't be healed until you receive professional medical care, at which point the Condition takes effect as normal.

LIFE IS CHEAP

Whenever the MC makes a hard move against you which results in a death you care about, you may roll +Tribal to spark your fury.

On 10+, choose one.

On 7-9, choose one, but mark Taint.

On a miss, the MC can choose one for you. These abilities all end when the enemy is dead.

- Righteous rage gives you +1-harm on all moves against your enemies until either they are all dead, or you retreat from the area.
- Your suicidal bravery gives you +2-ongoing against moves which aim to scare or manipulate you. However, you can't back down from the enemy until every other Family member has.
- You remember the skills of your fallen friend; gain +1-ongoing to moves involving one of your stats.
- You become callous and cold. Ignore attempts to coerce you by threats or violence against others.
- Temporarily driven into insane grief, you may switch any and all of your stats around.
- You've been through this before. You toughen up, hold your grief inside, and move on. Ignore all Conditions or penalties to moves you already have.

MAGIC IS EVIL

Whenever you use a supernatural ability, mark Taint to empower it. Gain your choice of +1-harm, +2-forward, an additional choice on a list, or reroll any miss.

EXAMPLE PLAY AREA: DOWNTOWN EVERYWHERE

"Where the Hell are we right now, Stick? When I fell asleep last night, we were somewhere in Georgia, so why am I seeing sawgrass and swamps on both sides of the highway? Florida? Why the Hell are we in Florida? No, I didn't listen when Mama Gear was telling us, I was busy trying to rebuild that damn generator you and Waco toasted last week. I'm the damn tech rat, not a gunner; I figured if I needed to know something about who or where we were going, you guys could tell me after I waved my magic wand and brought you light and power. Delusions of grandeur? Bite me, Stick. Remember this moment the next time you bring me that broke-ass block of plastic you call a radio, wanting me to fix it for you for the millionth time.

"Yeah, I know I'm a little antsy, I'm sorry. Guess it's the heat and the humidity. We get into the Everglades, I start remembering my childhood, man. What's the **cover** story this week? Documentary film crew? You serious? I mean, Dayglo is weird enough to pass for a cameraman, and I can see Static dressing up pretty and being the on-air talent, but what the Hell are you and Three-Time, bodyguards? Protecting us from what? Okay, gators, maybe, but what kind of documentary are we filming? Yes, I wanna know. If we have to tell people why we're here, shouldn't we all have the same story? Okay, see, pointing out that I should have listened is just kind of a dick move. Why you busting me up, brother? All right, yeah, I learned the lesson. I'll pay more attention next time. But do me a solid and tell me what the heck I'm going with THIS time?

"For real? An undercover doc film on the gangs of south Florida? Okay, now I get the tough guy look you're rolling with. So it's a tough piece about life and death on the streets, lots of **grit**, a nice hard look at the reality of the high price of street crime. Our valiant field reporter sticks her pretty face into the dark underbelly of- where are we? Saint Augustine? You for real? I don't exactly hear 'gang violence' when you say Saint Augustine. I know, there's gangs everywhere. But what are they doing in Saint Augustine? Robbing tourists? Selling stolen ritalin to kids wanting to get an edge on their studying? Growing weed without sharing? Yeah, I'm snarky, I know. Did I mention the heat and the humidity?

"A group of back alley necromancers who are developing a ritual to raise the dead and take over the local crime rackets? That's one heck of a weird target, troop. You sure Dayglo's got the right loa on the line? He's been a little off since that demon got into his body back in Tulsa. I'm not sure he's the picture of **sanity** anymore. You see the way he talks to that bird of his? Like it knows what he's saying? I talk to my tools, but I don't expect them to answer, right? And, while we are on the topic of sanity, can you please tell me why Static wants me to paint red stripes down the side of her rifle? I mean, I get the old joke about red making something go faster, but bullets? Really? Next thing, Mama Gear will be asking me to wire up all the radios to play Iron Butterfly again, like in Paloma. What do you mean, what about me? This wrench is my lucky wrench, man, it's saved our asses more times than I can count. I had to get it back from that crackhead. So maybe I was a little out of it when I took on the Bloat agent over a wrench. But it's my lucky wrench.

"Whoa, hey, man, let's stop at that burger place over there! I'm starving, and I could use some road fuel. Maybe we can even settle down in a hotel and sleep in real beds for a night. It's not like we're in a rush. You think Mama Gear will let us blow off a little steam? I've got a burner phone and a couple bags of homegrown we can probably pass pretty quick, maybe get some cash in hand, have a little fun. We can even try and find you and Static someone who's willing to put up with two combat junkies at the same time. Boy or girl? I know you don't really care, I was asking for Static. I mean, she's gotta put up with your ugly ass, she should get to choose someone as pretty as her to have on the other side of the bed. OWWW! I told you, it's the heat! Let go of my ear, and turn left here, would you? I think that place has milk shakes. If I gotta spend my day driving through another downtown bad dream, at least let me get my grub on first."

UVW: CARNIVAL

Resources, Privacy, Individuality

A Carnival is a Family which travels a set distinct pattern over and over again. They are named for several Families in the early days of the Tribe who used traveling sideshows and circuses as covers, traveling from winter in Florida to summer in other states. Now, Carnivals may or may not pretend to be traveling shows or bands, but the name has stuck. Carnivals can get quite large if they have legitimate cover identities; the largest current Tribal Family is Doctor Lizardo's Menagerie of Wonders, a Carnival with thirty-eight members who all perform sideshow or circus acts when they aren't moving on the enemy.

Carnivals tend to travel first, gathering intel as they move, and attacking only targets of opportunity along the way. They are much more likely to have problems with local enemies than massive Outsider plots, and to pass along intel and share support with other Families.

When your Family cooperates with another Family to achieve a meaningful goal, everyone marks experience.

Carnival upgrades (choose two)

- Raise the size of your Family to 13 to 15. (3-harm 1-armor large gang)
- You give performances for trade. As a Job, perform minor street art (+1-ongoing to **gaslight**) or major productions for profit (+1-ongoing to **scrounge resources** with Citizens)
- You are well-supplied and have a large caravan. (+1-ongoing to **bang bricks** or **scrounge resources**, but -1-ongoing against any GM moves involving hiding your tracks)
- You have a strong and believable cover story. (Choose an Influence during set-up. +1-ongoing to **gaslight it**, may give someone Pull to get an extra option when using pull on someone else)

Situation Moves

THE USUAL SUSPECTS

When you use your rep as vagabonds to conceal your actions, roll +fire.

On 10+, they buy it, and figure you're just petty crooks who should be released or ignored.
On 7-9, you're being watched, but are clear for the moment. Take -1-forward, but you're loose.
On a miss, they take action against you right now. Hard move.

BEEN THERE, DONE THAT

When you utilize the Family's unusual skill set to tackle a problem, roll +Fringe.

On a 10+, you hold 2, which you may spend on any of the options below.
On a 7-9, you hold 1, but must accept a complication of the MC's choice.
On a miss, the MC makes a move, and one of your Family takes terrible harm.

- Just what's needed. Gain 2-forward.
- Perfectly equipped. Gain one piece of rare gear.
- Just in time. The Family shows up where you need them to be.
- Done this before. Gain either 1-ongoing, +1-harm, or +1-armor.
- Unknown allies (3-harm medium gang)
- Stronger for the effort. The situation gets more complicated, but you gain Pull on someone involved
- Old obligations. You avoid a threat or problem but give someone Pull.

CUT IT OFF

If you are trapped , restrained, bound, or otherwise pinned down, you may mark Taint to escape. Describe what desperate action you take to get free.

A DAY IN THE LIFE OF...DOCTOR LIZARDO'S MENAGERIE OF WONDERS

"Our day starts bright and early around whenever the Hell we wake up. The actual time depends on how big of a party we had the night before, if we were working a hit on someone, and if we are planning on moving the show soon. As a general rule, Doc Lizardo likes us to be up and active earlier on the days we have to tear down and get the show ready to get on the road. There's plenty of people in the Family, so there's lots of folks to help get the work done, but moving a three-ring circus on the backs of pickups, vans, and bikes is not an easy task, let me tell you. And we always have to keep an eye on the rubes, too; we have to make sure we're packed and ready to go BEFORE they start coming looking for us about whatever it is we've gotten up to. Local sheriffs can be a total buzzkill at 8am when you haven't had your coffee yet.

"It's Tumble's job to check out our **stock** every day, to make sure we're not getting short on any essentials. If she needs to, she grabs a couple of the kids and heads out to the local markets and stree-dealers. We go through eggs, milk, butter, and bullets like you wouldn't believe. And of course there's medical supplies, too; never mind fighting Bloats, falling off a high wire can do a real number on you, even if our Shaman can heal us with his magic. Tumble will try to pay in cash if she can when we're new to an area, keep the rubes happy. As we get closer to pulling up stakes and moving the show, shell get a little more light-fingered if she needs to. She's also in charge iof making sure all of us get three square meals a day, as well as feeding the animals. Duke More's baboons are the hardest to keep fed; it's worth it though, because those bastards will tear through Bloats like you wouldn't believe.

"Usually around mid-afternoon, Doc will call a break for afternoon siesta. Since we aren't square johns with nine-to-five jobs, we can afford to take a nice rest break in the hotter part of the day. Most of us will piss off back to our own tents or trucks, maybe catch a few winks, hang out with our S.O., play some cards with our battle buddies, whatever helps take the edge off. As big as our Family is, we all need some alone time to keep things **cool**, otherwise sooner or later we'd get heated up over something stupid and the Family would collapse. Almost happened last year, when a few people decided they were tired of the constant moving and calved off their own smaller Family, stayed behind. Usually, that kind of thing is no big deal, as long as we can find an act to replace them. After the siesta, Doc has us all practice, as well as any other stuff we need to get done involving whatever target we have at the moment. It's not unusual for Byebye to have a few of us out stalking around gathering data on the target, so the show line up changes every night.

"By nightfall, it's almost always time for the show. We open the gates, bring in the rubes, and fleece them for as much as we can get. We keep the heavy larceny to a minimum, so we don't get tied to anything the locals might want to pursue. Since we change the show's name every time we move, we usually fly under the radar. We always work out a plan, though; **harmony** is essential if you want to commit crimes and not get caught. Monty or Heffalump will be in the crowd, looking for the best pockets to pick, Meta will be scanning card with her RFI rig, and Flight will be doing the fake mind-reader act while he actually reads their minds for anything useful. Most of us will be looking for targets of opportunity as well; I've taken a few rubes back to my tent after we get off the wire, and made quite a bit of cash off them, whether it's with cards or cock.

"After the show, it's either unwind and relax until we fall asleep, or set out to hit whatever target we have. If it's a fight night, then we pack up in advance, and as soon as we wipe out the target, we split. We make sure the campsite is clean, and we get out of there as fast as possible. A quick headcount to make sure we have everybody, and then we jump town and move on to the next place, could be a couple of states away if we need to. The key is to be ready to go at a moment's notice. And to make sure you always have enough paint and ink to repaint the signs and reprint the flyers each town."

UVX: SHADE PEOPLE

Resources, Privacy, Discipline

One day, John Jerrod and his lovely wife Patti moved into Sunnydale with their two beautiful children, Miranda, 17, and Tommy, 16, and John's brother Ned, and his girlfriend Rebecca. John was a research chemist at DuPont, working in a highly important secure experimental facility. They joined the PTA, cheerleading, and the band; they had cookouts and house parties and met and mingled. And, six months later, when the facility burnt down and the local drug gang was blamed, no one connected it to the sudden departure of the entire Jerrod clan, or to high school quarterback Mal Evans' running away. A few weeks later, Jack Jersey and his lovely wife Perry moved into Gulf Springs with their three beautiful children, Marty, 18, Mary, 17, and Tom, 16, and Perry's sister Romy and her boyfriend Nate. Perry was a secretary at the local government accounting offices. And that's a Shade People Family at work.

When your Family pulls off a major trick or con, everyone marks experience.

Shade People upgrades (choose two)

- Your Family is small (4-6), but very skilled. (becomes small gang, 2-harm, +1-ongoing to all moves involving **gaslighting** or **jamming the system**)
- You have an extensive network of spies and informers. (+1-ongoing to all Influence moves with an Influence group of your choice)
- You have several safe-houses around your area. (add +1-harm/armor defending in one)
- You have Citizen accounts and IDs. (you may give someone Pull to automatically hit 10+ on **shining someone on**)

Situation Moves

FAN-SERVICE

You are experts at selling people what they want to believe. **When questioned on motives or identity, roll +smoke.**

On 10+, they buy that you're simply innocent citizens, and treat you as such.
On 7-9, you're at risk; **bang bricks** and leave the area, or take -1-forward until you clear out.
On a miss, they decide to act against you. The MC makes a hard move.

CALLBACK

When you get caught by surprise, roll +Influence.

On a 10+, choose 2.
On a 7-9, you choose 1, but must accept a complication of the MC's choice.
On a miss, the MC makes a move, and one of your Family takes severe harm.

- You secretly knew this was coming. Describe what precautions you took, and get +1-forward to your next moves in this scene.
- You're ready for the worst. Suffer minimal harm.
- Contingency plan! Escape the immediate threat, -1-forward on next moves.
- You make do with what you've got. Ignore one penalty on moves.
- Counter-ambush! You deal terrible harm.
- It's a learning moment. Mark experience.
- One of those present is secretly your ally. MC chooses who.

LEAVE NO SURVIVORS

When you leave a crime scene or safe house, everyone present may mark Taint to destroy the area and all witnesses. Describe your cold-blooded act. Your enemies will be unable to follow your trail.

A DAY IN THE LIFE OF...SHADE PEOPLE

"The key thing to remember when you're rolling with us is that our typical day is whatever the typical day would be for the cover story we're currently using. If we're supposed to be a family of white middle-class Americans, we start our days with breakfast and coffee, and the morning car pool. If we're corporate execs, we call in the staff and have our morning pick-me-up and chat about the day's plan. We stay within the expected norm for whoever we're pretending to be. So a typical day is really sort of up to the role we're playing, you dig? The key is to do your research, and know what that person would be doing in a normal 9-to-5 square wageslave workday, right? Never give someone a reason to be suspicious.

"The most important part of becoming someone else is being able to support their lifestyle. You have to **stock** up on the right props. In our Family, when we shift to a new cover, we all sit down and brainstorm up what the best cover is going to be for whatever target we're after. For instance, if we are trying to get near an Outsider military facility, then we might decide to be an outside inspection team. We try to stay away from anything too deep or scary, because we don't want to spook or alarm the targets. So we're not DIA investigating a murder, we're a safety inspection team from one of the contractors who sells equipment to that base. We each figure out what person in that group would be our best fit. Me, I do really well passing for junior soldiers or technicians, and I can pull off a high school kid when I need to. Once we're all sure who we're going to be, Mother Absent lets each of us handle our own props. When we're ready, we meet up again and drop into our new identities for a bit before we enter the new area.

"Once we feel comfortable in our new roles, we head into the operation totally in character. We use our cover names and act like our roles 24 hours a day, even when no one else is around. If you're doing it right, you can start to feel a little strung out and stretched thin after a while. It's hard constantly trying to be someone other than who you really are. So we all try to figure out ways to keep our **cool** while we're in character. For instance, I love to swim. So I will usually write that into my role, so that if I need to destress, I can go for a swim at the local pool and it seems in character. Expo always makes her character Deepend's girlfriend or wife, so they can be together if they need to. You get the idea. Even if we never publically acknowledge we're not who we say we are, you have to have an outlet, or this life can drive you crazy.

"The hardest part of this Family is being ready to work through any challenge without breaking character. So, before we go into an area, we will spend as many days as we can afford to living the role, day in and day out, and practicing what we will do for various situations that might come up. If I'm playing a high school kid, I have to react believably to a threat. I can't drop some judo on some guy if that's not in my character; we practice NOT doing some of the things we know how to do. We **drill** constantly on answers to questions people might ask. What's our name, where are we from, how do we do this or that technical thing related to our cover. Once, I was playing an ambulance driver, and I had to learn how to do IVs. Mike and I were bloody for days. But you have to throw yourself into each role all the way if you want to be able to pass question.

"Where we do most of our real work is behind the scenes. We stay down, keep quiet, and get close to our target. We gather intelligence through passive methods, observe, note, record, don't make waves. When we can, we collate it all, make a plan, and arrange our escape plans. We're practicing those, too, when we're alone. It's really important to have all the details locked down when we want to move. Then, and only then, do we actually break cover. It's vital that, once we've made that call, just like everything else we do, we commit to the decision. If it's time to strike, you strike, and then leave, no matter what the result was. We can be in place for months before we make our move, but I guarantee you once we do come at you, you're going down."

UVY: BANK

Resources, Privacy, Survival

The Tribe runs on a constant war footing, and many Families need a place to rest, recover, and relax that is more secure than the sketchy security of a Soft Tribe. A special group of Families has arisen to fill the need of running the dozens of safe-houses and hideouts the Tribe maintains across the nation. Banks are well-hidden, well-protected, and well-stocked, and a Bank Family is in many ways a Hard Tribe waiting for the action to come to them. A good Bank will be able to up stakes and move within 24 hours, and most Banks will do so automatically after every time they help another Family in need. In this way, the safe-houses are constantly being changed, and the trail behind the Bank is cold when the enemy arrives. Banks still see a lot of action, because no one visits them unless there's trouble. One of the most famous Bank's is Father Lemon's Rosewood Holding Company, which operates a ranch full of safe-houses in the central dust bowl states and is well known for its outlaw cowboy stylings.

When your Family protects its assets and those it guards, everyone marks experience.

Bank Upgrades (choose two)

- The Family is constantly ready to drop everything and move if needed. (you may erase Pull on someone someone to automatically **bang bricks** with a 10+)
- Your Family makes a good living off investments and illegal loans (once per Session, you may purchase any legitimate legal asset without any move or Pull)
- You've got huge stockpiles of gear. (each Session, you have 2-hold which can each be spent for +1-forward on a move)
- Your main hold is really defendable. +2-armor and +2-harm given when there.

Situation Moves

BONUS MATERIAL

When you go through your stocks to see if something can help, roll +ice.

On 10+, you've got just the thing; describe it and add +1-ongoing when you use it.

On 7-9, you're pretty sure this thing might help; describe it and take +1-forward on a move of your choice.

On a miss, you're temporarily out of luck; give Pull to your suppliers to arm back up.

SOMEDAY WE'LL NEED THAT

When you have access to any large source of supplies and time to dig through them, roll +Tribal.

On a 10+, choose 2.

On 7-9, choose 1.

On a miss, the MC makes a move.

- Useful gear! Choose any item or weapon you need.
- Medical supplies. Everyone heals 2-harm.
- Important documents or valuable information
- Something personally valuable. Describe and gain 2-hold which can be spent on moves involving one stat defined when you take it. *Example: DoRight finds a picture of a pretty girl which helps him focus when he's tired or hurt. He takes 2-hold for blood moves.*
- Just what you needed. Describe, and it solves a problem or complication.

NO ROOM AT THE INN

When an enemy's move targetting someone you're guarding could cause you harm or difficulty, you may mark Taint and turn them out to avoid the consequences. Describe how you rationalize sending them to the wolves.

A DAY IN THE LIFE OF...FATHER LEMON'S ROSEWOOD HOLDING COMPANY

"Here at the Rosewood, we pride ourselves on being a total service Family. Whether you're fleeing from an Outsider hit team, resting up after wiping out a factory making bomb parts for terrorists, or just looking for a quiet place to relax while you figure out what the next place you need to be is, we hope you'll find the facilities here at our ranch to your liking. We have ten different shelters on a few thousand acres, an on-site vet who doubles as our doc, and a well-armed staff of seven who can ride, shoot, and cuss like nobody else on Earth. We start our mornings before you even rise, getting breakfast on and tending to our herd, getting the laundry and the guns clean, and setting up for the day's patrols. We always say, if you're staying here at the Rosewood, you don't need to watch the skyline because we got your back, pard.

"Takes a Hell of a lot of money and **stock** to keep a place like this in the green, so we run a dairy farm and keep sheep for wool; if it's close to a market day, you'll hear us up and about before dawn. Brother Full runs the stockade, keeps track of what all we need, and makes sure we keep our lines of trade open. He also runs the greenhouse in the back, the one that looks like a big tool shed? Yeah, it's fulla weed. Eggs, milk, and wool don't bring in as much as we need sometimes, so it's good to have a fall-back. If it's a while yet to market, then we might sleep in a few minutes, but we still got to get the chickens, hogs, sheep, and cows fed. Takes a big crew, too; most days, if you wanna get the best grub, you get up early and help us out, you're gonna find yourself getting a few treats from Cookie Monster. He makes a Santa Fe omlette to die for, by the way.

"Me and Channel, we run the hospitality side of things. There ain't much we can't get you, if you have the money and time. Whatever your particular way of chilling out, we have you covered. There's a nightly poker game, plenty of drinks, a heated pool, a gym, a Marine Corps standard confidence course, a sauna, and a couple of pool tables. You need to get out of the heat for a while, we got everything you need to keep **cool**. We have to be careful not to make too much trouble close to home, so we may need you to be patient while we make arrangements for you. But our prices are going to reasonable. Just like with the morning chores, if you think you can help us out, we cut an impressive discount for helping hands.

"Obviously, most of our effort goes to keeping this place safe and concealed from the bad guys. We man up a security patrol that runs non-stop, every day of the year. That's those dune buggies you see zipping around. What you don't see is all the alarms and sensors we have along the perimeter of the ranch. That fence out there, it's electric to keep the cows and horses in, but it's also got a continuity sensor Prime rigged up, so if anyone or anything comes over it, through it, or under it, we know right away. That lady sitting up there in that sand-bagged position on the roof? That's Eagle, best sniper you'll ever see. Makes Mathew Quigley look wet. With that Barrett, she can scope in and hit any target out to two thousand meters. And each ranch house has a full bomb-proof **shelter** underneath it, complete with vault door and escape tunnels leading out beyond the wire. As I mentioned, we pride ourselves on being full service.

"All this does come at a pretty hefty price tag. That's why they call our type of Family a bank. We need a lot of money and effort to keep this place running. So in between working to make sure the Families who stay with us are safe and healthy, we're always looking for opportunity. So when we're in between guests, it's not uncommon to see us load up and head out, tracking down scores. I guess you could say that, when we aren't running our own bank, we're looking to heist the banks the Outsiders use. That's why we spend a lot of free time practicing our skills. We need to be able to keep you safe, and to be able to hit an Outsider finance company and leave nothing behind that leads back here. So everyone in our Family is working all day long every day. In fact, we're probably the ONLY people on the ranch who aren't getting a rest. It never stops, and I don't think we'd ever want it to be any other way."

UVZ: KEEPER

Resources, Privacy, Access

Sometimes the Tribe finds itself in possession of people or items that need to be protected at all costs. One solution is a Keeper Family, a group of Tribals dedicated to protecting and guarding their charge, even at the cost of their own lives. The composition and skill-set of a Keeper Family are highly variable, and can't be reasonably predicted. Most Keepers don't advertise what they do, and will masquerade as either Hard or Soft Tribe. One of the few exceptions is Papa Tag's Final Option Keepers, who are rumored to be holding onto some form of ultimate weapon for Grandfather. They are well bunkered in the hills of North Dakota in an undisclosed location, and send only one representative a year to Equinox.

When your Family sacrifices to keep your ward safe, everyone marks experience.

Keeper upgrades (define what you protect and choose two)

- Your Family carries lots of charms. (gain one charm per character every Session)
- The Family is hauling a source of psychic or mystical power. (+1-ongoing to **open up to the signal**)
- You've got a divination device. (Mark Taint for +2-forward on moves gathering information)
- The Family is used to dealing with Tainted relics. (after every Session, everyone can remove a Taint by taking a Condition)

Situation Moves

MAY CONTAIN EVIL

When you utilize the relic or being you are guarding, roll +signal.

On 10+, choose two and the MC chooses one.

On 7-9, you're not quite in control; choose one, the MC chooses one, and someone in the Family marks Taint.

On a miss, things go tits-up, and the MC makes a hard move.

- You deal harm (4-harm hand messy AP or 3-harm close loud AP or 3-harm close area or 3-harm far)
- You prevent up to 3-harm in your area.
- Someone loses 1 Taint.
- A target is granted +1-ongoing or +2-forward to a stat.
- One of the *loa* manifests.
- One of you takes 2-harm AP.
- A personality is totally changed.
- Something is transformed. Define how.
- You are given harmful understanding.
- You become aware of something vital to your situation.

DEUS EX

When the MC makes a move and you open a gateway to power, take any amount of harm and roll +harm taken.

On a hit, you and a number of others equal to the harm you took can teleport away.

On a 7-9, each person also marks Taint.

On a miss, you can either deal with the MC move's consequences as a group, or you can accept all the consequences on your own and the rest of your Family escapes.

BALANCE THE BOOKS

When you are targetted by a move that could make you mark Taint, you may voluntarily take that Taint and any other consequences of that move without resisting. If you do, gain +2-forward on your next move against the being that targetted you, and +1-harm AP if it's an attack.

A DAY IN THE LIFE OF...MOTHER REQUIEM'S BEER, BULLETS, AND BORSCHT KEEPERS

"So we used to be Hard Tribe, in the old days. That was when Papa Pull was in charge. We came here to Florida looking into rumors that a local kid had been exposed to some sort of lethal virus, ebola or something. The news stories said that his blood was somehow able to fight off the infection, and it got Burner thinking about maybe using this kid's blood to work up some sort of immunization against the Outsiders. Like a chemical we could add into the food and water, like the Bloats do, but that would wipe them out or erase Taint, or something. We got down here and started mousing around, and that's when we found the Acreon Pharma test lab. I don't know if the Outsiders had the same idea we did, but they sure as Hell were interested in the kid. They'd grabbed him, were working on something, we're not even sure what. By the time we got into their place, the poor kid was nothing more than some blood and fluids, and a fragment of his brain stem, hooked up to all kinds of testing equipment.

"Getting out of there cost us dear. We lost Papa, and Tiger, and Such; damn near lost Chocolate, too. If Fiver hadn't detonated that compressed gas canister and wiped out the security goons who were chasing us, we never would have made it out alive. We managed to heist everything that wasn't nailed down, but we lost everything we had in the truck, and most of our heavy equipment. We're going to have to struggle to **stock** back up; right now Mother Requiem's got us scavenging as often as we can. We've had to hunker down here in an abandoned building, too, cleared it out and did the best we could to fortify it. And you wouldn't believe the weird shit we found inside the Bloats' lair; rifles that plug into your veins, targeting glasses that speak to you in your head, and injectors full of fluid that seems to react to your mood. So right now, we have none of our gear, and a bunch of shit I'm not even sure we want.

"I think Mother's the only reason we've been able to keep our **cool**. She's always got her game on, always watching out for opportunities. Tiger used to say she had Guede looking out for her; she's got this kinda way of finding out stuff, seeing stuff the rest of us missed. That's why we put her in charge when papa Pull went down, because we all trusted her to see us through this whole thing. I sure as Hell wouldn't have decided to take the kid's remains with us; she's got them in a small cryo-cooled thermos, hoping to figure out a way we can still put some used to it. We paid in our blood, so maybe this kid's blood will still help out. The freaky thing is, we're pretty sure the kid is still in there somewhere. When we were bailing out of the Bloats' place, we came up against a sealed airlock-type door. So I'm laying down fire to try and hold the bad guys so Ice can figure out the damn lock code, and all of a sudden her eyes get weird and faraway, and her voice changes, and she knows the code. So this poor kid, a brain in a jar basically, he can reach us when he wants to. It wasn't the only time, either. He's popped up often enough we've started calling him the Circuit Breaker. Need psychic help figuring something out? Pop the Circuit Breaker. And it usually doesn't cause your head to hurt too bad.

"One of our best assets right now is Bearkiller. He's our paladin, always looking to help people. I'm pretty sure he's not the ORIGINAL Bearkiller; it's a popular name thanks to all the stories. But he knows a lot of people, and a lot of them owe him favors. It's rare we can't use some **contact** of his when we get into a jam. Right now, while we're rebuilding and figuring out what the Hell we need to do with what we've found, Bearkiller and his list of friends are pretty much the only thing we've got left from Papa Pull's family. Until we get back on our feet, Mother Requiem has us keeping our head down while we find a way to get out of town. The Bloats are all over the place, looking for us; they want this kid's blood back something awful. And if it's valuable to them, then we're keeping it. Fuck them.

"So that's the Story So Far, troop. We've got a new place, a new name, and a new mission. We don't have the slightest clue what's going on around us. We're being chased by the police for being 'domestic terrorists,' and by the Bloats because we have their toys. We're stuck in the middle of a Florida city we were supposed to drive through and leave within a day or two, without any way to leave safely. Fun, huh?"

UWX: CLAN

Resources, Individuality, Discipline

There are a few Families in the Tribe who are literally families. They might be a tight-knit group of immediate relatives who all joined together, an extended line of direct descendants of original Stone Tribe, or even an isolated and somewhat creepy bloodline of relations stretching back centuries and only coincidentally involved in the War. However it happens, these actual Family groups are some of the most committed and dangerous of all, but also the most likely to suffer from severe limitations from their breeding, their tight connections to an area or property they have claimed, or from desertion or betrayal by disgruntled family members who never asked to be born into a guerrilla group. They're also frequently carrying baggage from historical antipathies or enemies. Think the Hatfields and McCoys mixed with a survivalist group. The Louisiana Audains are a notoriously violent and mystical Tribal Clan.

When your Family calls in vital support from the rest of the clan, everyone mark experience.

Clan upgrades (choose two)

- The clan is based in an isolated and easy to defend small town. (+2-armor and +2-harm dealt when defending it, give Pull to the town at the start of each session)
- You've got lots of cousins. (Small gang, 2-harm, +1-steel and +1-fire in your turf)
- Your home county is under your full control. (+2-forward to resist MC moves there)
- Nobody knows this land like y'all do. (+1-ongoing to all your moves here)

Situation Moves

OUR GLORIOUS FOUNDERS

When you are in your home territory and take the time to meet with your elders for advice, roll +fire.

On 10+, choose two.

On 7-9, the elders can task you with something, and if you fulfill this debt, choose one.

On a miss, the elders feel you aren't properly respecting your roots or honoring the clan, and you must fulfill a task to prove you are worthy. Until you do, all moves involving social actions with your clan take -2-forward, as you are considered pariahs.

- You gain access to one important item or piece of gear.
- The clan pulls strings to aid you in an Influence move; gain +2-forward.
- A target in your territory is ambushed and takes 4-harm, or 6-harm AP if they don't flee the area.
- You gain access to a Pony from your clan.
- You and your allies are given safe haven and healing.
- You can get free private and secure transport across the territory.
- The clan's spies and agents dig into your target. +2-forward on **handling your business** next Session
- **Shine on** legitimate authorities and mortal foes, as if a 10+ hit was rolled.

BIRDS OF A FEATHER

Whenever you are dealing with anyone the MC agrees has a similar outlook on life or background as you do, gain +2-forward on Influence moves, and all those moves gain the advance: "On 12+, mark experience, and either make a connection or gain a new Pony ally."

DEVIL ANSE'S MEMORY

When someone angers your clan, you may mark Taint and call a feud aginst them. all moves your kin make against the target gain +1-ongoing and +1-harm. However, any time you have a chance to go after feud targets, the MC may may a hard move if you don't take the bait.

A DAY IN THE LIFE OF...A LOUISIANA BAYOU FAMILY

"You go back a few generations here round Pass Christian, you gonna run up on my kin. We got Audains living here in Jesuit Bend since the English kicked the Acadian out of Canada and sent them down here to this swamp. I don't think they were looking to make the Acadians' life any easier, but we learned. We adapted pretty damn good, I tell you. And we don't take shit from anyone, either. All the locals, the gun runners and moonshiners and meth-cookers, they all know if you got a plan to put any action in this parrish, you better check with Old Man Audain or Miss Cora, or you might wake up to find your place burnt to the ground.

"Miss Cora, that's my auntie on my dad's side, she goes Tribe all the back to the Stone Tribe. I heard tell she was Grandfather's girl before Honeychild came along. But then, the way I heard it, my auntie has had a lot of menfolk hanging on to her. When she ain't handling all the craziness that comes with thirty or so armed and aggressive Cajuns, she runs a house out by the highway. She got some of the finest girls and boys you gonna see this side of the French Quarter; you stop by the house with the green roof, you going to have a fine time, I guarantee. The money from that place, and from our other businesses around the parrish, that's what keeps us in **stock** to run our real business, killing bloats. Miss Cora and the various older relatives, they make the plans and pick the targets, and then they send us younger folks out to get things done. Right now, we keep our sights set on making sure Jesuit Bend is clear of the Outsiders, and that the worst of the crooks are either run off, or working for us.

"My cousin Ti-Jon, he married my other cousin Ann-Marie, they got a set-up on the old Audain market, downtown Pass Christian. Five or six of them, I think, they got the best arms and the most ammo, and they're sort of the family enforcers. They cooperate with Enos Bouchard, he's my uncle through marriage to Fit-up, she's an Audain through and through. He's the local sheriff, he and his deputy Fairchild, they keep us up to date on any strangers who come into our bayou. Fairchild is also the peacekeeper of the family; nobody elected her to the position, but she finished up college up in Knoxville, so everybody figures she knows more than most of us. If any of us get into a disagreement, Miss Cora sends her along to restore **harmony**. If she can, she helps people talk things out. If that doesn't work, she ain't adverse to crackin' a fool kid's head if she has to. Overall, things stay pretty calm between different sides of the family, although there's always a little friction 'tween the Laniers and the Bourgerons. They've had bad blood since the War, when Jack Lanier fought with Berdan's Rifles, and Little Pete Bourgeron went north and fought in blue. Least they stopped killing each other since the Tribe started.

"Miss Cora, she lets most of us do our own things, as long as we ain't causing any harm to the family or the town; the main rule is not to shit in our own waters. We all know the **drill**, what we can do, and what we can't. And since we're all family, we mostly know what the other sides of the family are going to think of any idea we have, or any action we take. Me and Marty, my boyfriend, we're part of Fairchild's private enforcement team, when the two of us roll up in a joint, you better believe people are gonna take the hint. Two six-foot-tall Creole dudes with tats and scars start implying you need to rethink your position, they're gonna rethink it. Most days, we're under-employed, though, so most of the family spends their time like normal Citizens, hanging out with family, heading out on the shrimp boats, or tending to our stills. You ain't ever had white lightning until you tasted ours, troop. I cook the same recipe my great-granddaddy Blind Dog Moreau did back in the day.

"I figure it's all about that history, you know. Some other Tribals, they come from all over, you know? They were strangers before they joined up, and they come and go whenever they feel like it. Us, we're born into the Tribe. Not every Audain or Bourgeron or Lanier or Moreau is a Tribal. But every Tribal in this parrish is part of our family, hand-picked to be part of this. We know our family's been here for three hundred years, and we're gonna be here three hundred more, and no body-shifting alien is gonna push us out of what's ours."

UWY: HARD TRIBE

Resources, Individuality, Survival

The majority of Tribal Families are Hard Tribe. They have a good general spread of skills and abilities, and their main goal is seeking out and killing Bloats. They travel as they need to, drifting slowly across the country in no particular pattern, and may have multiple networks of Ponies all across the land. Hard Tribe Families being the norm, they don't put anything special into their Family name. Papa Mogen's Blood and Wire Family is a good example of a Hard Tribe. Comprised of a mix of mortals and supernaturals, with all professions covered, they are most active near Virginia on the east coast, but have been known to travel if they find a good target.

When your Family finishes of a target and identifies a new one, everyone marks experience.

Hard Tribe upgrades (choose two)

- You have large stockpiles of weapons and ammunition stashed around your turf. (+1-ongoing to **dustups**, or +3 if you give Pull to your dealers)
- You have boltholes and safe-houses ready at all times. (+1-ongoing to **bang bricks** or **pack your gear**)
- Other Families are in awe of your reputation. (+1-ongoing to all Tribal Influence moves)
- Particularly aggressive Family with lots of combat experience. (+1-ongoing to **shine someone on** or **scrounge resources** if you threaten violence)

Situation Moves

BLOODBROTHERS

There are plenty of combatant allies available to you, from other Families to veterans you once served with, to easily persuaded police or SWAT teams. **When you need to call for back-up, roll +Authority or +Fringe.**

On a hit, you summon aid in the form of a well-armed band of fighters, ready and willing to go at it with whatever target you designate.

On a 7-9, you give them Pull after the session is complete.

On a miss, no one is available, and you give someone Pull or the MC makes a move as your position is exposed.

If you rolled with Authority, the gang is a small gang, 3-harm, 2-armor which gives you +1-ongoing to **dustup** or **bang bricks**. If you rolled Fringe, it's a large gang, 2-harm, no armor which gives you +1-ongoing to **burn shit down** or **shine someone on**.

EVERYBODY DIES

Death is nothing new to your Family, and their bodies and souls are hardened from the long years of battle. All characters who are part of your Family gain an extra Condition. This is called Angered. It gives no penalty to characters while marked, meaning characters have a free Condition that can be taken when needed. This allows the Family to absorb more damage than other Tribals.

THE DEAD HAVE NAMES

You may mark Taint and tell a tale of an old ally or friend who died fighting. Your next move that invokes those memories or benefits from lessons you learned then gains +2-forward and the advance: "On 12+, you lay your demons to rest; either remove one Condition you have, or mark experience."

A DAY IN THE LIFE OF...PAPA MOGEN'S BLOOD AND WIRE HARD TRIBE

"The others picked me to talk to you because I'm the one most likely to be able to make you understand what we're all about. I'm what they call a loner; I've never really been able to accept being purely Tribal all the time. Sometimes, I need to get back among the regular people and remind myself why I'm fighting. I mean, we see a lot of bad stuff, and do some bad stuff. I need to keep things in persepctive, I guess. Some of our Family don't have that trouble. Jumble and Polpol would be perfectly happy if the entire American system collapsed and everything descended into anarchy. Polpol can barely speak English, let alone understand why she can't just take what she needs from stores. The number of times I've had to help Dancer pull our wayward Firstborn out of mall security offices, you wouldn't believe.

"Our day starts whenever we need to, based mostly on what we're up to at the moment. If we're in between targets, we'll usually let everyone relax and rest however they please. Righteous and Piper will typically head out to the shops to try and score something cheap and filling for breakfast, while Screw checks messages on Radio Free America and Fiendish. Dancer or I will go spell Shado from watch so she can get a couple of hours of rest. The rest of the family does whatever chores Papa's set for the morning. They check all our gear, make sure we don't need to **stock** up. Which, to be honest, we usually do. You have a bit of a supply problem when you have to bring everything with you from town to town every few weeks. I think the longest we've ever stayed anywhere was about six months., when we were recruiting Righteous. Dosh practically died from ulcers over someone tracking us down.

"If we're already making plans to hit something or someone, the day's a lot more structured. We'll be on a tight schedule of surveillance, preparations, and planning sessions. Each of us picks up the tasks Papa feels we're most suited to, which means I don't do a lot of cooking or cleaning. My specialty is definitely gathering information and finding out what we need to know. When I put on a coat and tie, and clean up a little, I can pass easily for a Citizen. I used to be an engineer, so I can play a good executive, supervisor, or technician when we need to get into someplace. Dancer will back me up, usually within thirty feet or so, and either Shado or Dosh will hang out on a local roof with a good line of sight. One of the others will back them up, while the rest of the family stays close to home and gets things ready. I'm always surprised at the **harmony** between our Family members; we're all so different, but we all get along really well. Even when Dosh and Maker were saying we should kill Righteous, back when Piper was recruiting him, Piper and Dosh never got into a real fight. There's a lot of respect for each other.

"On or off target, the biggest concern every day is making sure we've got a safe and secure place to **shelter** in. I was really surprised how much Righteous brought to the Family when he joined up. He's got military survival training, and he has a pretty good intuitive understanding of how to hide in plain sight. As a former DEA guy, he does undercover really well. There have been times when he's stopped us from making mistakes we wouldn't even have thought of. Since he used to be responsible for busting drug dealers, he's pretty damn good at thinking like a cop. Dancer used to hate that when he first came around, but now she agrees it's his best skill. She even calls it his Copsense, like it's a superpower or something. My wife can be a little weird on occasion. Perils of spending your life ready to kill whoever fucks with your Family.

"At night, if we're hitting somebody, Screw and Piper tell everybody what to break down and how to store it so we're ready to run the second we're done with the attack. Otherwise, we set watches, and if Papa Mogen has anything to tell us, or if Mojo has any news from the spirit world, we'll have a quick Family meeting. Every serious decision gets made as a group, unless Papa or Mojo throw their weight behind one side or the other. Which they don't normally do. After that, we cook up some grub and everyone gets to relaxe however they want, as long as the watches are set. The only firm thing is that Shado always takes the midnight to four; that's the time when people are at their least aware, and she's our best lookout, so that's the time she wants. Someone else will back her, usually Maker or Righteous. The rest of us get some sleep, if we can block out the sounds of Polpol squeaking every time Dosh hits the right spot."

UWZ: CLIQUE

Resources, Individuality, Access

Sometimes, the best cover you can get is hiding in plain sight. In the Tribe, they've developed a highly unusual method of staying low. If a Family doesn't want to fight the war constantly, they can make a pretty good living by gearing up and hitting the road as a band. In between gigs, the Family can gather intel across the country, identify targets, and fight only the battles they need to. There aren't many cliques, but they all make a good living in between playing citizen clubs and hitting up Tribal hangouts. As long as they can keep from being exposed, they're free to live on their own terms, outside the system. By far the best known Clique is Nine Michael Deuce, a rock band which acts as both entertainment and a recruiting tool to pull disaffected youth into the Tribe.

When your Family gets involved in exciting hijinks in a new city or place, everyone marks experience.

Clique upgrades (choose two)

- A full team of roadies and technicians are not only ready to set up and take down, but available to fight when needed. (medium gang, 2-harm, 1-armor, +1-ongoing to moves involving technical or electronic work)
- Your Family has a mansion or estate somewhere public and safe. As long as you haven't been revealed as Tribals, you are immune from direct assaults there.
- You've got fans all over the place, ready to party with you at a moment's notice. (+2-ongoing with Fringe moves, but -2-ongoing with Authority)
- Company jets and trains are always available to take you where you need to go, safely.

Situation Moves

OLD FRIENDS OF OURS

Any time your Family meets a new Fringe group and you want to see if you have any connection to them already, roll +Fringe.

On 10+, they already owe someone in your Family Pull. Why?

On 7-9, they gain Pull on one of you also. Why?

On a miss, you don't know them, and they bring along new issues. The MC makes a move.

LIFE OF THE PARTY

Your Family is always ready to throw a big blast. **When you kick off the traces and let loose, roll +fire.**

On a hit, choose as many as you would like from the list.

On a miss, you can still choose two, but it counts as if you chose five.

- It's a wild party, and everyone has a great time. +2-forward on your next Fringe move.
- You make new connections, gain Pull on a useful new friend.
- You make a new ally. Choose a new Pony.
- Great deals give temporary power. Choose one new Family upgrade, usable this session and the next.
- Everyone relaxes. Heal 1-harm, and +1-ongoing to fire moves this session.
- Unexpected visitors have fun, too. +2-forward to next Citizen/Nemesis move.

After you have chosen, if you rolled less than a 10+ hit,roll again +(number chosen). On a 10+, the MC makes a hard move and one of the Family must mark Taint. On a 7-9, the MC makes a move and someone gains Pull on the Family. On a miss, you've dodged any consequences.

REVOLVING DOOR ROMEO

Once per session, you may mark Taint to produce a new lover or party pal who acts as a Pony for just this session. If they are seriously hurt or killed, mark another Taint.

A NIGHT IN THE LIFE OF...NINE MICHAEL DUECE

"I don't think any night can be called typical for us. It's a crazy life, being in a traveling band. It's even crazier when you're secretly a front for an illegal group dedicated to fighting an illegal war against an alien enemy no one knows exists. When I met British, he was just hanging out in clubs in between handling jobs for his Family. They were soft Tribe, and he was bored, and man, could he play the drums. He blew me away, I mean, rhythm is one thing but he plays on a whole 'nother level. The man can make those things sing, even without anyone else. I was looking for a new Family, too; I was really not feeling the whole scene with the guys I was with at the time. I was going through an acoustic phase, and when I sat in with him a couple of times, we just clicked.

"At first, I don't think we planned on using our feet or anything. We just kept taking every opportunity to meet up and jam. It was when Suicide Mary joined us on bass that things took off. Her voice is amazing, and the way she plays fits in with us really well. And she's got some storytelling chops, too; she was a Teller before she joined up with us, so she knows damn near every Tribal story you can imagine. We sneak a lot of that into the songs, too; it helps get the message across to those that are in the right place to hear it. Way we figure it, we can make a difference better by bringing in new blood and waking up the drones, then by getting our dumb asses killed trying to tussle with some eight-foot-tall monster in an Edgar suit. It's hard work, though, and it doesn't pay for shit if you don't fold and let the record execs run your shit. So we make our road cash at gigs, selling t-shirts and CDs and stickers and various other wank. It keeps our **stock** up enough to keep moving and playing more shows.

"It was when we added Duke to the group that things really came together. It was his idea to name the band after a 9mm pistol; before that, we were MonkeyGrape or something, I can't even remember. Duke's the only one of us who really knows how to fight for real; Mary and I can cover ourselves, but we're not fighters, not up close killers. Duke did something like three tours in Special Forces, got shot and everything. He considers what we do early retirement, but he's puled the band's ass out of more than one fire. He's a good electric guitarist, but where he really shines is singing acoustic delta blues. His voice is too gravelly for lead on some of our stuff, but when he sings Cross-Eyed Mary with the bottleneck going on, he gets the joint rocking. I've heard girls, and a few guys, propose to him, or at least offer to practice having his kids. He's better at **harmony** than I am, too. The way Mary has it, he keeps us together, and I keep us angry about all the shit that's wrong in the world.

"We've got a good crew, too, although we're careful about the temporary roadies who work the clubs with us. We keep Sunbeam and Tink on permanent, because they're good at set-up and teardown, Tink knows how to tune my guitars the way I like them, and Sunbeam can find a good party in the middle of the Sahara desert. And Direct Bill and his girl Bijou round out the Family. Bijou does our makeup and sound checks, and generally keeps Duke supplied with whiskey while he's on stage. She also helps patch us all up when we've gotten into trouble. Bill does all the driving, and deals with the club owners and the advance men. He's also the guy who keeps in **contact** with our online fanbase, so when we show up to play a show, we know every Tribal within driving distance is going to show up ready to rock. After we played a live set on Stoney's show on RFA, we hit it big inside the Tribe, and the Citizen club owners are starting to notice we can fill mosy clubs if they book us.

"The messed up part of this whole ride is that, if we wanted to, we're good enough we could get a contract and actually make a little money. We wouldn't be filling stadiums or getting talked about after we die, but we could make a normal career of it. We took a vote the last time an advanceman offered us paper to sign. The vote was 8-0 in favor of telling the guy what we used the paper for. British even wanted to put it in a baggy and give it back to the dude, but he's a sarcastic bitter twat sometimes. Right now, we're a great way to get new Tribals and hunt up intel for other Families, and that's good enough for us."

UXY: WAR PARTY

Resources, Discipline, Survival

There are victims in every war, and this one is no exception. When members of other Families have been corrupted or compromised in some way, they become a risk to those they love. Most Families deal with the consequences, because that's what Family does. However, individual Tribals occasionally will use their feet to save their friends, breaking off on their own. When a group of these desperate heroes get together, they form a War Party, and have chosen to go out in the biggest blaze of glory they can. War Parties last exactly as long as it takes for them to all get themselves killed, which is not long at all. They will target their enemies, and the targets other Families can't hit, and they will fight for as long as they can. Almost every other Family in the Tribe will support them if asked, but they tend to try to avoid contact as much as possible, to protect the rest of the Tribe. The longest-surviving current War Party is the Damned of Detroit, with four of an original seven Tribals still rampaging their way around that city for three months.

When anyone in your Family takes a new Taint move, everyone marks experience.

War Party upgrades (choose two)

- You are masters of the hit-and-run attack. +1-ongoing to **dust-up** or **bang bricks**.
- The Family has no issues with blaming their actions on others. If all Family members mark Taint, they may switch an MC move or hard move to target someone else.
- Desperation has given you boundless resolve. +1-ongoing to all moves made to resist being manipulated or controlled.
- Among other Tribals, you've got a Hell of a rep. +1-ongoing to **handle your business** as other Families feed you intel.

Situation Moves

MISERY BUILDS CHARACTER

At the end of any session in which a Family member has taken harm or marked Taint, that member marks experience and gains +1-ongoing to Tribal Influence moves in the next session.

A MILLION IS A STATISTIC

When you need to take down a large gathering of enemies, roll +ice.

On 10+, tell what overkill you use to destroy them. Any gang up to mob size is wiped out.
On 7-9+, you reduce the gang's size by two steps, or three if you also take harm.
On a miss, you can reduce the gang by one step, but either take severe harm or mark Taint.

KAMIKAZE MISSION

At any time during a session after at least one Family member has taken a Condition, if all members of the Family agree, the session may become a potential suicide run. Everyone in the Family marks Taint, and all moves of any kind gain +1-ongoing for the rest of the session. Also, all harm given is raised by 1. The Family declares a single target; all moves directly made against that target gain an additional +1-ongoing. At any point during a suicide run, a character may declare he is activating his death move. This means his character will die as soon as the death move is resolved. Finally, after any suicide run, choose one Influence group to gain one and one to lose one. All Family members must gain and lose from the same groups.

A DAY IN THE DEATH OF..THE DAMNED OF DETROIT

"You live Tribal for long, you're gonna hear a lot of stories. That's how the whole thing works, by telling stories to keep the myth and legend alive, to set the stage and the example, to provide lessons learned in blood and sweat and tears. Most of those stories are about heroes, about good people who are trying their best to make the world a better place by hunting down the crap-monsters who are ruining it for us all, whether those bastards are aliens, or home-grown. Or they're going to be about the right way to do things, the smart way, the safe way, the best way.

"Fuck that shit. If you ever hear our story, and I seriously doubt most tellers will want to bring it up unless they're masochists, it's as far from heroic as you can get. It's a story about bad mistakes made by people for all the wrong reasons, about good people getting killed because losers and fuck-ups made stupid mistakes and did shit they shoulda known better than to try. I'd be lying if I told you any of us that are left are worth saving, even if there was a way to do so. Take Smilin' Mike. He used to be a bank teller, wife, two kids. New clerk comes in, a sweet young thing with an ass that just wouldn't quit, at least the way he tells it. She gets his motor running, then says she won't deliver the goods unless he helps her remove some of the bank's **stock**, she's gonna use it to make them both happy forever, right? Numb nuts buys the story, makes the moves she wants him to, ends up shot and stabbed and broke and waiting trial while his wife and two kids move to another state before the ink on the divorce is even dry. How he got into the Tribe, I have no idea. He got into the Damned by catching a hot dose in a Bloat lab. Now he's dying by inches, coughing up blood and bits of lung. As far as anybody knows, there's no cure. Walking dead.

"Or Jaybird. You want a person you can rely on in a fight, you better hope to Hell you ain't got Jaybird backing you. Motherfucker cut and ran in every dust-up he ever had, got tossed from Family to Family, even the soft Tribes. Nobody wanted the little weasel, even if he was brilliant with sneaking in and out of places. I dunno who fucked him up, but it was a shaman, and I'm pretty sure it was intentional. I don't know if they were trying to teach him a lesson or get some of their own back after he ran once too often. Either way, there's a demon inside him, and not one of those cutesy, sexy seducer types either. He gets in a fight now, you want him in front of you, you want a sedative to calm him down after, and you do NOT want to see what he does to the corpses. He can't get it out of him, because we don't know it's name, or the binding ritual that put it there. And the human body ain't made to keep a demon under **control**; he's losing a little more of his own mind every time it gets hold of him. Someday, he's gonna have it surface and he ain't ever coming back. We drill over and over how to take him out, knowing that he will never keep it under control permanently.

"Okay, so let's talk about me. What do you see when you look at me? Yeah, real normal American housewife, right? Except that I have a serious problem. I was born without the part of the brain responsible for feeling pain or fear. Literally none at all. You can cut off my tits and I won't flinch. Some Tribals would kill to have that going for them. They haven't got any clue what it really means, though. No pain and no fear means no real sense of what level of danger I might be in. No sense of urgency. No human awareness that a certain decision or action might not be good. The first time I ended up wrecking the mini-van with the kids in it because I was racing a little prick in a sports car, my husband asked if we could do counseling. It didn't save him or the girls when the guy I was having an affair with turned out to be a Bloat. Little Susie Homewrecker, that's my Tribal name. Got nothing left, and just like my friends, I've been tossed out of more Families than Honeychild has created. We just keep truckin' on, find **shelter** when we can, and fuck up everything we can find that deserves it.

"Kraken, that's the young guy with only one eye, he's our shaman, he's bound to Samedi. He's made enough mistakes with the spirits that he's damn close to losing it once and for all. He picks our targets and guides us in on them. We hit whatever he points us at, and the spirits tell him where to point, when it isn't other Families asking us to kill something they can't handle. No future, a past we want to forget, and nothing but too much sex and violence now. Expendable. When we die, we'll die laughing, middle finger up."

UXZ: CLUTCH

Resources, Discipline, Access

As the Tribe began to age, and as more members needed to retire from wounds or fatigue, Clutch Families began to form. These are Tribal training academies of sorts, made up of older and highly skilled Tribals who are willing to teach younger Tribals. The Clutch will stay within a certain skill set, and advertise its services at Equinox and over Radio Free America; most Clutches don't move much, and ask only for essential trades to pay for their training. Since they are constantly training other Families, Clutch Families tend to get sucked into those Families' troubles, but they also tend to have a LOT of friends. Daddy Dingo's Bullets and Blades Clutch, located just outside Las Vegas, is one of the most famous, training all sorts of combat techniques perfected by the Family's six members.

When your Family discovers a valuable new technique or method, everyone marks experience.

Clutch upgrades (choose two)

- Your Family has a legitimate identity among citizens, whether as a school, bodyguard training facility, or charity house. +1-ongoing with moves for both the Citizen and Authority groups.
- The Family has connections to all sorts of other Families. Choose three other Family types your Family has Pull with.
- You're very well connected and supplied. Choose three Ponies.
- You've made an effort to win over potential allies and enemies. +1-ongoing with moves for both the Fringe and Nemesis groups.

Situation Moves

MISTER AND MISSUS BIG

Whenever your Family is meeting other Tribals or those who would have heard of or used your training or skill-set, you may roll +fire.

On a hit, they have heard of you, and are disposed to be helpful.

On a 10+, you may immediately gain Pull on them that must be cashed in this session or lost.

On a 7-9, you may give them Pull on you in order to gain +2-forward on the next Influence move you make with that's group.

On a miss, that group's troubles come to roost with the Family, and the MC makes a move. If the Family can successfully resolve the group's issues, gain Pull with the group.

NAPOLEANS OF CRIME

When you make a move involving subterfuge or larceny, the result of your move also gives you the same result on the scrounge for resources move.

DOORSTOP BABY

When you are willing to resort to underhanded methods to gain help from a reluctant ally, mark Taint, describe how you get your hooks in them and roll +smoke.

On 10+, you get what you wanted, and they're only marginally messed up.

On 7-9, you have to do something distasteful. Get what you want, and the person you coerced either gets seriously hurt, or hates you for what you did.

On a miss, the MC makes a hard move and whatever you needed blows up in your face.

A DAY IN THE LIFE OF...DADDY DINGO'S BULLETS AND BLADES CLUTCH

"Believe it or not, I met Jeff Mitchell at a lifestyles club in Vegas back in either '72 or '73. Obviously, that was before the Tribe was even a glint in the milkman's eye. Back then, just coming out of the free love Sixties, swingers were all over the place. Me and the current girlfriend, I don't even remember her name now, we had hitched out to this place, a funky old converted theater. There were bondage racks and kinky toys on tables, and there were a lot of naked bodies in all sorts of conditions. In the far corner, just sitting there watching, there's this brick house of a dude, pretty geek with reddish-blonde hair hanging on his arm, her perfect tits drawing every guy, and most of the girls. Thing is, and I don't know why he picked on me, but he ended up discussing politics and civil rights with me until five in the morning. The girl I brought home left with someone else, and I left with them. That makes me, I dunno, recruit two or three, maybe?

"When I got too old to keep fighting all the damn time, I figured that I should do something to help the next generation survive a little longer. So I came back here to Vegas, and I found that old theater, abandoned, run down, in the abandoned part of this little town. Bought it, restored it, and me and mine fixed it back up and got it ready to take guests. I invited some of the best Tribals here to help with the whole thing, and we run one of the largest training facilities in the whole Tribe. My tech rat, Mental, keeps us in **stock** and runs the money side of things, gets the donations in. She also teaches classes on basic and advanced electronics, bypassing security and computer systems, and disarming explosives. That last one is really more of a hobby for her; she says it keeps her wits sharp.

"You want to hone your skills in combat, we've got that covered, too. Gordo and Everest are two of the best fighters you will ever see; there's no martial art Gordo doesn't at least have a working knowledge of, and Everest can shoot the eye out of a Consortium agent at a half-mile. The two of them can teach you close-assault **drill**, long-range counter-sniping, evasion and escape, desert and urban survival, and even combat first aid. Tribals being what they are, they get more customers than anyone else here, so we had to eventually bring Jester on to help them out. She's younger, but she's got natural talent and enthusiasm, and I'm sure when she eventually decides to get back on the road, some Family will be glad to snap her up. In the meantime, we make sure she's fed and rested in between classes, and she makes sure Goro and Everest aren't overdoing it. They aren't exactly spring chickens any more.

"The biggest challenge I have running this Family is keeping the locals off our backs. Fortunately, my boy Visible is an expert at making friends and establishing **contact**. He's also wizard at blackmail, for those times when kind words and back-seat negotiations don't work. He's got the local mayor in his pocket, and we keep the locals thinking we're still running a BDSM club, strictly members only. The cops would like to shut us down, but we keep our county license running, and since prostitution is legal here, we just tell everyone it's a very exclusive playroom. That's pretty damn far from the truth, though; it's serious business teaching the skills we have to the Families who come here, and we don't make a lot of room for rutting or fooling about. We do let the guests blow off some steam, but they aren't paying us to entertain them, so we keep thinks busy here. Way I figure it, when a Family leaves here, I want them taking our skills out into the war, not the bedroom.

"Schedule flexes depending on how many guests we have, but normally our days and nights are spent training, feeding people, and setting up for the next day. When we have time off, though, we close up the building and head out on the road looking for trouble. We need to make sure we keep our skills current, and there's really only one way to do that in the Tribe. It's not like we have a professional trade journal or something, although I hear that nutball Stoney keeps suggesting it at Equinox every year. Fred was a lot easier to take back the old days, before he got all caught up with the radio jock thing. Used to be a hell of a shot; bet he can't even pass my 'Guns for Tots' safety class now."

UYZ: STICK

Resources, Survival, Access

A new trend in the Tribe, as the number of recruits with military experience in combat is going up again, the Stick is a response to the number of Tribals with improved tactical skills. Sticks are small units of Tribals who actually follow a semi-military chain of command. They offer their services as mercenaries of sorts to other Families in need of combat support. Sticks don't go looking for targets, they get invited to them. At Equinox, Sticks hand out business cards and contact info, and wait for the call to come. In their downtime, they return to their so-called normal lives. The largest Stick is Doomcry, with six members, located in Seattle, and composed of former SEALs.

When your Family develops a major new source of gear or aid, everyone marks experience.

Stick upgrades (choose two)

- Lots of access to military-grade hardware. Gain +1-ongoing to **dust-up**, or to **scrounge resources** looking for military gear.
- You've maintained your contacts among the military and police. +1-ongoing to all Authority moves and +1-ongoing on reactions to moves that group makes as old friends send ahead warnings.
- The Family has a long record of successful missions. +1-ongoing to handle your business.
- Your enemies REALLY hate you. Once per session, the MC may make a hard move when she chooses to. If she does, you gain +1-ongoing with an Influence group of your choice for the rest of the session.

Situation Moves

ALL THERE IN THE MANUAL

Training and years of practicing your skills have made your Family highly proficient in the arts of war, and in responding to enemy assaults. **ANY time you are hit with a hard move, all Family members gain +2-forward to their first move responding to it.**

BARN RAISING

Any task which takes time and planning can be done better when there are enough skilled professionals to handle the job. **Whenever you are making a move which involves timing and precision of multiple people to carry off successfully, you may also roll +ice.**

On a hit, you may ask two questions to the MC which could be answered with either yes or no.

On a 10+, you may choose one trait which all Family members gain +1-ongoing on during the enacting of your plan.

On a miss, the MC makes a move.

SMALL HAMMER, BIG IMPACT

Any time you engage superior numbers in combat, you can mark Taint to engage with extreme violence and speed. All your results for **dust-ups** or **burning shit down** are raised by one level of success, and those moves count as being advanced for you even if you have not done so. (Yes, this means if you mark Taint, you can't end up with a miss.) Define what negative emotions or scars the event leaves.

A DAY IN THE LIFE OF...DOOMCRY

"Poor Thomas invented the idea, I think, while we were sitting around the Gauntlet a couple of years ago. A few of us had gotten started talking shop, and one of the Stone Tribe mentioned patrols in Nam back in the late Sixties, before the Tribe. I was kinda surprised that a lot of the stuff he talked about was the same kinda shit we used to have to put up with in the SEALs. The equipment changed, got a lot more powerful, and the tech got a lot better, too, but the basic techniques of patrolling and close quarters combat stayed pretty close to what they recognized. Thing One, a gun person in the Dock Martins, she mentions how many of the newer Tribals were coming in with the ability to shoot shit and blow things up already in our skillset. She had to learn for months from older Tribals, and guys like me are already versed in the whole experience.

"Tom suddenly gets this look on his face, and turns to one of the old-timers, hands the gal a beer, and asks her if the rules say a Family HAS to have a Mother or Father. Wasn't trying to start a revolution or anything, but he had the glimmer of a new way of doing things right then. We still consider ourselves a Family, but every one of us is prior Navy, all SEALs. We spent years learning how to handle our business in war zones all over the world, and we already have covert ops and independent ops sewn up. Tom wanted to know why we should slow ourselves down carrying a bunch of non-combatants into hit-and-gits. Why not put together a tight team of professionals, and let the other Families develop the intel and mark the targets. They can provide the **stock** we need to get the job done, and we insert, turn the bad guys into Swiss cheese and fragments, then exfil and go back to our day jobs while we wait for the next target. Just like we did in the service.

"Sticks didn't take off right away; there aren't a lot of us doing it, mostly because I think the average Tribal would rather have the social benefits of a Family, the safety and the understanding, the ability to feel like you're part of something special. Thing is, most of us former special forces types get that same lift from the unit. And we came into the Tribe missing some of the ability to let loose and let our hair down. My man Colt still gets a high-and-tight for a haircut every week, and he's been a civilian for three years now. My people have done a lot of crazy shit, both before and during our service in the Tribe, and we aren't always good at letting that shit go. So we maintain our skills in between call-outs, and **shelter** in place among the citizens when we aren't on the job. We keep quiet, stay down, and stay out of trouble, and wait for the call. We can have a hard time if we go too long between calls, though; living in the high-risk zone tends to make everyday life rather boring.

"Rutter's our guy for making sure everyone who visits the Gauntlet at Equinox gets our card each year. He's a combination publicist-medic-cheerleader, with a big shotgun. Most of the gear we keep from call to call is stored in a secret space under his garage, and when we can we center up there to make plans and arm up for a job. We all try to make as many **contacts** as we can, even outside the Tribe. There's a few citizens who owe us favors for things we've done for them, and we've got two intelligence agencies who call us out sometimes when they need something done overseas and they don't want it coming back on the government. We try to keep that side of our lives separate from Tribal business, because some of those other groups are shot through with Bloats and the Consortium's agents. No sense leading them back to a contact after we pull some work for them.

"The hardest part about what we do is that, at the end of the day, the only people who really truly get it are the people like us. I can sit and listen to some Firstborn bragging about beating a guy to death with a bat, but I wouldn't trust that kid in the field on one of our ops, brother. They may have all the brave and all the desire, but the skills we have, you can't get without years of training. The Sticks give us a way to do something useful with that, and to be around the people who know us best. We aren't all special forces; I know a couple of ladies in Warsong that were trained for field ops by the CIA. But they know the tactics and the talk, and they hang with the rest of us as equals. Hell, we even have an LA Swat guy in a Stick out in Fresno."

VWX: SOFT TRIBE

Privacy, Individuality, Discipline

Soft Tribe Families often resent the implication that they are somehow less Tribal than other Families. Soft Tribes have decided violence is not a solution, or can't support violence themselves. They usually act as support groups for other Families, and set down pretty solid roots in the area they've settled in. Soft Tribes are often slightly bigger than Hard Tribe Families, because they can support more people by getting semi-legit work. Because they will rarely call themselves Soft, these Families can surprise Tribals expecting more militant warriors. Father King's Sanctified Sanitized runs a mission house in San Francisco which is also a secret hospital for the Tribe. He and his have a strict "no violence in defense of self" policy, but some enemies have been surprised how violent they can get if a patient is threatened.

When your Family solves a major issue without violence, everyone marks experience.

Soft Tribe upgrades (choose two)

- Your Family's pretty well-entrenched and defended. +2-ongoing on moves which involve defending your base of operations or those in your care.
- Seemingly peaceful and cooperative, your Family is good at projecting a harmless exterior. +1-ongoing to **pack your gear** or **shine someone on**.
- A mystical source of pure healing and safety is yours to protect. At the end of each session, each Family member loses one Taint if they didn't mark any during the session.
- You're well-set for medical skills and supplies. Once during each session, you may heal all Family members for 3-harm, or erase one character's Condition taken in this session.

Situation Moves

FEET OF CLAY

Tribals are almost never cowards, but your Family knows its' main purpose isn't combat. **Whenever you are engaged by an MC hard move, you may choose to respond by getting the Hell out of there as fast as possible.** As long as no one in your Family starts a **dust-up** or abandons anyone under your care, all other moves gain +2-ongoing until your Family has gotten clear.

HIDDEN IN PLAIN SIGHT

By scrupulously maintaining clean records (even if that's by falsifying them) and keeping out of the line of fire of enemies, your Family has been able to keep up legitimate identities which shield their activities. **As long as your Family is able to maintain plausible deniability of any illegal or violent actions, any time an enemy attempts a move against you, you may roll +Authority.**

On a hit, the move is softened by the forces in power's respect for you, and the consequences will be milder than they normally would be. On a 10+, the move is actually canceled, but someone in Authority who has squashed the move gains Pull on you.

On a miss, attempts to manipulate the enemy's actions from outside result in embarrassment for your allies. -2-forward on the next Influence move with Authority.

I GET HIS STUFF

When you are successfully targeted by an attack, you may mark Taint and shift the damage to someone else.

A DAY IN THE LIFE OF...FATHER KING'S SANCTIFIED SANITIZED

"I was a priest before I became a Tribal, and that's never really been a dichotomy I could square up. When I joined up in 1977, it was after putting up Honeychild and two other Tribals who had gotten spearated from Grandfather during an escape form a hit on a Consortium safe house. Catherine was wounded, and I had no idea who they really were, but I'd served in Viet Nam and I knew gun shot wounds when I saw them. They were adamant they couldn't go to a hospital or the police, and I just didn't get that criminal vibe from them. You grow up in Southie, you learn what criminals are. It was almost three weeks before Grandfather was able to reestablish contact and come to get his Family members. I learned a lot from them in that time, and, even if I didn't approve of the violence, I recognized good people who were going to need help.

"Nowadays, it's pretty popular to slag off Christians for being pushy, preachy, or hypocrites, and there are enough people who call themselves Christians that you can be excused for taking them as the example of who we are. It's not mine to judge right or wrong for anyone but myself, and it's not my right to tell anyone else what to expect in the kingdom of Heaven. Yes, I preach, because that's my calling, but I know that not everyone will hear God's voice in the same language or tone that I do. And I know that evil is alive and active in the world today, and that it is our job to fight it. So I tend my flock as best I can, listen to their hopes and dreams, and try to help them find their way to peace and comfort. It's important for me and my Family to be **cool** about people who come to us in whatever state or lifestyle they arrive in, and we don't try to change them or proselytize. Yes, many Tribals are having sex out of wedlock, or living in alternative relationships that a conventional Christian church wouldn't condone. The God I know loves ALL of us, no matter who we are or what we do. We're ALL sinners.

"My mission house has two sides to it, one for the poor and homeless of our neighborhood, run by the Catholic Church and partially funded by donations from some of the city's biggest and wealthiest people. The other side, the secret side, is for the Families who are hurt, or tired, or worn; it's for my other people, the warriors who are doing what they can to fight back against wickedness in all its forms. I don't believe in violence as a solution, but I know that sometimes it's the only path left to you when evil comes for you. The Lord called Gideon in the valley to strike the Midianites, so I realize that there's a time and place to stop turning the other cheek. I try to maintain **harmony** with the Families who come here, because they're shouldering a burden my own Family is reluctant to lift. Gingerroot, my head nurse, came to us as a warrior, and stayed with us as a healer. It's that possibility for redemption, for salvation, that we are offered by our faith. And the fact Doc Shirow is a shinto Buddhist doesn't mean I consider him any less a brother in faith.

"We can be the most accepting people, but there's a harsh sort of rule we have to follow. Not every Family that comes to us is open to the message that all people are equal and deserving of love. We get some Families, particularly the more aggressive and warlike ones, who don't get that our mission is for ALL lost souls in need, not just those like us. We have to **drill** it into new visitors' heads that we are here to serve all who need us, not just warriors and Hard Tribe. Some of my Family have serious heartache with the term Soft Tribe, but I'm proud of it. The water in a river is soft, but give it enough time and it will move the hardest mountain. That's a bit zen, I realize; Doc Shirow is excellent at seeing the center of difficult questions, and we talk a lot about what it is we do here.

"Just because we are busy all day and night caring for those who need it doesn't mean we don't have our own time as well. We sing, pray, laugh, watch movies, and play lots of basketball with the local kids. I know some of the non-ordained in my Family are having sex when I'm not around, too; it's part of life, and they're young and full of life. The biggest mistake that other Families make when they deal with us is thinking of us as cowardly pacifist monks with our head in the sand. Just because we don't like using guns doesn't mean we don't know how, and just because we believe in a higher ower, whatever its name, doesn't make us fools or weaklings. We will fight just as hard as anyone else to protect the ones we love. We just happen to love ALL of humanity, not just the Tribe."

VWY: ROAD FAMILY

Privacy, Individuality, Survival

Road Families travel as a way of life. They don't follow a specific pattern, but rather drift wherever the mood takes them. Road Families carry everything they own with them, and don't make anything or own anything they can't leave behind in a pinch. They rely on good relations with other Families around the country to get information and supplies, as well as Radio Free America and the Octopus (see below.) Road Families get as large as they can support; Mother Magik's Big Blue Road Family, with fifteen adults and five children, uses a pair of armored VW micro-buses, distilling hooch and medicinal supplies along the way while searching out targets.

When your Family gets through hard times without surrendering their principles, everyone marks experience.

Road Family upgrades (automatically has enough vehicles to seat twice the number of Family members, and may have up to 15 members when starting if desired; then choose two)

- You've been able to set up a network of Ponies running "service stations" for you across your regular path. +1-ongoing on **handling your business** if you have changed locations between sessions.
- The Family owns a large piece of property where they can hide out when needed.
- You've got a regular courier route for other Families. As a **Job**, run either routine messages(+1-ongoing with an Influence group of your choice) or important intel (gain Pull on someone, and the MC can make a hard move if she wants but must let you gain another Pull.)
- You know a lot of nasty outlaws who owe you favors. (You may add +2-forward to any Fringe or Nemesis move by marking Taint.)

Situation Moves

DON'T ASK, JUST RUN

When the MC hits you with a hard move, as long as you have access to your vehicles, you may roll +steel.

On 10+, you can get a head start on the enemy; convert the hard move to a regular move.

On 7-9, you can avoid the consequences to your Family as long as you blow town and leave anyone else to their fate. Mark Taint. Or stay, get hit, and gain Pull on someone.

On a miss, your attempt to flee craps out; take -1-ongoing to avoid the MC's move.

CATTLE DRIVE

When someone has truly pissed the Family off, you can roll +fire.

On a 10+, choose two. On 7-9, you choose one, and the MC chooses one.

On a miss, you can choose one and let the MC make a move, or the MC can choose one.

- You call in other Road Families. They are a huge gang, causing 4-harm normally, with 1-armor They add +1-ongoing to dust-up, but you can't use ANY moves based on stealth.
- You call in favors to arm up. +1-harm given, -1-harm taken for this battle.
- Fuck exposure: you go in hard and fast, gaining +1-harm and +1-ongoing to all violent moves, but -2-ongoing to anything stealthy or tricky.
- Stock up on medical supplies; after the battle, heal 2-harm each.
- The grease monkeys tune up your rides; +1-ongoing to all vehicle moves.
- Gain the attention of one of the loa. MC's choice which.

POPPIES' PROMISE

If you throw a debauched and debased gang party, full of sex, drugs, and rock, mark Taint. Heal one Condition, or up to 3-harm, or remove all ongoing negative effects. You may also give someone Pull to gain the 7-9 result for scrounging resources or weaving new strings.

A DAY IN THE LIFE OF...MOTHER MAGIK'S BIG BLUE ROAD FAMILY

"When you think of a Road Family,most Tribals imagine an episode of one of those outlaw motorcycle shows on cable. Running drugs and guns, fighting with other gangs, getting control of the local criminal elements. Really, most of us are nothing like that. Our Family feels more like an extended Saturday morning leisure ride down to the park and back. It's just a different park every night. We've got the bikes, but we also have the two VW buses, and Robinette's little gyrocopter. I swear, sometimes I think he thinks we're in a Mad Max film. A big advantage of moving the way we do is the luxury of being able to have actual families; we can keep our kids safe while we move from place to place. And having kids makes us look a lot more like a drifting group of wannabe-hippies than a group of badass warriors. We get a lot less push-back from local cops.

"Make no mistake, sister, having the kids with us and being a little relaxed about our travels doesn't mean we aren't warriors, though. My eldest, Pocket, has been Tribal since she was born, and she can swing a blade with the best of us. The hardest part is making sure each of the separate parental units are all **cool** with the overall way we raise the kids. Kinda like a commune, we end up spending a lot of time raising each others' little ones. There's a heck of a difference between Robinette scouting ahead on his copter and Oceanside asking us if he can go through doors first. Robinette is old enough to drive, and Oceanside hasn't even got facial hair yet. It can be a struggle trying to keep them under control, and Cheshire doesn't help telling her daughter Nibble it's okay to pick up the local boys and girls as long as she doesn't get attached. I don't want Pocket deciding that's okay for her yet; she's still too young.

"I realize that sounds really weird coming from a gun person. I'm supposed to be the hard-ass warmonger, and I'm worried about my fourteen-year-old discovering boys. Thing is, our life isn't like normal lives. We may spend a day driving a thousand miles along the highway, popping into some town to bring down a Bloat nest, or be holed up in a park campground for three weeks just keeping an eye on the place while someone in the Family recovers from a gunshot wound. Kids need routine, and we need to have a united front as parents; we have to be in **harmony** as a Family, and as five separate sets of family, too. So we spend a LOT of time on the road doing things to make sure everyone feels welcome, and valued. We play a lot of word games, and do a lot of training games, too. We'll have a contest to see who can field-strip a Beretta the fastest, or Find will break out his digeridoo and teach everyone aboriginal songs from his childhood. Creek and Mastiff like to quiz their boy Hub on ways to rewire alarm systems. Everyone has a place.

"The biggest stress is finding ways to keep healthy and sane when we're all living out of vehicles and tents most of the time. **Shelter** is a prime concern when you've got eighteen people; can't afford to get hotel rooms every night if none of us have jobs. So anytime we can, we grab any opportunity to stay in a place with power, beds, and running hot water. The kids don't mind so much, because they've mostly grown up this way, and they don't really know any better. It's the grown-ups who start to get a bit testy after a few weeks in sleeping bags. We all still remember the week we spent at Micky-world when Ambition managed to jack a square john executive account. We stayed in the resorts, ate lots of room service, and sneaked out every night to mouse around the parks and fuck around on all the rides. When we saw the credit alerts online, we bailed on the bills and hit the road again. We had to switch out all our ID and paint and re-tag the vehicles, but it was worth it.

"What other Families might not actually recognize is that our Family is still moving the war along, just at a different pace and scale. We don't get tied down to any one area, and we take our time to make sure we can hit a target and then get clear with no entanglements. None of us wants to lose one of our kids because some hothead makes a stupid move without thinking things through. And none of us plans on spending the rest of our lives behind bars for some low-yield high-risk scam, either. So we stay away from the Federal crimes, mostly, except for the guns and violence side of things. Which, to be honest, we are very good at."

VWZ: HOLLOW

Privacy, Individuality, Access

With the supernatural a huge concern to certain sections of the Tribe, some Families become more engaged in the political by-play of supernatural groups. These Families take up permanent residence inside the domain of vampires and werewolves, interacting with the power figures and keeping an eye out for threats to the common people who live in their city. Some Tribals consider Hollows to be sell-outs, but the Hollows themselves view their protection of the mortals from supernatural power plays as a vital part of the war. Mother Deathless and the Invisible Order is a Hollow which lives in the center of Chinatown, protecting its' people from the depredations and games of the local Fae courts.

When your Family makes a deal with a new supernatural entity, everyone marks experience.

Hollow upgrades (choose two)

•Inside your turf, the common mortals don't give a crap what you are, they're just happy you help. All Family members gain +1 to Civilian moves when on home turf.
•There's an extensive network of informants and helpers who will pass on information and render minor help wherever they can. +1-ongoing to **go-to** and **scrounge resources** inside your home turf.
•You know your chosen turf like the back of your hand. +1-ongoing to moves which involve knowing the people or places of your turf.
•You're extremely well-connected to the spirits in your turf. +2-ongoing to **petition the *loa***.

Situation Moves

GRAFFITI AUGURY

When you need assistance dealing with supernatural groups' actions, you may roll +Influence.

On a hit, choose one but the MC makes a move.
On a 10+, choose one, and you may avoid the MC move by giving someone Pull.
On a miss, you may mark Taint to choose one. The MC makes a move even if you don't choose.

•Gain access to a mystical library or other source of info. +2-forward on a move involving knowledge of this group.
•Invoke an ancient ritual of power. +2-forward to **burn shit down**.
•Become anointed representatives of a powerful NPC for the rest of this session. +2-forward to **weave new strings** or **shine someone on**.
•Defensive rites protect you. 3-armor mystical against the next harm you take which is 3-harm or more.
•An otherworldly form of transportation takes you where you need to go.

ONE-SHOT WONDER WEAPON

Any time you are confronted with a supernatural creature trying to harm you, roll +signal.

On 10+, you empower yourself against that enemy. Choose two. On 7-9, choose 1.
On a miss, you've guessed wrong and made a mistake. Take severe harm and mark Taint.

•Deal +2-harm AP on your first attack.
•Reduce all harm this enemy deals by 2 for the rest of the battle.
•You are able to bind the enemy from doing something of your choice.
•The enemy is driven from the area and can't return.
•Add two tags of your choice to your weapon.
•Bypass one obstacle or impediment at the scene.

FISHER KINGS

You are intimately linked to your turf, the innocent people you defend, and the supernatural groups operating inside that area. **Any time an MC move or hard move would harm someone you want to protect, you may mark Taint to use supernatural connections to have that move target you instead.**

A DAY IN THE LIFE OF...MOTHER DEATHLESS AND THE INVISIBLE ORDER

"My name is Mother Deathless, and I was taken by the Fair Folk when I was eight. The bastard took me from the parking lot of a store while my mother was running in to get some milk. The one that got me called itself the Black Duke of Iron and Sorrow. It had a realm made up of shadows and dreams of violence; the ground was blood-red sand, the sky was dark black all the time, the stars like shards of ice, the rain salty like tears. It made us live in a single cave underground, fifteen of us at a time, and it would make us fight in a huge basalt arena for the entertainment of its' court of Fairy hangers-on and goblins. At first, we fought with our bare hands over scraps of food. Then, later, it made us fight for the gift of a hot bath or a night of sleep without nightmares. Finally, when we were old enough, it made us fight to the death for the 'honor' of becoming its next concubine. When I was the last survivor, it took me to its bed. I strangled it to death with its own hair.

"After I made my way home, I promised myself I would do whatever it took to prevent any other children from going through the Hell I experienced. When I was born Tribal, I already knew the way to keep myself calm, to stay outwardly **cool** and in control. Whenever I found the Fair Folk here in our world, I would watch them, and wait. I was surprised to find out they weren't all villains, but enough were that I stayed pretty busy hunting them down. When I came here to Chinatown, I put together my own Family. All of them survivors of the 'attention' of the Lordly Ones. My war-chief, Desert, spent his childhood under the thumb of the Lady of Endless Waters, used as bait to catch leviathans in the black depths of abyssal dreams. He hates them all, and I have to rein him in sometimes, to make sure he doesn't attack every Fae in town. When we do have to go after one of them, though, he takes great pleasure in sand-blasting their faces off. In my Family, we work hard not to pry too much into each others' pain.

"Without Infinite, we probably wouldn't have ever learned how to make peace with the few Fae who don't ruin mortal lives for fun. The Court of Feathered Daydreams raised her when her own parents abandoned her for their crack addictions. Even though they never intentionally hurt her, she still suffered in their world. As she tells it, the Heart-shaped House was a constant barrage of intense emotions. You couldn't just be happy, you had to be ecstatic. You weren't sad, you were suicidally depressed. It wasn't puppy love, it was body-shattering lust. She explained to me it was like living in a colony of bipolars. Anyway, she helps keep the peace and **harmony** with Chinatown's Kingdom of Dragon Blossoms. I know she and the Blind Empress are part-time lovers, but I don't pry.

"She's not the best of my soldiers at making a new **contact**, though. Older Guy lost his entire childhood when he was taken and kept in the Quiet Oubliette for fifteen years. No sound, no light, no one else to socialize with except the Warden of the Well, who came by three times a day with food made from spider webs, fairy dust, and imagination. It may have been the only thing that kept Older Guy sane, and it's why he loves to talk so much now. He wants to know everybody, to have a million friends, to never be alone again. He's a ten-year-old stuck in a twenty-five-year-old's body. We almost had to laugh when we saw him getting more excited about the snacks at a party than the red-head who was trying to get him into bed. Like all my Family, the damage is deep, but he copes. We all do.

"We pay lip-service homage to the Blind Empress, and keep the worst of the goblins and nightmares from hurting the normal folks who live here. Everyone in this neighborhood knows us, and they all know if they have a certain kind of problem, they can come to us, and we'll go hunting. We don't take prisoners, and we don't make apologies to the Fae for the punishments we dish out. On any given day, you can find us hanging out at Madame Wu's Green Lion Tavern, eating dim sum, drinking beer, and taking callers. If you get into trouble with the Kingdom of Dragon Blossoms, you could do a lot worse than to have us in your corner. If we need to negotiate, we can; if it's time to break out the cold iron and dream-forged bullets, then we're ready to rock and roll."

VXY: FLIGHT

Privacy, Discipline, Survival

Refugees from the war, often composed of Tribals who have either given up hope the war can be won, or who have decided humanity isn't worth saving. A Flight has evacuated the cities, and even the rural areas, and have set out into the wilderness to find themselves a place to bunker down and create their own living space. They avoid contact with anyone, even other Tribals, as much as possible. When forced to interact with regular society, they are taciturn at best. The small outpost of Solace, Alaska, population 29, started out as a Flight, and still maintains as much independence from society as they can afford. Rare supply runs to other towns are their only concession to contact with civilians.

When your Family overcomes crisis without any outside help, everyone marks experience.

Flight upgrades (choose two)

- Machine shops, small personal farming, and back-to-nature techniques give your Family almost total self-sufficiency. You may scrounge resources with a +2 modifier without actually going to any Influence group.
- You're well-stocked and ready to defend yourself at all times. When in your own holding, you gain +2-ongoing to moves to defend it.
- The area where you live is particularly hard terrain, which your Family is used to. All moves to avoid or react to enemy moves on your home terrain are +1-ongoing.
- You have a supply of domesticated guard animals or pets which help you. +1-ongoing to all moves to survive in the wild, and they are a medium gang, 2-harm.

Situation Moves

RABBIT HOLE

You've got a long list of hiding places on and around your property, and you always have an eye toward the nearest place to lay low. **If the MC makes a hard move against you while you are on your own property, roll +ice.**

On a hit, you find a way to hide out until the worst of it passes, but the MC converts her hard move to a move.

On a 10+, you are able to observe the enemy's actions while they are there; gain a 10+ hit to **go-to** on that enemy.

On a miss, you take the hard move as normal, your home is ruined, and you must give someone three Pull and move your Family to a new home after this session. Until you do, you may not use ANY Family upgrades or Tribal moves.

SURVIVALIST SEXY

Especially with the current environment in America, there are a lot of people starting to go underground, or to pick up the survivalist or disaster preparedness lifestyles. **You may give Pull to a Fringe member in order to convert a miss on a Fringe Influence move to a 7-9+ hit.**

JOIN OR DIE

When someone would reveal one of your Family's secrets, you may mark Taint and bury them in an unmarked grave. The MC may declare an NPC is immune to this treatment; in that case, you have been able to delay the exposure of your Family by killing a few less important people. Who were they? If you then manage to kill the NPC, also, your secrets are safe.

A DAY IN THE LIFE OF...SOLACE, ALASKA

"This far out, we have to handle everything on our own, because there sure as Fuck isn't anyone else to bail us out if we get into trouble. Everyone in this town has the same idea, to fortify this place as much as possible and hunker down until the world has wiped itself out and we can rebuild with what's left. Democratic society? It's a lie. Corporate accountability? Bullshit. Being kind to your neighbor? Chump move. The rest of the Tribe and the so-called War on the Outsiders? Fuck it, if the Bloats want the cities so bad, they can have them. It's all corrupted as shit anyway. Why waste time trying to save the crew of a sinking ship when they're the ones who wrecked the fucker? Screw 'em, let the stupid bastards drown.

"Yeah, maybe we have a lot of rage. Everybody living here went through Hell trying to do things the way normal society wanted us to. The way the Tribe and Grandfather told us to. They sold us a package deal: fight hard enough, sacrifice enough of what you love, and somehow it will all pay off with a new beautiful world where we can all be **cool** to each other and hold hands and sing folk songs. We're all the same under the skin. We're all beautiful snowflakes and each of us matters. Then, one morning, each of us had that moment, the one where we realized everyone around us was an asshole, and none of them deserved what we were giving up for them. None of them were going to bother to save themselves, or help us save them, or learn from anything that happened to them. They elect a crooked president who abuses his power to break into the opposite party's offices and spy on the citizens. Forty years later, what do we get? Another fucking crook who wants to use the entire mechanism of government to make himself rich at the expense of the rest of us.

"So we made the hard choice. One by one, this town formed around a core group of Tribals who realized the painful truth that there's no hope left. We've already lost. We lost when the average citizen in America stopped thinking about others and started thinking only about themselves. Game over, end of the movie, roll the credits. Nothing left worth saving. Stalin said one life was a tragedy, a million is a statistic; he was right. Why sacrifice ourselves for a country full of stupid fucking sheep who can't think if someone on a television set doesn't tell them to? Here in town, we look out for each other, and the town, and everyone knows what's expected of them, what the rules are. We **drill** it into the newcomers, not to stick our necks out for anyone who isn't one of us. The rest of the country wants to be selfish, we'll show them how to do it. We've built this town up from ground zero, and we're damned if we're going to let anyone outside fuck this up for us.

"There's still a few of us who call ourselves Tribal, but it's getting rare. Most of us don't bother any more. I don't think we've sent anyone to Equinox in years. We did have another Family slide through here a few years back, looking to hole up and heal after they heroically got massacred fighting off a Bloat infestation of some secret CIA listening post. We told them to keep moving, we didn't have time or resources to save them from themselves. I admit, I felt kinda bad about that, but they brought it on themselves. And if we helped them, then the next Family that fucks up will be along here looking for a free lunch. It's an endless cycle. They'll do nothing but take as much as you give, and we've all been down that road already. We're living just below the permafrost here; there's only so much food and **shelter**, and the nearest place to buy more supplies is a three-hour drive south over ice roads. So what we have here is for those who live here.

"Thing is, recently, I've been having some second thoughts about this whole plan. I know one or two of the others feel something is off, too. I wanted to stop having to bleed for people who didn't care about us. But last month, when I was in the next town over picking up fuel and supplies, there was this...kid. She was, I dunno, three or four. She had a stuffed rabbit, wearing her snow boots. Holding momma's hand, momma and daddy hiking their way into town from the hotel, trying to get through the snow to the store for breakfast. I don't know why I did it, but I stopped, and the next thing I know I'm driving an hour out of my way for them. They were thankful, and they were young, and they were bright. Talking about their futures. Like they had one. When I dropped them off, as I was getting ready to go, I felt something I hadn't felt in a long, long time. I felt good. I felt right. I felt HOPE."

VXZ: PROBABLE

Privacy, Discipline, Access

A relatively new development, Probable Families are centered around a core of senior Tribals who have been around for years, surrounded by a flock of younger new members just starting out in their Tribal life. Heavily engaged in training new Childe how to live and survive in the Tribe, Probables are Families with a very high turnover rate. They maintain themselves as close to center of Tribal values, and are often used as diplomats or a dumping ground for a new Childe that hasn't quite worked out in their first Family. Mama Bruce's Safe Haven Probables are one of the most popular Families, known through out the Tribe for their amazing ability to help even unlikely candidates find their place.

When your Family finds the right place for a new Childe, everyone marks experience.

Probable upgrades (choose two)

•Whether because of your reputation, or your ability to communicate and accept others, other Families are very supportive of you. +1-ongoing to Tribal Influence moves.

•Your social network of friends and allies is very large. Start each session with a Pony of your choice; at the end of the session, they depart for greener pastures. Pulls owed or on them remain.

•A long history in the Tribe gives you quite a bit of leverage with the spirits. +1-ongoing to **petition the *loa***.

•You have a wide repertoire of training games and places to play them. Once per session, you may role-play a training game of same kind; one Family member of your choice marks experience.

Situation Moves

FLOATING ADVICE

Years of training other Tribals has left you with a massive storehouse of useful techniques and tactics.

When you reach back to memories of old comrades now long gone, roll +ice.

On a hit, you may replace the trait on another move with ice instead.

On 7-9, you must give someone from your past Pull; define what it was you owed them for.

On a miss, bad memories shake you. Mark Taint.

FOX HUNT

Although the core of your Family stays the same, new Family members are constantly coming and going. Some gain names and use their feet, some move to other Families to get more training, and some are lost in action or drop out to become Ponies or Soft Tribe. At the start of each session, choose at least one NPC who has moved on for whatever reason, and another who has joined fresh. The constant change in Family membership makes you very flexible, giving you +1-ongoing to **pack your gear** or **use the rule of twos**.

NEVER SAY GOODBYE

Whenever someone leaves your Family, for whatever reason, you may mark Taint. Gain Pull on them which can always be used to force that NPC to come back and help you some time in the future. Describe what painful or dark bond links you both.

A DAY IN THE LIFE OF...MAMA BRUCE'S SAFE HAVEN PROBABLES

"We got the idea for this Family when we were camped out with another Family at Equinox. Normally, most Families have this sort of easy-going vibe, all on the same page, supportive, heading the same direction. We kept hearing yelling and arguments, and seeing some of their people storming around frustrated. My boy Harbour nosed around a bit and found out they had taken on a new Childe who wasn't working out at all. They were Hard Tribe, and the couple of times they'd gone out with the new guy, he hadn't quite passed muster. He couldn't handle pulling the trigger, hurting people. He was a cop before he was reborn Tribal, so they assumed he'd be able to hack it. The fact he wasn't was tearing their Family apart. People were talking about leaving, or tossing him out. So Mama Bruce figured he just needed some more time to adjust. She asked them to let us have him and we'd see if we could find him a place. We kept him with us a few months, just teaching him the ropes a few steps at a time. Since we didn't have to be in kill-shot mode all the time, we had the time to ease him in. When he finally got it together, he moved on to another Family, and fit right in. It was just a matter of keeping our eyes open for what he'd be good at. Now he's a whitesleeve in a Road Family.

"When the word got around that we were willing to help get the newest recruits ready for Tribal life if Families were having trouble getting it done themselves, we started getting more drop-offs. I think we're so good at easing people into this lifestyle because we're so **cool** about letting each recruit be themselves. Instead of trying to fit them into our own Family, we're just teaching them what to do, and then helping them find out where THEY want to be. Belltower calls us the Tribal Temp Service, and he's probably pretty close to the mark there. The core of our Family are all too old or too broken to keep moving and fighting all the time. We have a nice place down on the Gulf Coast for winters, and a pretty place near the Great Lakes for summers. We have seven in the actual Family, and we keep up to four new tribals at any given time. We keep it 2-to-1, because a new childe needs constant supervision to be successful.

"There's no schedule to their days; we play it by ear. When we see an opportunity for a lesson, we teach it. We do a lot of mock-ups; we'll stake out an abandoned building, pretend it's a guarded facility, and run a Childe through various assault techniques. They **drill** on the right techniques over and over until they're second nature, without the pressure and stress of consequences from a possible failure. Since we're only training, the Childe can learn at whatever pace they feel is best for them. And we teach them according to what we see in them. A Childe who seems really prepared to fight and isn't able to figure out how to do undercover work shouldn't be with Shade People; the sexy little thing who is always the life of the party is going to be better as a teller in a Soft Tribe than as a ripper in a Stick. I'm exaggerating, but you take my point. It's all about letting them find their own path, and in the Safe Haven Probables, they can have the time to get their feet under them before they have to start running with the big dogs.

"Since all of us have been Tribal for years, we have a lot of **contact** with other Families. We can network with dozens of them, touching base with the ones we think will be interested in our newest 'graduates.' Recently, we've started heading to Equinox and passing the word; it must be working, because we had more candidates trying to join our program than we had spaces to fill. There's other Probable Families starting up now, and I think you're going to see a real improvement in the abilities and commitment of new Tribals in the next few years. And the best part is, if we have better-adjusted recruits, we'll have a lower number of dead recruits, which is a bonus any way you look at it. Fox, the dude we put in charge of finding homes for everybody, he says the best part of this job is hearing back from Families that are happy with the service and the results.

"Me, I enjoy passing on what we know in a safe and calm environment. I tried teaching stuff in a clutch Family out in Vegas, but they were all about discipline and commitment. You go to them, you're looking to get better at your skills, but they expect you to already bring some basics to the table. And that's not what we're about at all. We'll take you, however you are, wherever you are, and help you figure out for yourself where you need to be. Probably."

VYZ: POSSE

Privacy, Survival, Access

A Posse has claimed a certain stretch of territory, and defends it against all comers. Like a street gang, a Posse has turf which it views as its own, and will fight hard to keep encroachment to a minimum. Unlike a Hollow, which works with other groups inside its turf, the Posse drives all others out. Posses are as big as their territory will support without giving them away. Some Posses have been known to claim an idea or an item as their turf, but that's uncommon. Mama Halo's 66 Posse is a thirty member Family of bikers which has claimed all of Route 66 as its turf, but such large "super-Families" rarely last long.

When your Family defends their independance and turf, everyone marks experience.

Posse upgrades (choose two)

- There are lookouts and informants throughout your turf. You gain +1-ongoing to respond to any attempt to respond to enemy moves, and may automatically avoid any hard move occurring inside your turf once per Session.
- Your turf is a warren of alleyways and secret paths which only you are familiar with. +1-ongoing to all moves involving travel or misdirection inside your turf.
- Through various rackets, your Family has a regular source of supply. As a **Job**, you may either run protection rackets (+1-ongoing with Civilian Influence moves, mark Taint) or outsource your Family as muscle outside your turf (gain Pull with someone, and the MC makes a move.)
- You're juiced in with the local police and criminal organizations. +1-ongoing with Authority and Nemesis Influence moves inside your turf.

Situation Moves

FRIENDS IN NEED

Whenever the MC makes a move or hard move against you, you can choose to call for back-up from within your turf. Roll +steel.

On a hit, choose one and you owe someone Pull.

On a 10+, you don't owe Pull.

On a miss, you owe Pull, but the help provided is actually mostly useless.

- Gain some muscle. Medium gang, 2-harm, +1-ongoing to **shine someone on**.
- Get some useful equipment. +2-forward to a move.
- Additional information comes to light.
- Someone of your choice is safe from harm.
- Someone you target is harmed by the move.
- You gain an opportunity or opening.

IT'S PERSONAL

Any time an NPC you care about is hurt by an enemy, or an enemy move risks or endangers the people and property on your turf, you gain +1-ongoing to all moves to find or hurt that enemy for the rest of the session. You may mark Taint to make it a +2-ongoing bonus and gain +1-harm on **dust-ups** or **burning shit down** as well.

DINNER WITH THE DONNER PARTY

Any time you burn shit down or pack your gear, you may mark Taint to upgrade a 7-9 hit to 10+, or a 10+ to a 12+, even if you have not advanced those moves. Sacrifice someone you know.

A DAY IN THE LIFE OF...MAMA HALO'S 66 POSSE

"Yo, man, I dunno what you think you're doing, but you're in our turf now. You need to explain yourself most rikki-tick or my girl Bandit is gonna use that pigsticker to show you your own small intestines. She and I will be truly regretful about that, but our feelings on the matter won't help you recover from being horizontally bifurcated. Means cut in half, dude. Sorry, I used to teach high school English, so my vocabulary is sometimes a bit advanced for what we do. Seriously, though, you're going to need to start talking really fast, or we're getting back to the guts-on-the-ground thing.

"Okay, that sounds plausible, and if you're telling us the truth, then it isn't a bad reason for wandering into our neck of the woods. Yeah, this is ours, we own it all. Yes, all of it, the whole of Route 66. I mean, the corporations and municipalities along the way don't realize they owe us any kind of remuneration, but we take what we need from them when we need it. Means payment for services rendered. Really, read a few books, man, you'll be amazed how much it can help you in the world. Look, I'm trying to be **cool** with you, but we're a suspicious and disagreeable group at the best of times. And you have managed to come along at a far-from auspicious moment. What, for real? Means beneficial, well-aspected, fortunate. Fuck, it means GOOD. It's not a good time right now. Damn, Alt, can you believe this guy? I'm speaking English, right?

"Check yourself before you wreck yourself! You're an unknown coming uninvited into our turf for reasons we don't know, without anybody we know vouching for you. So, yeah, we're not very welcoming right now. IF your story checks out with Gibson and Brighteyes, then maybe we'll be willing to give you a free pass through Tulsa to Amarillo. Hell, if they think you pass the sniff test, we'll even be willing to throw some sutures into that cut on your arm, change the bandages, shoot you some penicillan. We can be pretty damn neighborly when we have a mind to be. Right now, though, you're going to keep your posterior point of contact on the hood of that Chevy where El Dorado put you, and you're going to keep really still so Bronco doesn't decide you should be buried in a shallow grave. What? Means your ass! Now I think you're just fuckin' with me. We verify you're who you say you are, we'll get you out of the rain and under **shelter** for the afore-mentioned medicinal distribution. You should feel honored; we don't have a lot of safe space to go around, so when we share what we've got, it's a big deal.

"How are we going to know you're telling the truth? Ah, we have a veritable plethora of options. Means a lot. A lot of damn options. Look, from now on, if you don't understand what I'm saying, just nod politely and wait to catch up on the curves, okay? We have a lot of friends all up and down this highway, plus a lot more who know us and respect us. We're a branch of the Octopus, and we run stuff back and forth on the east-west courier runs for Grandfather when he needs us to. You could say we're well connected. Right now, Brighteyes is checking with Baron Guede, too, to see if you're for real. And you can take it for granted that the Crossroads Man sees us as his people. Everywhere we stay is at some sort of crossroads, and we have more secrets from **contact** with him than you can even imagine. Sometimes it's enough to make a guy amazed at the munificence of strangers when properly coerced. Ah, there you go, see, Bandit, nodding and smiling. Good, you can be taught. I was starting to consider helping Bronco bury you, too.

"Okay, that's the high sign. You're good to go. Sorry for all the hostility, but we have to be really careful. Your Family may have the luxury of taking it easy, but we're responsible for keeping the supernatural peace and taking out Bloat incursions along a couple-thousand square miles of prime American real estate. So we don't fuck around too much with standing on politeness and ceremony. Now, if you really need to get through to Amarillo as fast as possible with those detonators, we're your people. While we were having our earlier polite discussion, Smithy over there got together a few of our fastest and toughest riders. They'll escort you through from here to there non-stop. No, don't worry about it, they'll catch back up to us at our next stop. Next time, call ahead and let us know you're coming, and the interrogation won't be so unpleasant. You're correct, our meeting was lucky. Serendipitous? See, Bandit, I knew he was speaking my language."

WXY: PACK

Individuality, Discipline, Survival

A Family which identifies as a Pack is telling other Tribals that they exist only to fight, and most have a specific target they want to take out. Packs form mostly from larger Families that were destroyed by Outsider attacks; the survivors band together into a Pack to get revenge. Packs are usually small and made up of young Tribals, or those who have a common short-term goal to achieve. Most Packs don't last long, either getting themselves killed off quick, or finishing up what they wanted to do and disassembling. Packs are also some of the only Families without a Mother or Father; it shows in the names. Danny Boy's Pack formed up to seek out the vampire who killed their leader, and has been sniffing around vampire-rich areas for leads for months.

When your Family finds the next link in their chain of targets, everyone marks experience.

Pack upgrades (Designate the target you are trying to take down, then choose two)

•One of the *loa* is looking over you all. +1-ongoing to any moves involving that spirit.

•Someone inside your target is feeding you information. Gain a Pony, and +1-ongoing for moves involving gathering info on the target.

•Someone really powerful owes you a huge favor. You may lose this relationship permanently to have your entire Family removed from the target's custody or attack.

•The target is actually scared of your Family. You take -2-ongoing to all Influence moves with the target's group; gain +1-ongoing with all other Influence groups.

Situation Moves

LET'S GET DANGEROUS

Your Family's dedication to hardcore violence and mayhem, along with your reputation for willingness to use those tactics at any time, allow you to use steel in place of any other trait for basic moves. However, if you do so, any roll of 7-9 means your threats and belligerence allow the MC to make a move. On a miss, you must do violence to someone involved with the move.

BORROWED TIME

Any time you make a move against your current target, you may upgrade the result of your roll to the next level. If you do, the MC may make a hard move after your move is resolved.

KILLING JOKE

When you are willing to make dangerous sacrifices to get at your target, roll +fire.

On a hit, you may mark Taint and sacrifice something or someone you value to gain +2-forward to any move made where the target will be harmed or inconvenienced by the result.

On a 10+, you take the Taint, but do not have to risk the ones you love.

On a miss, the MC makes a hard move.

A DAY IN THE LIFE OF...DANNY BOY'S PACK

"Hey, mother-fucker, you awake in there? Hey, Dread, tap on the fucking glass and see if she's awake? Defoe pulled the stake out her a good five minutes ago, so she should have healed up enough by now. Ah, there you go, she's awake. Hey, Missus Fang, you wanna slam yourself around the inside of that box, you go ahead. It's three-inch thick ballistic glass, with steel reinforcing bands. Devious spent almost a week putting that bastard together. Weighs almost a half-ton, that's why it's on the back of the pickup. Which, if you'll stop cursing and snarling for a second, you will see is sitting inside an industrial car compactor. So maybe in between making death threats and trying to catch our eyes long enough to control our minds, you might want to consider the implications of where you are right now, and why you're still alive.

"My name's Danny Boy. I used to be a member of- well, it doesn't matter, you won't get the references. I used to belong to a special group of people, you know what that's like? Peace and **harmony**, everyone working together to get something great done? No? Yah, I didn't figure you did. Let's just say I had a Family, and that the operative word in that sentence is had. That was a few months ago, before your master took them all down. The four of us, we're all that's left. You fucking blood-suckers finished the rest. Well, except for Lila, my lady. Her, your master turned into one of your own, and took her along for kicks. I guess that was his idea of a good joke. Got to admit, that kind of disturbed me a bit, ruined my mood. But, see, you bastards always think you're so fucking smart, that you have everything figured out. But you missed a trick. You all left the four of us alive. And even though you're all supernatural super-powered ticks, we have an advantage. You all give a shit if you live to see your next nightfall. We don't.

"Pay attention. That bottle Devious is hooking up is full of gasoline. Not right out of the pump, mind you; she jellied it with some dish detergent and a few other additives. There's a reason we call her Devious; she's a fucking evil genius, she is. There's enough in that bottle to put you standing up to the top of those Japanese school-girl knee socks you're trying to pass as fashionable. Dread's holding a road flare, which you can see will fit quite nicely through the pipe in the top of your cage. You getting the picture? Yeah, you are. Okay, so here's the bigger picture. You are nothing important, not to us, and not to your master. We've had you almost two weeks now, and he's made no attempt at all to figure out where you are. So he doesn't care if you live or die. Neither do we. But we DO want his ass, and we need you to tell us who's next in the chain from us to him. We've gone over and over this, and you aren't the first vampire we've questioned. We know the **drill**. So let's cut straight to the chase.

"See the drawer in front of you? Go ahead, open it up. You're gonna find a white board and a marker. Take it out, and listen very carefully. In a moment, I'm going to tell Devious to open the tap on that bottle. It will take about two minutes to empty into the floor of your cage. At that point, I'm going to count to ten. On ten, Dread is going to let go of that flare, and you'll have about two seconds of life left before the entire inside of that box is burning at about two thousand degrees or so. Then we'll turn on the compactor, crush the whole rig, and use the forklift and crane to drop the metal cube containing your ashes into the rest of the cubes over there by the far junkyard fence. At any point before Dread lets go of that flare, you can use the marker to write down anything you think might make us decide to let us live a little longer. Ideally, it'll be a name and address for whoever is above you in your little vampire self-love society. Whatever it is, we'll put you and the box away and go check out the lead you've given us. If it pans out and gets us closer to your master, then we come back and let you go free. Lie to us, or fail to give us something before Dread lets go of that flare, and you'll be the source of heat we use for **shelter** tonight.

"That didn't take long at all. And we suspected that was the name you were going to give us. So you've confirmed who we need to go after next. On behalf of my pack, I'd like to thank you for making this interrogation easy on us. Thing is, you helped kill everyone we loved. So I don't feel bad at all when I say that there's no way you were ever getting out of that box alive, you fucked-up sadistic fang-faced wannabe otaku weeaboo. Light her up. Someone get the marshmallows."

WXZ: SET

Individuality, Discipline, Access

Similar to other specialized types of Families, a Set has a rare and exclusive skill the Tribe finds valuable. In a Set, that skill is grifting. The Set fights the war through deceit, subterfuge, and misdirection. Although their fighting abilities are relatively weak for Tribals, Sets make up for that by being some of the most devious and sneaky bastards available. They move into an area, set up their cons, hit their victims, and then disappear into the woodwork. Papa Howler's Red and Black Set is a close group of five expert con-men who have ripped off or manipulated several major players in the Consortium; their identities are a closely guarded secret known only to a few Families who have used their services.

When your Family pulls off a big con on a new target. everyone marks experience.

Set upgrades (choose two)

•Fake IDs fall out of the sky for you. After every session, you may automatically switch your public identity and paperwork, evading all mortal pursuit.

•You've learned all the big-store cons, and are expert at performing them. As a **Job**, you may run small safe cons (+1-ongoing to Influence moves on a group of your choice this session) or go all out for a big score (gain Pull twice on a group of your choice and the MC makes a move.)

•You've mastered the arts of the short con, and always have one or two running. As a **Job**, you may either pull low-level scams like phishing and credit card theft (+1-ongoing to moves involving money or supplies) or riskier heists (+3-hold which can be spent 1-hold each as bribes to gain +2-forward on an Influence move; the MC makes a move each time a hold is spent.)

•You know everyone there is to know in the criminal community, and how to reach them. +1-ongoing with Fringe moves, and with all moves involving non-violent crime.

Situation Moves

MAINTAIN THE LIE

As experts with false identities, tricks and schemes, and supporting documentation, whenever you fail a move involving trickery, you may give Pull to someone criminal to convert the miss to a 7-9 hit. You may frame someone else you have Pull on and mark Taint to make them the target of any move or hard move the MC makes.

MISSION FROM GOD

Because of your skill-set, you are often in demand with other Families. **At the start of any session, you may choose to make yourself available to another Family to support their goals.** If you do so, the MC will tell you what they need, and if you can complete that task, you gain Pull on that Family, and +2-forward to your next attempt to **shine someone on**. If you fail them, you give them Pull, and you are -1-ongoing to Faction moves for the rest of the session.

PIGEON DROP

During any con where you have missed a roll on a move, you may mark Taint and reroll the move with +1-forward. Describe a risky bargain you already made with a criminal, and how that bargain makes your apparent failure actually part of your cunning plan. You can either erase Pull on that criminal, or give them Pull on you.

A DAY IN THE LIFE OF...PAPA HOWLER'S RED AND BLACK SET

"Good evening. Show me your half of the poker chip. Good, it matches. I expected it to; we've been watching you since you arrived in town. But it's always good to be careful, don't you think? We always need to make sure. So, you're Mother Angel, correct? I've heard a lot about you, all of it good. The gentleman who brought us to your attention mentioned you had some work you needed done, something that required a more specialized set of skills than your Hard Tribe would be able to put together. I've reviewed the details of your request, and I can assure you the Red and Blacks will be able to resolve the issues for you. I wanted to meet with you to clarify a few questions we still had. Your briefing to our mutual friend was most adequate, but, again, it's always good to be careful.

"If you absolutely must call me something, call me First. My Family doesn't put much **stock** in names, and we change them as often as we need to to stay safe. Even the contact number you used to get the address for this meeting will be disconnected and gone by morning. In order to maintain harmony with those few people we use as agents and allies, we take every step possible to make sure we aren't ever connected to them by any source that can't be quickly erased if need be. The safety of those we work with is vital, and we will kill to protect that safety. So please tell your ghostwalker and your facedancer to stop trying to find out more about us. We're here to do the job; how we do it is up to us. If you want to continue with our services, you must agree that we will do this the way we see fit.

"I appreciate your offer to assist us with an extraction after we've completed the mission. However, your help isn't required. When we are done stealing the files, our escape plan will be taken care of. We **drill** constantly to make sure our plans will work, and that our contingency plans will also work if the main plan fails for some reason. In fact, we always have a back-up to the back-up as well. In this case, if our primary exfiltration works, the Consortium will actually blame the target for the theft. We're already laying a nice trail through his life which will put him in a very unpleasant picture when they look for answers. We've even added an extra little touch which may please you and your Family. The money from the Colonel's black ops budget will be funneled to a secure trust fund for the children of his victims. Consider it a gift, at no extra charge. We're taking our cut from the back end.

"As usual, our fee for this operation is very simple. In addition to paying for our start-up expenses, we expect you to make yourself available in the future if we ever do need to call on you for assistance. We do you this favor, you owe us one in the future. You can tell from our reputation that we're very reasonable about what we ask for, so don't be nervous about it. We only ask our patrons to help where they naturally would be suited. Our **contact** network is what makes us successful at the end of the day, and your addition to that network will help us to help other Families so it's a win-win for everyone. By the way, I noticed you had asked us to try not to hurt the Colonel's own dependents; we don't target innocent civilians, so we realized right away they were off the table. We can't vouch for the actions of the Bloats or the Consortium, though. They may retaliate against the Colonel's loved ones, and we aren't in the executive protection business. We'll do our best, but we make no promises there.

"We appreciate your discretion in any future discussions you may have with others about our services. You're welcome to tell them what you thought of the job we do for you, and if you were satisfied with the results. We do ask that you refrain from any specific details about our actions, methods, or appearance. Of course, we'll look entirely different in a week or two, but you understand our request. Once you and I are done here, we ask that you and your Family leave the area within 24 hours so that you can be distanced from our activities; we will contact you when the mission is over with the results. In the meantime, I'd recommend making yourselves as inconspicuous as possible while we work. Once we're finished, the Consortium in this area is going to be in panic mode, and we don't want you or your Family getting caught up in anything we may have instigated. It was a true pleasure, Mother Angel. Thank you for your patronage."

WYZ: SWARM

Individuality, Survival, Access

Thanks to Radio Free America and social media networks, it's possible to arrange Tribal activities on a scale you would not normally expect. In fact, a recent development is the act of calling for a Swarm. Whoever called the Swarm is the de facto Mother, connected to a few permanent Family members backing her play. The rest of the Swarm is a short-term flash mob formed for a particular short-term action. The temporary members come in from anywhere, as they see fit, and are available until they decide to leave the group. When the current task is done, the temps leave, and the Swarm leaders move on to new pastures. They make another call for troops, and it starts all over again.

When your Family pulls off a clever culture jam against an enemy, everyone mark experience.

Swarm upgrades (choose two)

- Secure networks and coded communications allow you safe ways to get in touch with allies. +1-ongoing to all moves based on safe communication.
- You have lots of friends you can hide out with. Give Pull to someone to avoid an MC move.
- The Family has access to illegal funds. As a **Job**, you may either tap secret accounts (+2-hold which can be used for +1-forward on any Influence move) or gather dirty cash (+3-forward on an Influence move, and the MC makes a move.)
- Several people have benefited from your help in the past. Choose two Ponies, and gain +1-ongoing with an Influence group of your choice.

Situation Moves

SPEED DATING

The people who run Swarms are expert judges of character, able to determine very quickly whether they can trust someone. Any time your Family has met someone claiming to be willing to help them, you may **run a go-to**, and if you roll a hit, immediately move to **bang bricks** or **shine them** on if you don't trust them. You gain +2-forward on that move.

TROUBLEMAKERS

You are used to causing chaos wherever you go. When you **jam the system** or **gaslight a group**, you may decide to keep things non-violent. If you do, the target of your moves may not respond with violence against you or any of your friends or allies. This effect continues until someone in your team resorts to violence.

EXIT, PURSUED BY A BEAR

If you are caught while engaged in jamming the system or shining someone on , you can mark Taint. and avoid the immediate consequences of failure by escalating to either burning shit down or banging bricks. Roll that move with +2-forward if you erase Pull on someone involved, or if you allow someone innocent to get hurt.

A DAY IN THE LIFE OF...THE TARGET OF A SWARM

"Echo-Five-Zulu, this is Echo-Six-Yankee. Communications check. Yeah, Rob, I read you. Things are pretty quiet right now. The front of the building looks secure. There's a couple of kids, look like college students, sitting on the steps with their laptop. I can get Echo-Three-Alpha to move them along if you want, but they look pretty harmless. The food truck's here a little early, so if you wanna send first shift out to get something for lunch, you can go ahead. I don't think we're going to be victims of a terrorist attack at noon on a Sunday. They probably want time off as much as we do. Yeah, I know what the boss says, that we are engaged in research vital to the safety of the company. I get it. But, really, Rob, think about it. It's a bunch of computers. What's gonna happen? Someone gonna roll in with a hit squad and North Korean hackers and blow the whole place apart? That stuff only happens in movies or-

"Wait a second, Rob. Echo-Three-Alpha, I've lost sight on Echo-Three-Bravo. He was walking toward the pavillion, can you check and see if you have a line of sight on him? Echo-Three-Delta, move to cover Three-Alpha's side, please. All units report- Damn, what the Hell is that? Rob, are you seeing this? I've got a crowd of people gathering in the plaza, all dressed like the President of the United States! No, I'm not kidding! I don't know where they came from! Echo-Three-Delta, can you see what they're doing? The twist? In **harmony**? Are you fucking kidding me?There must be, like, fifty or sixty of them. I can't see what they're doing, just a big group of dancing Trumps – Shit! I've got open door alarms on the south and east sides of Unit Two! All Echo-Threes, respond to the east gate entrance, Echo-Fours to the south! Immediate report of status!

"Rob, I need you to run a quick internal scan on all cameras to make sure no one else is inside the building! All floors, especially the vault and bay two! I'm running back video on all channels to see if there's a breach! You've got to be kidding me! I'm getting feedback over the external radios, sounds like a tape recording of Monty Python's Dead Parrot sketch! What the Hell is going on? All units, switch to alternate channels. The radio net has been compromised. Rob, I need that internal scan right now. All Delta and Beta staff, **shelter** in place, we have a possible break-in in progress. Leon, call Central and tell them to scramble a reaction force right away, intruders in the building. SHIT! Rob, they've got control of our phone lines, Leon says it's a British dial-a-wank line. And my computer just started sending command line prompts in Swedish, which is weird because my grandfather used to speak Swedish when I was little. I'm going to initiate a complete lockdown!

"Echo-Three-Delta, report your position! Echo-Three-Delta, come in! Three-Alpha, report! Three-Charlie, report? Rob, I've lost all **contact** with the first-floor security teams. And all the external cameras are showing an animation of dancing Trumps mooning the cameras. I can't open the control room doors, the vault door sensors are indicating the doors are opened, and my phones are full of posh British girls describing what they can do for me for a pound a minute. I'm screwed here, man, nothing is working. Do you know if the staff was able to hear the shelter-in-place alarm? Can YOU see anything? If you can raise any of the Echo teams, get them down to the vault right away and let me know what's happened. You can write off bay two, I can tell you that. I can see smoke pouring out of the ventilator ducts for the bays, so whatever was in there is toasted. You got anything? Anything at all? I am so fired.

"Yes, Echo-Three-Alpha, I can hear you now. Did you find Three-Bravo? Tied up and duct-taped to WHAT? Shit. Get them down and call a doc if you need one. Hold on. Yeah, Rob, I can hear you. They took HOW MANY? Every fucking server? You must be kidding! Those things weigh fifty pounds a piece, you'd need fifty or sixty people and a fucking U-Haul- Oh, no. Nononono. Rob, check the external cameras to see if that animation is still running. No, let me guess. All the people dressed like Trump are gone, and so is the food truck. And the kids who were sitting on the steps, right? Right. Hold on, Rob. I just got an e-mail advising me to quit my job and get out of the building before the bosses get to me. It's in Swedish. And it's signed Grandfather. Hey, Rob, do me a favor? Tell the Colonel to shove it. I quit."

XYZ: GENUINE

Discipline, Survival, Access

This name, when attached at the end of a Family's name, indicates they do not allow any supernaturals in their Family, and view all supernatural creatures as enemies. Even at Equinox, Genuines have a tendency to issue challenges at the drop of a hat to any supernatural they feel is out of line. This is as close to a hate group as the Tribe gets, and it is policed by other Families, and by Grandfather's Stone Tribals. Although a Genuine Family doesn't have to be involved in actual hatred, the key is that they are NOT going to work with anyone or anything that is supernatural. The leader of the Genuine movement is Mama Trigger's Bleak Harvest Road Genuines, who spend their time traveling to areas where werewolves have killed humans, and hunting down the "renegades."

When your Family hunts and destroys a supernatural creature, everyone marks experience.

Genuine upgrades (choose two)

•You have a source for inside intelligence on supernaturals. At the start of each session, you may choose a supernatural target. All Influence moves in that group gain +1-ongoing this session.

•Your Family has a few dangerous weapons laid aside in order to fight supernatural creatures. +1-ongoing to **burn shit down**, and you can mark Taint and +2-harm against one type of supernatural creature this session.

•The Family is particularly interested in one type of supernatural enemy. Identify it; you take -2-ongoing on all Influence moves with that group, but gain +1-harm against them and +1-ongoing to resist any moves that group makes.

•You care nothing about non-Tribals. Any time an MC move or hard move targets someone near you, if they are not Tribals, you may mark Taint to ignore the move's effects on you by sacrificing them.

Situation Moves

WITCHHUNTERS

You've spent a long time going after supernatural threats, and you know the drill by now. **Any time you are up against some kind of supernatural threat which has made a move or hard move against you, you may roll +signal.**

On a hit, gain 2-hold.

On a 7-9, it's only 1-hold, and you give someone Pull.

On a miss, the MC can make a hard move.

You may spend this hold to ask a yes or no question about any supernatural entity or group.

DIE STANDING

If you fail to resist a supernatural creature's powers, you may convert the normal result of that move to "Mark Taint and a Condition. Gain +1-ongoing to any moves to fight back against the enemy." After you have used this move, you may voluntarily trigger your Death move during this fight, and also gain the 10+ result of **burning shit down.**

BETRAYAL INSURANCE

You trust no one, not even the people you should trust. Any move that the MC makes which would result in anyone betraying you, you may mark Taint to eliminate that person and ignore the move.

A DAY IN THE LIFE OF...MAMA TRIGGER'S BLEAK HARVEST GENUINES

"Sit down if you want to, it's a free world. You come here looking to talk about the thing with Tempest, you're wasting your time, though. We've made our opinion very clear. You can put up with blood-drinkers in your Family if you want, the rules say you can, but we don't want him anywhere near our people. You may trust him, but we don't. And you can talk up Sealing all you want, but we don't know that someone hasn't figured out a way around that, so having a shaman wave some bones around and promise the little cocksucker is going to behave is really pointless. I'm not going to argue the point with you, slick. He stays away from us, period, and if he doesn't, we'll send him back to you with his fangs pulled.

"Call us a hate group if you want. I don't give a shit what you think of us. We're here to do a job, to protect humanity from the Bloats. And for every innocent bystander we see killed by a Bloat, there's another killed by a vampire. Or a ghost. Or a magician, or fairy, or whatever else you can think of. The fact the rest of you have somehow gotten it in your heads that there's any kind of difference between getting your body invaded by an alien and having you mind controlled by a vampire who's going to make you want him to bleed you, that's just a fucking grand mystery to me. Rape is rape, no matter who's doing the raping. You may not want to admit it, but we're the solution to that pollution, brother; we **drill** every day with all our weapons so we can hunt this shit and burn it out.

"Werewolves are our primary target because it's personal for us. All of us have lost somebody to them. Faro lost her husband to a wolf-man who got hungry in a movie theater, and Shame lost both her kids to one that lost his temper when he got stung by a mother-fucking bee in a park. A park, man. Sitting on a picnic blanket sucking down a twinkie one second, and torn into fucking pieces the next. Tell me how that sounds like they could be on our side? Bullshit. The only thing you can do when they get mad is take **shelter** and hope you ain't the target. The only safe werewolf is one that's been fucking skinned. You wanna hold their hands and admire their pretty wolfy fur and invite them into your Family, be my guest. We'll be around when your shapeshifting friend tears your girlfriend from ass to tits because he likes the way she smells. You make sure and tell the shaman who 'Sealed' it thanks, too.

"Yeah, I'm prejudiced. Why shouldn't I be? You know I'm right. Deep down inside, you know I'm right. You wanna let them into your Family, talk big about how you trust them, about how you know their hearts are in the right place. You wanna say they can help us straighten out the world. How they can stand beside us and fight the Bloats, and how they're going to help us win this war. You call us bigots and talk about how fucked up we are, how we should be tossed out of the Tribe, because Grandfather says we're all on the same side. But you're scared to admit that, deep down inside, where you don't want to look, you're just as scared of them as we are. You think I'm wrong? All right, ask yourself this: you've got a daughter, right? I've seen her, what is she, twelve? Okay, here's my question, slick. You willing to leave your friend the vampire alone with her when he hasn't fed in a few days? When you know he can just look at her, and make her do any fucked up thing that takes his fancy? It's mighty noble, saying he's just like the rest of us, when you're not the one who has to run the risk, isn't it? Lot harder when the neck you're offering belongs to someone you really do care about. Tell you what, here's my card. When you finally realize the mistake you're making, **contact** us. We'll tell you a couple of good ways to kill that vampire before he turns your little girl.

"No, I'm not going to take that back. You keep it. Some day, and it will probably be sooner than you think, you are going to need guys like us to come save you from your so-called friends. The reason Grandfather hasn't gotten rid of us is because he knows it's true. Or because they've gotten to him. I heard last Equinox some people saw that bitch he calls his girlfriend was hanging out with a couple of leeches. They can control minds you know. Yeah, fuck you, too, buddy. You may not like what I'm saying, but you'll be on your knees begging me to slit that vampire's fucking throat when he turns out your precious little angel. Good luck, you spineless coward. Let the real soldiers fight the war for you."

The Eyes Of Michael Holt (Part Five)

Screw stopped at the corner and took a moment to scan the surrounding streets the way Dosh and Jumble had taught him, making sure nothing was lurking in the shadows of the alley before he stepped out into the open. For a full ten-count, the hacker watched, waiting as patiently as he could, ensuring he wasn't leading anyone back to the Family's temporary hide. Behind him, PolPol was whistling a little tune and fidgeting in place, and he felt her hand on his shoulder, tapping. ALL-CLEAR-FOOL-BOY-NO-WORRIES-MOVE-NOW-HUNGRY, she Slammed urgently. *It's all clear, don't be silly, let's go, I'm hungry,* he translated, feeling sheepish. Screw knew he was the least combat-savvy member of the Family, but he was trying hard to learn more and it was a little irritating to be shown up by the sixteen-year-old who was born Tribal. *I used to program computer systems for a library,* he remembered. *What the Hell do I know about ambushes?*

PolPol didn't wait, skipping ahead to the door, still whistling. Screw saw the fire barrel down at the next corner, vagrants clustered around it for warmth and comfort. He could smell spilled beer and urine from the homeless camp further down the way, and he hefted the grocery bag in his left hand and placed it there on the sidewalk as he moved on toward the fire door at the front of their place. He clutched the other bag close, feeling its weight, walking quickly to the doorway. Behind him, he heard the shuffling of feet as the men who lived in the alleyway moved up and ruffled through the bag he'd left them. Screw knew the offering would help them survive another week in the streets, and it also bought the Family the men's goodwill; as an early warning system, the homeless people in the area were invaluable. *Far from me,* Screw silently whispered to himself, using Dancer's favorite comment on bad luck. He couldn't imagine what it would be like living out there, without blankets, without food, without electrical power for his computer.

He closed the fire door, and placed the steel rebar across it, then turned to check out who else was home. The first floor walls were mostly gone, only the structural ones still standing. Snow and Shado had really done a number on the place when they first moved in, clearing fire-lanes and making sure there were good cover spots to defend the front door if someone tried to breach it. He saw Maker asleep in the far corner, wrapped up in a nest of sheets atop a pair of gun cases she'd pushed together as her bed. PolPol was already rushing up the steps to see if there was anything to eat around the campfire; he could make out her singing to herself and the tromp of her boots as she crossed above him.

Screw shoved aside a feral cat to clear space on the folding chair by his computer, checking the tangle of power cables running up the wall and out the window to the local utility junction box. They were cool to the touch, and he booted up his machine and logged in, looking for any messages from other Families. A second browser was up and tuned to Radio Free America, and Screw smiled and reached into his bag, pulling out an energy drink and popping it open with a satisfying whoosh of released carbonation. *Sweet bubbly nectar of the Gods,* he sighed.

There was a cough from behind him, and he turned to see Snow waiting patiently, arms folded over his chest. "Papa wants to see you, brother," he said, and backed up to let Screw get up from his homemade workbench. "Seems important."

"Any idea what it is?" Screw asked.

"Something shady." Snow smiled. "Papa and Mojo have been thick as thieves up there all day."

In a lot of other Families, the leader having secrets would cause problems, but Screw and the rest of the Family trusted him to have their best interests at heart. Following Snow up the stairs, Screw could just make out the smell of rum and cigars, some sort of leftover from a ritual Mojo must have cast.

Or is still casting, he realized, stopping short as they topped the stairs. Neither he nor Snow said anything, but they could both see clearly that Mojo was in fact in the middle of something heavy. Stripped to his waist, Mojo's ebony skin glistened with sweat and oil, his face tight with concentration. He was swaying to and fro, chanting low under his breath, a bottle of rum in one hand, a Cuban cigar between his lips. His eyes were wide, dark, rolled back in his head; his fingertips were covered in blood and ashes, broken glass at his feet. On the floor in front of him was a large circle made of sand and ground cornmeal, colors from dyes splashed here and there, soaking into the cracks between the floor-

boards. In the center of the circle was a maze of lines and whirls of more color, like a riot of rainbows. Just off to the side, Screw saw Papa waiting, a stern look on his face. When he saw Screw and Snow standing nearby, he smiled, but his lips were tight.

"Dancer and Dosh still out trying to find where our DEA plant has disappeared to?" he asked Snow, motioning Screw forward with a quickly Slammed COME-CLOSE-QUIET.

"They are," Snow answered, looking over Papa's shoulder. "That something important?"

"More than you know," Papa answered, serious. "Take Jumble and PolPol and corral the rest of the Family. And find Shado and Piper. They slipped off a while ago. I suspect we're going to find our wayward daughter is well aware of her boyfriend's location."

"Shit," Snow mumbled. "On it." He quickly moved back down the stairs and out of sight. The moment he was gone, Papa turned to Screw and placed his hand on the young programmer's shoulder, pulling him close so they could whisper, which meant whatever Papa needed was complex enough to need speech and not sign. A thrill of excitement shot through Screw when he realized he was about to receive some sort of special instructions.

Papa didn't disappoint. "I need you to go-to on someone heavy, son. Someone big and dangerous."

"Who?"

"Holt's boss, Special Agent Warrick." Papa grinned. "This is a big one, Screw. This guy pulls some major weight."

"I can do it, Papa." Screw paused, watching Mojo waving the cigar over the symbols on the floor. Grey-blue smoke rose up, forming into a shapeless blob of stringy black tentacles which disintegrated into fragments of reddish-brown as Mojo slashed the rum bottle through it. Exhausted, the shaman staggered over and collapsed onto a nearby over-stuffed sofa Jumble had liberated from a dumpster. Papa slid over next to him, and slid a blanket around him.

"You okay, old friend?" asked Papa, concerned. This ritual had really taken it out of the shaman, worse than many Mojo had cast before. Better than anybody else in the Family, Mogen knew there were limits to how much contact with the spirits a human mind could handle; he'd seen more than one shaman overcome, corrupted beyond redemption by the forces they worked with.

"I must admit to a certain imprecation of my own mortality," Mojo murmured, his tone casual, belying the fatigue in his eyes. "I am able to confirm the Baron feels our wayward angel will come home with a new friend should we be desirous of that outcome."

"So now I have to decide if we are desirous," Mogen sighed.

"The perils of leadership," Mojo said, his gaze on Screw as the young man left the upstairs. "You've sent our electronic attack dog after the bone?"

"He's hungry. He'll follow it through."

"You think Warrick himself is the Outsider?"

Papa Mogen shrugged. "Or someone very close to him." He thought for a moment. "How much effort would it be to check with Erzulie-Mary to see what she thinks about Holt and Piper?"

Mojo laughed, pulling a small red handkerchief out of his waistband. Whistling a pretty tune, he wrapped a small bit of white cloth around the handkerchief and rested it in his hands. Holding his hand out at eye level, he breathed out onto it slowly. "Erzulie-Mary, bringer of blessings, hear me. Mother Erzulie, who holds the hearts of the world, hear me. Lover of life, can our sister be happy with this man from beyond our world?"

The handkerchief immediately popped out of the white band and expanded into a fair approximation of a blooming rose, holding the position for a few seconds before collapsing back into Mojo's hand. "That would be an emphatic yes," he told Papa Mogen, grinning widely.

"Well, great," Mogen chuckled. "Now if I can just figure out a way we all live through this." He rolled his eyes theatrically, and the two old Tribals began laughing quietly together.

IV: FEVER DREAMS

"Stand back, troops, I got this one. Papa Guede, lurker at the thresholds, man at the crossroads, caller of spirits, hear me. I pour the rum and smoke the cigar, my need is great. I seek the truths unseen. Come and speak to your children, and make us wise, so we may spill the blood of our enemies. Nous apporter la victoire, Frere! Baron of whispers, your chosen people invoke your aid, for favors done and not yet done. There, try it now, Jumper, it should be working."

-Lobo, shaman in Mother Alloette's Frisco Threat Family, casting a ritual to help a Family member decode an encrypted message



THE PERILS (AND BENEFITS) OF THE SIGNAL

There is something behind our reality, some supernatural essence which pervades everything. The Tribals call it the Signal, and it powers magic and psychic powers used by trained mortals, magicians, and supernatural creatures. It is raw unnatural power, and the human mind isn't made to handle that kind of thing. In the best of all possible worlds, no one would go anywhere near it. But this isn't the best possible world.

Magicians and psychics may draw on this power in order to cast spells or energize mental abilities beyond human normal. Most of them refer to the source of this energy as the Wellspring or the Higher Realms; they refer to the energy it produces as mana. The beings which dwell there, and which occasionally speak to their mortal followers, are usually referred to as tulpas or thought forms, or occasionally as angels (or demons.)

Supernatural creatures frequently use their powers without consciously drawing on its source; their connection to the magical places beyond are normally innate and not under these beings' control. They have a lot of different names for the place their power comes from, whether it is a vampire who believes their power comes from Hell, a werewolf who thinks they are blessed by moon spirits, or a cursed construct which believes their powers are based on some form of steam-based ether magic. Whatever it is called, the power all comes from the Signal, and there are literally dozens of varying legends used to explain what it is, and what the creatures who live there are.

The Outsiders' psychic powers definitely come from their own Tainted realm, although it is possibly connected to the Signal. No one on Earth has been able to figure out what the Outsiders' powers are based on, since Outsider psychic abilities seem to work on some other wavelength which human minds can't reach. Fortunately, they are also unable to affect human minds with any regular success. While weak-willed people may be susceptible to Outsider manipulation, most people are able to resist direct control without an actual invasion of their body by Outsiders. The biggest threat of Outsider powers is in their Tainting of the reality humanity lives in. This slow corruption of the real world is slowly destroying it, which is exactly the Outsiders' primary goal. For reasons they do not understand any better than humanity does, the Signal seems to interfere with the Outsiders' Taint, causing discomfort and even pain to them when they come in contact with it.

What interests the Tribe is that the Signal is a powerful weapon which can be used to strike back at the Outsiders. Even more useful, the entities which reside in the Signal are as worried about the Outsiders as the Tribe. This means there are many different beings out there that willingly share their power with Tribals in order to fight the Outsiders. The risk, of course, is that those extra-dimensional things also have their own goals and desires, which may also be detrimental to human life as we know it. The Tribals have identified a core group of beings they work with routinely who seem to be mostly amicable, and they call these the *loa*.



HORSES

Each of the *loa* have their own goals and desires. No one is quite sure whether the spirits are real, or merely manifestations of the human subconscious as filtered through the Signal. What is known is that different spirits react in different ways to contact. Also, all *loa* seem to have two distinct aspects, the Petra and the Rada. Rada aspects are generally (but not always) calmer, more controllable, gentler, and less disruptive. These are also called Old Spirits. The Petra aspects are crueler, wilder, and violent; they are usually referred to as Young Spirits.

Sometimes a person may become host to one of the *loa*, usually through either voluntary ceremony or involuntary seizure by an aggressive spirit. This process, known as being ridden by the *loa*, results in the effects listed for a Horse of each *loa*. This is normally either the result of an MC move or by a *loa* using Pull it has on a character to take over that person's body for a period of time.

The effects of being a Horse are detailed below for each loa. I usually let the player play their possessed character if they follow the general personality f that loa. Riding a horse gives the spirit the chance to indulge themselves and make progress on their own goals, so remind the players being ridden is not just changing the voice and manner, but being a conduit to forces which normally get no time out to play.

There's a few suggested services a loa might require to erase Pull. When you are doing a service it means the loa has demanded something be done in its name; how you do it is up to you.

CHARMS, TALIMANS, AND RELICS

Even if a Tribal doesn't have any access to rituals or petitions to the loa, they can still have access to magic. There are items which carry power, from small to significant; they are available to use even if the person with the item has no training at all with magic.

The lowest powered items are charms, made by shamans and traded like candy between Families; they are considered uncommon items for Tribal Influence moves. A charm is hand-made, a small token with a little magical power imbued, and a sympathetic connection to the Signal. It may be a bracelet woven in the shape of a spiderweb, or a small bloodied piece of silk wrapped into a ring. If a character with a charm chooses to use the charm, he must break or tear it so that the magic is released. The charm is ruined when used. Any shaman who knows the general ritual Appleseed may use it at the start of a session to create charms or talismans.

POPPING A CHARM

When you destroy a charm to release its magic, choose one:

- Gain +1-forward on another move.
- Heal 1-harm.
- Increase harm on one move by +1-harm.

With enough time, shamans can create talismans, items which have a specific ritual imbued into them. The shaman can create a talisman in the same way they create a charm; it is more stressful, and requires more time and effort.

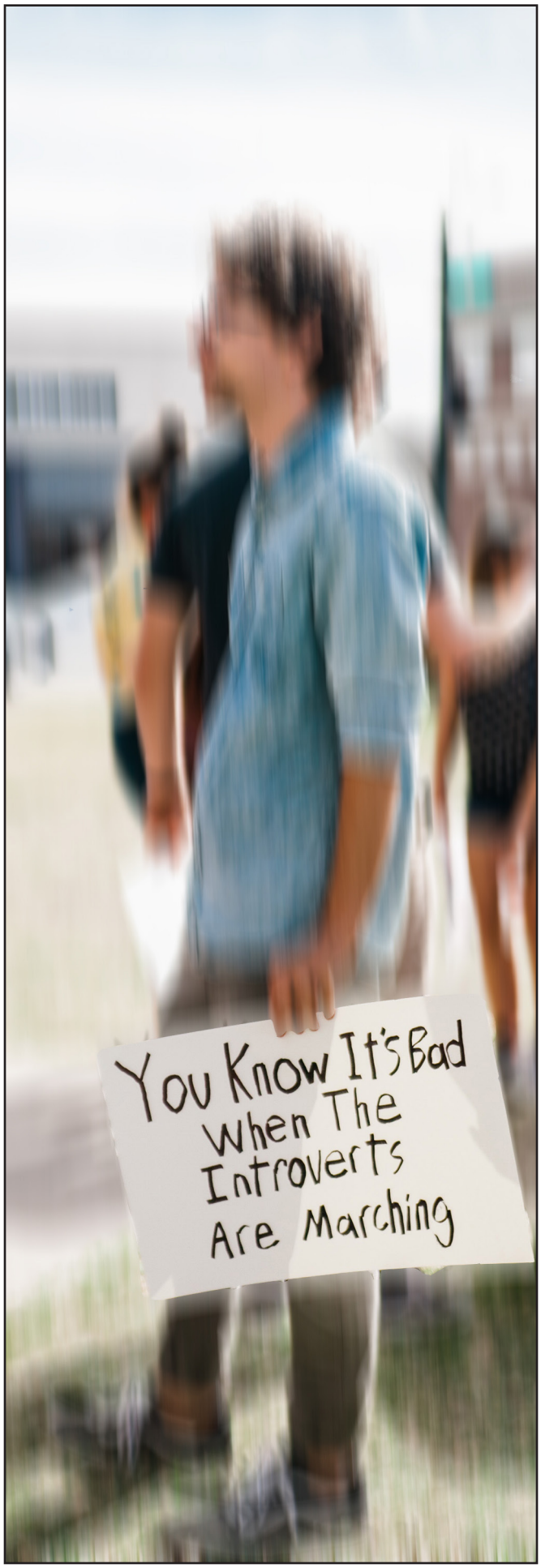
CREATING A TALISMAN

Identify which ritual you know will be bound to the talisman. Roll that move, and take 1-harm AP mystical to bind the result of their move into the talisman. You must know the Appleseed ritual to make talismans, and no character can have more active talismans unused than twice their signal trait. This includes those given to others.

In the future, when that talisman is popped, the specific ritual result is applied. If there are consequences of using a talisman, they are paid by the person who uses the talisman, not the caster.

If a character wants to get a talisman as a resource, they are rare items for Tribal Influence moves. Talismans provided by NPC shamans can be for any ritual, and are assumed to be 7-9 hits when used.

Relics are the extremely rare items which are innately and permanently magical; they are the province of the MC, and are not available for trade or purchase. A relic will be described with a specific move or moves that can be used when the relic is used; some examples are included in Chapter Seven. Use of relics is dangerous, as they represent power and magic that has been lost to mankind for centuries, and those who possess relics often will attract powerful patrons and enemies interested in the magical devices themselves.





RITUALS, HORSES, AND OWING PULL TO THE *LOA*

Slips and Hides is the Tribal term for rituals used by shamans to aid their efforts in the War. Those who are not shamans can learn rituals as well, through using the "choose a move from another playbook" advancement. The reason many Tribals don't decide to learn or use slips and hides is because many of the more powerful rituals have potent negative side effects if they fail. Of particular concern is accumulating Taint; Tainted people begin to become unstable, and can eventually be killed by it, or turned into monsters interested only in the darker sides of their desires. Every ritual is passed from Tribal to Tribal, and because they don't come from a text-book or lesson plan, each ritual is unique to the caster. They may even vary from casting to casting. The only absolute rules are that rituals require the caster to make gestures and sounds the caster finds relevant, the caster must take positive action to cast the ritual (there are no passive rituals) and there must be at least one item of symbolic importance or connection to the ritual. For instance, casting a ritual to heal a broken arm may involve calling out to Tante Marie, and taping together a broken chicken bone over the injured arm.

This sort of thing is why Tribals often call the process of casting shaking the bones at something.

SHAKING THE BONES

When you concentrate your will upon changing the world through ritual magic, roll +signal. Describe what sounds you make, what motions you make, and what symbolic object you are using which represents your goal. For each of these you do not have, take -1-forward cumulative. If the MC feels your description is particularly good use of the symbols, history, or desires of the *loa* you gain +1-forward. If you are desperate, you may mark Taint to give yourself +2 on the roll.

Look up the results of this move under the specific ritual, below. In addition, after any ritual which results in a miss, the MC may make a move in addition to any other effects listed for the ritual.

Each of the following pages gives a more detailed description of each *loa*, their Tribal name and popular alternate names, and a list of rituals they preside over. Also listed is a description of what happens when that *loa* takes a person as a horse, and what sort of favours they expect when you owe them Pull.

Anyone may learn General Rituals. Only those who have earned access to a specific list may use *loa*-specific rituals. Playbooks which grant access to rituals will explain what lists are available to the caster. Note that, because one advance is to take a move from another playbook, any character can, in theory, gain access to rituals for use during the story. However, those playbooks which are weak in signal might want to avoid wasting their time with learning spells, as the consequences of blowing a casting can be catastrophic. These rituals are generally more powerful than slips and hides.

GENERAL RITUALS

Spirits invoked: any, determined by circumstances

APPLESEED

Creates charms or talismans, or purifies food, items, or people.

On a hit, any impurities/toxins/poisons are removed from the target. If used at the start of a session, create two charms, which you may give way if you want.

On 10+, any target also loses one Taint. If used at the start of a session, you create one talisman for a ritual you know.

On a miss, the ritual fails and can't be used again for a full lunar month. Appleseed can only be used at the start of a session, or once in the course of a session. It can target up to a large group.

Example Casting: Sing songs of growth while binding three appleseeds into a small cloth; bury it.

BROAD SHOULDERS

Allows temporary respite for suffering or fatigue.

On a hit, any penalties caused by pain, exhaustion, or physical inconvenience are gone until sunrise.

On 10+, you also receive +1-ongoing to steel moves until sunrise.

On a miss, the ritual fails, and nothing else can prevent those penalties until sunrise.

Example Casting: Pack stones into a bag while grunting like a pack mule.

FALSE LIGHT

Allows the target to see the unseen.

On a 10+, choose two. On a 7-9, choose one. On a miss, the ritual fails.

- +1-ongoing to moves which might be hindered or affected by lighting
- The close area is lit to daylight standards.
- A hidden danger is narrowly avoided.
- Reduce your next harm taken by 1.
- A dangerous secret is revealed to you.

Example Casting: Burn a piece of paper while whispering a secret.

FOOTSTEPPER

Creates invisible bindings to slow or interfere with an enemy's movement.

On a 10+, choose 2. On 7-9, you choose 1. On a failure, the ritual fails.

- The target experiences intense vertigo. S-harm.
- You know where they are.
- The target is significantly hindered. +2-forward on your next move against them.
- The target is prevented from moving more than a few feet for the scene.
- Your target is left vulnerable. +1-harm to all your moves against them.

Example Casting: Tie a shoestring together calling the name of the target.

HIDE

Improves stealth and ability to pass unnoticed by human eyes.

On a hit, you gain +1-forward on any attempt to hide or evade direct detection until sunrise.

On 10+, this is +2-forward instead.

A miss does nothing at all.

This ritual does NOT affect machines, sensors or cameras, or mystical detection abilities!

Example Casting: Bind a black cord over a white cloth, making a hushing noise.

NO TIME LIKE NOW

Gives the caster luck now at the cost of possible bad luck later.

On a hit, gain +2-forward to your next move, but take -1-ongoing after that until sunrise.

On 10+, the penalty is only -1-forward some time during the session, MC's choice when.

On a miss, things go pear-shaped right away; take -2-forward to your next move.

An interesting side effect of this ritual is that casting ANY ritual on the Trickster list within 48 hours of casting this one automatically gains +2-forward IF you rolled a miss on No Time Like Now.

Example Casting: Call out to spirits for help whileblowing on a pair of dice.

SENDING

Allows the caster to select an item to become mystically available when needed at some point in the future. Place one item which could be held in your hands outside reality.

Unlike other rituals, don't roll the move when you cast. When you want to recover the item, roll.

On a hit, the item is returned to you intact, no matter where in the world you are, and placed into your hand ready for use.

On 7-9, the item is not recovered, but does still exist somewhere in unreality. You can mark a Condition to force the item through to you anyway.

On a miss, the item is not returned, and is lost forever.

The caster can have one sending active; casting another causes the first item to be lost forever.

Example Casting: Tear a hole in a sheet and pass the item through the hole while calling out your name.

SLIP

Helps the caster becomes better able to escape or enter places.

On a hit, any one lock or barred entryway opens automatically, or all physical restraints on the caster are loosed so she can escape them.

On 10+, all locks and bindings within sight or reach of the caster are instantly released or opened. This includes passwords and electronic codes as well.

On a miss, nothing happens, and the ritual can't be used again until the next sunrise, in addition to any effects of a failed move or enemy action.

Example Casting: Cut through a knot while asking for the way to be opened.

WALKDOWN

Makes the target better at fighting, and more intimidating.

On a hit, +1-harm given and +1-ongoing to moves to cause fear or concern until sunrise.

On 10+, also gain +1-ongoing to combat moves of any kind until sunrise.

On a miss, take -1-ongoing to all physical moves until sunrise.

Example Casting: Psyche yourself up by pounding your arms and slapping your face, marking your face with warpaint.

WARDING SIGN

Used to provide alarms or magical barriers on an area by drawing an intricate design upon a surface. The symbol drawn determines what or who is warded.

On a hit, the ward works, delaying entry by the target and notifying the caster of the violation.

On a 10+, the ward also causes the target 4-harm AP mystical.

On a miss, the ward doesn't work, and the caster marks Taint.

The various warding signs possible are:

- Guede- The undead.
- Samedi- Ghosts and spirits
- Chango- Shapeshifters.
- Erzulie- Demons and devils, and those possessed (including Outsiders.)
- Tante Marie- Those who have betrayed loved ones.
- Raven- The Fair Ones and their minions.
- Coyote- Those who come without permission; Coyote's ward doesn't do any damage, but the target is unable to see a way to enter the area warded. It's as if it doesn't exist for him.
- Damballah- Natural beasts.
- Legba- Those keeping dangerous secrets; this ward is actually painted onto the skin of a restrained target, and is used as an interrogation technique by Tribals. Each time the warded target lies, they take the damage. The amount of pain is so severe most people will realize lying more than once is probably fatal.
- Cachon Gris- Technology. This ward is painted onto a machine; it causes that machine to fail to work until the mark is removed. The machine is undamaged; it just won't function.
- Maman Brigit- Anyone the caster has blood, nail or hair clippings, or bodily fluids from.
- The Tattered Lord- Magic and mages.

There are no example castings given for the Warding Sign, because the exact usage and symbols varies so wildly.





THE MASTER

Tribe Name: Baron Guede
Alternate Names: Odin, Saint John, Marduk, Ahura Mazda, Baime, Nyame, Dagda, Wakan-tanka

The head of the Tribal *loa*, Guede is the patron of laughter, erotic love, and life and death. He is the master of all the other spirits, and chooses to favor those who bargain with him by offering him rum or cigars. He appears as a laughing man with great white teeth, and when he is happy, everyone else laughs. When Guede is angry, the world shakes and the sky darkens. He is most often invoked for his blessing on interpersonal tasks, and to seal bargains between Tribals, since he hates lies of all kinds.
Signs: the circle, representions of the Earth, crosses, a handful of fresh and fertile soil
Color: brown
Possible service: seek out a new lover, assist a troubled magician, remove something offensive from its tomb in the earth, settle or disperse a dangerous spirit

GUEDE'S RITUALS

CALLING

Summons spirits to perform tasks for you. Nominate one of your traits and a move you want help with. You may mark Taint to call on darker spirits, gaining +2 to your roll.

Describe the name and general look of the spirit who answers your summons.

On a hit, the trait becomes +2 for that move, regardless of your normal trait. So this ritual can help a person with a -2 ice suddenly count it as +2 instead.

On a 10+, you may give Pull to the spirit and owe it a later service; if you do, your trait becomes +3 for that move.

On a miss, the spirit is riled and gets lose; the MC makes a hard move.
Example Casting: Wave a burning cigar and call to Guede to bring you aid.

GUEDE'S PROMISE

Prevents death by wounds.

On a hit, the target can't die from wounds suffered in battle, as Guede prevents their souls from leaving to go to Samedi's realm. Doesn't prevent harm, or keep any healing from taking place, either, and it doesn't remove the EFFECTS of injuries (pain, disability, loss of use) though, so Tribals use it as a way to prevent their death in battle until some form of magical healing can take place.

On 10+, you also gain 1-armor mystical.

On a miss, the target gains nothing but +1-ongoing to **burn shit down**. This lasts the rest of the session.

If the wounds taken are still lethal at the next sunrise, the character dies then.
Example Casting: Draw Papa Guede's symbols on your skin over your heart, both hands, and your forehead. As you invoke his protection, drink an entire bottle of rum in one sitting.

LORD OF HOSTS

Gives the caster some of Guede's powerful presence.

On a hit, you gain +2-forward to the next move you make involving impressing or commanding someone.

On 10+, you gain +2-ongoing to all those moves until next sunrise instead.

On a miss, the ritual fails and all animals and spirits you meet will be hostile until next sunrise. They may not attack you, depending on the situation and their nature, but they sure won't be helpful.
Example Casting: Dress in your best clothes while chanting praises to Baron Guede's strength and wisdom.

MEMBRANCE

Reveals any fact or story which is currently known somewhere in the world.

On a hit, the information you seek must fit on one sheet of paper, and be written or printed on paper somewhere in the world. It can get you a phone number if it is currently published in a phone book, or the text of a letter or memo which someone wrote, as long as you could name the document specifically enough for a positive identity.

On a 10+, the information you request can be anything at least three people in the world know.

On a miss, the ritual fails, and Guede rituals can't be used until you do a service for him.
Example Casting: Describe what knowledge it is you seek while smoking a cigar down to the stub; drop the ashes onto a blank sheet of paper.

RABBIT HOLE

Presses shadowy nightmares into an enemy's mind.

On a hit, the enemy takes s-harm magical, and loses control of their body for the next hour.

On 10+, they are also subject to horrific nightmares; all moves are +1-ongoing against them until next sunrise.

On a miss, the enemy is fine unless you mark Taint; if you do, count it as a 10+ hit.
Example Casting: Before you sleep, tear a hole in a dreamcatcher, cursing your victim's name out loud.

Baron Guede's Horse

You become a crotchety old man in behavior, quick to laugh and quick to snap at those who displease you. You are aroused by any pretty person of your gender-preference, and easily distracted by good drink. You can't do direct violence to anyone. Gain this move:

THE CHAIRMAN

When you dominate other spirits, roll +signal.

On 7-9, you can still or silence all manifestations of the Signal for the rest of the scene. No supernatural or psychic power moves can be attempted; they automatically fail (you are immune to this effect.).

On 10+, you may call forth any one other *loa* and force it to do one task for you, gaining the 7-9 effect of one of its rituals. It gains Pull on you.

On a miss, take s-harm; you are no longer a horse.



THE DEATHLORD

Tribe Name: Baron Samedi
Alternate Names: Osiris, Santa Muerte, Xipe Totec, Saint Roch, Azrael, Izanami, Bao Zheng, Hel, Chernobog

Also known as Baron Saturday, Samedi is the Lord of the Underworld, which he took from his father Guede by force. The two argue and will not support each other; anyone loyal to one will never receive help from the other, and calling on one within a day of the other is bound to fail. Samedi is invoked to speak with the dead, to deal with spirits, and to open locked things and force your will on others. He favors sacrifices of chickens, particularly those with red feathers, or doves, because he lusts forever for his half-sister Erzulie.
Signs: a skull face, top hat, a necklace of finger bones
Color: green
Possible service: return someone to the rightful rest, protect a burial ground, destroy someone who has desecrated a tomb, bring death to someone it seeks

SAMEDI'S RITUALS

CARRION FEAST

Brings forth the soul of a recently dead person to speak to the caster.

On a hit, the person requested shows from the afterlife and communicates with you for one hour; when the soul leaves, it takes part of your energy with it. -1-ongoing until sunrise.

On 10+, the spirit is also able to interact with the real world for one hour before leaving.

On a miss, the spirit doesn't manifest, but you still take the -1-ongoing, and mark Taint.

This ritual doesn't compel the spirit to tell the truth or answer at all, just to come forth and be available for you.
Example Casting: Samedi's name while drawing a casket-shaped shape out of grave dirt.

DEATH BLESSING

Drops the target into a deathlike-trance while their mind wanders.

On a hit, the target falls into a coma lasting until sunrise. The target's soul can wander as it wishes, unable to interact with the real world except for watching and listening. It can pass through all but magical barriers, and moves at the speed of any conveyance it boards. At sunrise, the spirit snaps back to the body, no matter where it is.

On 7-9, the coma lasts until the spirit can return to the body. If the soul doesn't return, the body will begin to die from starvation.

On a miss, the coma is endless, with the spirit locked in the body, unable to move. Each sunrise, the trapped soul may roll +steel; on 10+, the coma ends.
Example Casting: Prepare a sleeping place. Surround it with candles carved with the fingerbones of dead men, and sing a funeral dirge as you drop off to rest.

GRIEF WEAPON

Empowers a weapon against someone who has hurt you.

On a hit, if the target has ever done harm to the caster, the weapon gains +1-harm permanently against the target. You may only have one grief weapon at a time.

On 10+, the harm bonus is raised to +2.

On a miss, the weapon is destroyed in the casting and the caster marks Taint.
Example Casting: Run a mixture of your blood, sweat and grave mold over the working surfaces of the weapon while chanting the name of the target repeatedly.

SATURDAY'S CHILD

Allows the caster to see into the spirit world, and interact with what he sees. as if he was also in the spirit world.
The caster may end this effect at will, or it ends at sunrise.

On 10+, the spirits are pacified, and no supernatural move against you is possible.

On a 7-9, you can gather information from the spirits, but the spirits in the immediate vicinity are agitated; the MC can make a move involving them.

On a miss, all in the area take 2-harm AP as all loose items in the area erupt into motion. The caster must mark Taint, or is possessed by one of the *loa*.
Example Casting: Prepare a mix of tears and cobwebs, then drop it into your eyes as you whisper names of the dead.

THE BARON SAY

Causes horrific terror and a desire to flee. The caster must be standing in at least partial darkness, and the sun must be down, or the ritual fails automatically.

On a hit, the target is terrified but in control; all moves against him are +1-ongoing until sunrise.

On 10+, the caster chooses to accept the 7-9 effect, or to mark Taint and the target is filled with overwhelming fear, fleeing until he reaches a safe spot to hide until sunrise.

On a miss, the caster must mark Taint, or the target is filled with righteous fury, gaining +1-harm and +1-armor against the caster UNTIL THE CASTER BEATS HIM IN PERSONAL COMBAT! Yes, this can be forever.
Example Casting: Lock eyes with the target, call the Baron's name, and point a chicken's claw at them.

Baron Samedi's Horse

You straighten to your full height, and walk with a sense of regal bearing and command. You can't cross running water, and are unable to rest unless it is in contact with grave dust. You can't help anyone heal or otherwise delay death. Gain this move:

WANT OF A NAIL

When you call death upon an enemy, roll +signal.

On a hit, mark Taint or Samedi gains Pull on you.

On 10+, a freak accident does 4-harm AP to any person you can see, or 2-harm close area loud to all enemies.

On 7-9, reduce the harm of either effect by 1-harm, and you take s-harm.

On a miss, mark Taint; you are no longer a horse.



THE WARRIOR

Tribe Name: Chango
Alternate Names: Ogoun, Kovas, Anann, Tyr, Bast, Pele, Kali, Saint Phillip

Sometimes referred to as the Steppin' Razor or the Hard Man, Chango is the Tribal spirit of warfare. He cares for nothing but violence, and calls the Tribe to spill blood in his name. No one invokes Chango, except to deal death. He appears as a giant of a man, dressed all in black, with a huge razor-sharp machete always near. His favorite gift is the sacrifice of an enemy, preferably alive, but he also likes sweets of all kinds.
Signs: bloodied knife or fist, dripping blood, crossed blades
Color: blood red
Possible service: seek out a worthy opponent, beat a bully to death, defend a group or place from undeserved violence, take possession of a powerful weapon

CHANGO'S RITUALS

BIBLE JOHN

Inspires bravery, confidence, and moral certainty the chosen path is the right one.
Rumour is this ritual calls on the spirit of John Wayne.

On 10+, choose two.
On 7-9, choose one.

On a miss, the target marks Taint, is compelled to act against the course of action described, or takes 2-harm AP from brain damage (target's choice.) The caster also marks Taint.

- Target is highly motivated. +1-ongoing on all moves toward the goal.
- Target is resistant to opposition. +2-ongoing to resist coercion or manipulation
- Target is revitalized. Heal all severe or critical harm.
- Target is prepped for war. +1-harm dealt, -1-harm taken
- Target is focused and hyper-aware. +1-ice and +1-smoke

Effects last until the goal is achieved, or sunrise.
Example Casting: Holding a holy text of any religion, make a firm declaration of power and authority.

BIG GOODBYE

Causes massive damage to an area, without regard to who is in it.

On a hit, everyone within close range of an area the caster can see takes 4-harm blast.

On 10+, the caster may nominate one person in that area who doesn't take harm, or she can mark Taint and raise the damage to 6-harm blast mystical.

On a miss, the caster chooses one: suffer 4-harm AP as the energies release inside him; mark Taint and pass that damage to an ally within your sight; lose access to all ritual moves until the next session; the MC makes a hard move with your target.
Example Casting: While brandishing a weapon or item that would do massive damage to someone, light a match and call the fires of doom onto your enemies.

GOLDEN TARGET

Makes one target susceptible to all attacks against them.

On a hit, all moves targeting an NPC gain +2-forward until sunrise. If the target is a PC, they take -2-forward to all moves to resist attacks.

On 10+, the target also draws fire; all attacks made by enemies automatically target him until sunrise.

On a miss, the CASTER suffers the effects of a 10+ hit unless they mark Taint.
This ritual ends immediately if the target dies or escapes.
Example Casting: Call out the birth name of the target while marking your gun hand with a red target symbol.

HEADBANGER

Causes extreme headaches and joint pain in the target.

On a hit, cause 1-harm AP and s-harm to a target the caster names. The s-harm lasts until sunrise as the target suffers debilitating pain.

On 10+, also cause +1-harm, and the caster may mark Taint to make the damage unhealable without serious medical attention.

On a miss, the caster takes the effects of a hit unless she nominates a friend to take it for her.
Example Casting: Scream while damaging something the target has touched.

TEARS SKIN

Cast on a blade before combat, aiding aim and damage.

On 10+, choose 2. On 7-9, , choose one, and take 1-harm AP which can't be healed until sunrise.

- You get +1-steel and +1-armor while using the weapon.
- Chango notices you. Your weapon gains any one of area, autofire, or AP, or loses one of messy, loud, or reload. This lasts until all combat ends.
- Someone you love is protected by mystical armor which entirely cancels the next amount of harm they would suffer. You take it as minimal harm.
- You are aware of all threats or enemies at the combat scene.

On a miss, the weapon-holder must **burn shit down** as her next move, and marks Taint.
Example Casting: Cut your own skin with the knife, calling Chango's name.

Chango's Horse

You become a murderous force, interested only in tracking down someone to fight. You grin uncontrollably, and ignore all damage until released, at which point it all comes due. You can't reason beyond combat tactics, and must fight with melee or your naked flesh. You cause +1-harm; you reduce damage taken by 1-harm. You are not allowed to avoid combat, even with friends. Also, gain this move:

CURB STOMP

When you break the bones of an enemy with your fists, roll +signal. On a 10+, do 4-harm messy loud and take 1-harm. On 7-9, do 3-harm loud and take 1-harm. On a failure, do 2-harm, take 1-harm and mark Taint; you are no longer a horse.



THE LOVER

Tribe Name: Erzulie
Alternate Names: Erzulie-Marie, Prende, Eris, Aphrodite, Rati, Freya, Saint Mary Magdelene

Erzulie is always dressed in white, is the patron of romantic love, family, and sacrifice for good causes, as well as healing. She's invoked to heal wounds, bless relationships, and protect families in times of crisis. She is always crying for the sins of her family, and the sins of the world. Erzulie doesn't accept sacrifice, but is called more easily when you recently helped someone in need (say, within the last hour.)
Signs: the dove, red tears, roses, silver or gold rings
Color: white
Possible service: protect star-crossed lovers, find help for a lonely person, punish a betrayer, arrange a meeting between potential lovers

ERZULIE'S RITUALS

BLOOD FOR MINE

Removes someone's damage taking it yourself.

On a hit, the caster takes up to 4-harm, one Condition, or all ongoing negative effects from a person touched.

On a 10+, the caster heals 2-harm transferred, or marks Taint to give what he took to the next person touched.

On a miss, the caster either marks Taint, or gets the target's wounds without that person getting rid of them.
Example Casting: Kiss their wounds while treating and singing softly.

ERZULIE'S TEARS

The caster cries tears of fresh water for one hour.

On a hit, those who see you can't use violence against anyone in the area.

On a 10+, the tears can erase one Condition. This ends the ritual immediately.

On a miss, the ritual either fails, or the caster can take 2-harm and be blinded until sunrise; if she chooses this result, the 10+ hit is applied.
Example Casting: Whisper a painful memory into a small crystal vial, then breathe into it.

FEAST OF KISSES

The target counts an act of physical intimacy as sustenance.

On a hit, any completed intimate act counts as a full day's food, water, and shelter.

On a 10+, it also heals ALL harm and removes all ongoing negative effects.

On a miss, the ritual fails and the target and caster mark Taint. This ritual lasts until the next sunrise, and affects both the target and those they sleep with.
Example Casting: While beginning to undress each other, kiss and clasp hands, and both partners invoke Erzulie's comfort and protection.

SAINT JIMMY

Makes a target brave, sturdy, and noble, even if they normally aren't.

On a hit, the caster gains +1-ongoing to all moves involving being brave or resisting negative effects, as long as they behave in a an honorable and heroic fashion. Stops at sunrise.

On 10+, make it +2-ongoing, and the target is immune to Taint until sunrise.

On a miss, the ritual fails, and can't ever be cast on that target again.
Example Casting: Look into the target's eyes, trace a dove on their skin, and tell them how you depend on them.

TWO FOR ONE

A target shares whatever the caster feels. Very popular at parties, but also as a form of messaging or curse.

On 10+, choose two good and one side effect.

On a 7-9, choose one good and one side effect.

On a miss, one good; the MC picks two side effects.

- Target and caster now can speak mind to mind for a scene
- The link transmits very vividly; +1-ongoing on moves on each other
- The link carries emotions and physical sensations
- The link works one way only, caster's choice.
- The link allows participants to use each other's traits for one move.

Side effects can be:

- The caster feels disoriented and nauseous. -1-ongoing while ritual is active.
- The caster must pause and concentrate to open or close the link.
- The target knows who has cast and when the ritual is cast.
- The caster takes one level of Taint.
- There is an unexpected revelation between the participants.

Example Casting: Sit very still on a white sheet, concentrate on the target while saying their name over and over.

Erzulie's Horse

You become aloof but still somehow sultry, a desirable virgin unattainable but open-hearted. Tears begin to flow down your cheeks, and you feel sad for all the pain in the world. You are angered by any harm to an innocent, and compelled to help those in legitimate distress or need. You can't harm or allow harm to anyone who isn't an open enemy. Also, gain this move:

STILL THE WATERS

When you sacrifice for another, roll +signal.

On a hit, you may redirect any MC move or hard move from someone else to yourself. You ake any consequences or harm; you may give it to an enemy you see instead of keeping it yourself if you mark Taint.

On 10+, you may also convert the hard move to a normal move so that you can respond to it. You gain +2-forward to any moves to respond to the redirected move.

On 7-9, you also edirect any MC move or.

On a miss, take s-harm; you are no longer a horse.



THE PROTECTOR

Tribe Name: Tante Marie
Alternate Names: Mother Mary, Asase Ya, Hathor, Hanhepi Wi, Xochequetzl, Damara, Saint Anne, Freya, Ishtar

A version of the nanny who raised Grandfather, Tante Marie has a mother's dedication for her child. She is closely related to Erzulie, and the two are frequently invoked together. The protector of the weak, and the avenger of wronged innocents. Her sacrifice is a meal, freshly cooked, and fed to those in need, or the petitioner's own blood mixed with wine.
Signs: a pierced heart, a hooded face, open palm, a shield
Color: gold.
Possible service: protect a child in danger, utterly destroy an abuser, provide safety and relief to someone in need, rescue someone who is lost

TANTE MARIE'S RITUALS

APOSTLE'S BLESSING

Places subject into a deep healing trance to recover from all but the most horrific of wounds or illnesses.

On a hit, all ongoing effects of poison or illness stop. The subject falls into a deep coma-like sleep, immediately recovers all critical harm, and heals another 1-harm per hour. The target will be ravenously hungry and take -1-ongoing to all moves until they can get a full meal.

On 10+, healing is as above, and also removes one Condition and all Taint marked (not Taint moves.)

On a miss, nothing happens at all, and the caster can't try the ritual again for 24 hours.
Example Casting: Annoint the target with medicinal oils while praying to Tante Marie for healing rest.

CHILD OF GOD

Purifies and cleanses a target for future action.

On a hit, erase 1 Taint, ecome immune to any Taint not caused by your own moves, +-ongoing until the target takes an action that is unrighteous or selfish.

On 10+, the target also becomes immune to possession and supernatural or psychic powers.

On a miss, the ritual fails and the caster takes -1-ongoing until sunrise for their lack of faith.
Example Casting: Mark hearts in oil upon the target's limbs, chest, and forehead while blessing their righteous action.

FAITHFUL

Binds a promise between two willing participants.

On a hit, the intent of the promise is binding; both people gain +1-ongoing to all moves involving the promise as long as the promise is kept. If it's broken, whoever broke it suffers a painful loss.

On 10+, the binding is even stronger; +2-ongoing and the oath-breaker suffers a major loss.

On a miss, -2-forward on your next move as you struggle to ajust to Tante's denial of your request.

MOTHER'S HUG

Allows a caster to protect one person they hold from all attacks or harm.

On a hit, as long as the caster holds the target and neither moves, they are immune to all attacks or harm, and can't be seen or interacted with at all; it's like they don't exist in our world.

On 10+, the caster can move at a slow walk with the person they are holding; when they have exited the area to safety, the ritual ends.

On a miss, the ritual fails and can't be tried again until sunrise.
Example Casting: While holding the target and clenching a golden chain, call out to Tante Marie.

TANTE'S KISS

Grants a blessing of protection to the target.

On a hit, the target has 1-armor the next time they are hurt or exposed to something, and +1-ongoing to any moves involving resistance to diseases and toxins. This lasts until the next sunrise.

On a 10+, the armor is good against all attacks or damage until sunrise.

On a miss, nothing happens, and the ritual can't be cast again for a full week.
Example Casting: Pass a white cloth over the face of the target, tucking it into their belt. Mention Tante Marie's children.

Tante Marie's Horse

You are surrounded by an air of loving discipline and well-meaning protective authority. The weather and all environmental effects are stilled within close range of you, unless you are angry, when they are provoked and extended. You seem to reside in light no matter what the local lighting is. You must protect and nurture all children present, and can't abandon or refuse them any reasonable request. Also, gain the following move:

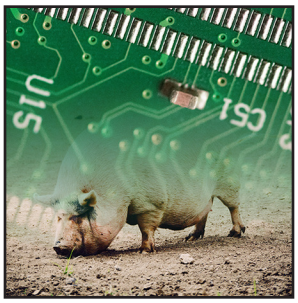
MOTHER'S CHILDREN

When you use your connection to the spirits to judge another's suitability, roll +signal.
Using this move involves your spirit-ridden character demanding attention and obedience from the surrounding spirits. As a result, it has some hidden dangers. Every time you use this move, the MC makes a move with any local spirits; it can't be directly harmful to you, but it adds complications.

On 10+, act as if you had rolled a 7-9+ on the **go-to** and **shine someone on** moves.

On 7-9, advice comes to your mind which grants you +2-forward to your next Influence move, but the MC makes a move.

On a miss, take s-harm and mark Taint; you are no longer a horse. The MC makes a hard move involving the spirits you quesioned.



THE HUNGRY

Tribe Name: Cachon Gris
Alternate Name: Hob, Domovoy, Bad Jack, Maitresse Graisse, Le Mangeur, The Preta, Plutus Major, Mammon, Saint Isidore

The patron of technology as both gift and curse, Cachon Gris (the Fat Pig) is always hungry, and will devour as much as is offered. It is not a smart *loa*, but it is cunning, and has a natural gift for the makings of men. It is called upon to help or hinder the operation of technology, and for little else. Its favorite sacrifice is expensive technology, or large amounts of food destroyed.
Signs: a pig, broken circuits, a rusty bolt, bowls of food
Color: pink
Possible service: build an overly complicated device to do a simple task, destroy a piece of expensive and irreplaceable technology, steal valuable tech, break all the glass on a street

CACHON GRIS' RITUALS

CACHON'S FOOD

Takes control of any technological device she can see.

On a hit, the caster can operate the device just as if she was sitting at the controls.

On a 10+, the caster can also make the machine behave in ways it wasn't intended to; a coke machine could fire cans at high velocity or a plane's running lights could blink out Morse code.

On a miss, the ritual fails; the item fails as well, and is ruined. To avoid this, the caster must mark Taint.
Example Casting: Holding an electronic component, make a grunting noise while pointing at the target.

CANT-SEE-EM

Interferes with an enemy's ability to follow what the Family is doing.

On a hit, the caster must choose a single target to suffer distractions, making them unaware of the caster's actions for one scene. If the target or someone else in sight doesn't interact with the caster directly, they are effectively invisible.

On 10+, the ritual affects all desired targets in close range. Even sensors and cameras will not register the caster and his allies.

On a miss, nothing happens, and any other rituals fail if cast within an hour.
Example Casting: Wrap a black rag around a doll's eyes. Whistle.

GEARJAMMER

Makes an innocent item with moving parts a weapon.

On a hit, the next time someone tries to use the item, they take 3-harm AP messy.

On 10+, the caster can still use the item without harm, and it does 4-harm AP messy.

On a miss, the ritual fails; mark Taint.
Example Casting: Tie red thread to the item while laughing.

GREMLIN

Targets one piece of mechanical or electronic equipment.

On 10+, the next time the target uses the piece of equipment, it is automatically a dramatic and dangerous failure.

On a 7-9, the gear acts up, granting you and your allies +2-forward against the user.

On a miss, you attract the spirit, instead of the target. The MC may turn one future use of a piece of gear into a failure, at the time of her choosing.
Example Casting: Snapping your fingers, curse the target, then damage or break a tool.

IN-BOX

Information on a hard drive mails itself to an email address of the caster's choosing.

The caster must touch a computer connected to the computer with the information (thanks to the Internet, unless a computer is physically isolated from the web, this is easy), and know generally where that computer is physically located ("third floor of this building" would be good enough), or the ritual fails.

On 10+, choose 2. On 7-9, choose 1 and the MC chooses 1. On a miss, the MC chooses 2.
- It doesn't work, but you leave no traces.
- There's a trace a magician or IT guy can follow.
- You get hints and valuable intel. +2-forward to a move.
- What you get is cleaned and unencrypted. +1-ongoing to an Influence group.
- You get everything, but must sift the data. Wait a week and choose another.
- The target hard drive is irrevocably corrupted and broken.

Example Casting: Describe the location of the drive you are looking for, then shock yourself with a small battery.

Cachon Gris' Horse

You become hungry and irritated, unable to speak. Electrical gear in your area develops stutters and glitches, and mechanical items will grind and misfire randomly. You smell like earth and trash, no matter where you are or what you wear. You find technology irresistible, eating any lose circuitry or wiring you can fit in your mouth. Also, gain the following move:

DISPOSABLE ASSET

When you kit-bash together strange items, describe what you want to build and roll +signal.

On a hit, you create something which does roughly what you want out of whatever is at hand. After one use, the item falls apart.

On 10+, the item works as well as an item built specifically for the purpose, lasting until sunrise. You can mark Taint to make the item permanent.

On a failure, take 3-harm AP as you vomit up the metal and wire you have eaten; you are no longer a horse.

Items created by this move must be at least theoretically mechanically or electronically possible; you could make a toaster and a TV into a transmitter, but couldn't build an atomic bomb with them.



THE VENGEFUL

Tribe Name: Maman Brigit
Alternate Names: Tezcatlipoca, the Bitch Queen, Set, Oya-Malle, Brigette-Gabrielle, or the Lady of Spiders (apparently because she likes to eat them)

Mother of storms, destroyer, jealous and vengeful lover, Maman Brigit is placated more than called. She is the spiteful and wicked woman, the queen of deceit, but also the ruler of the seas and the weather. She is invoked for protection from the elements, or for vengeance on enemies and those who have wronged her. As patron of dark secrets, she is also called to aid in understanding or ferreting out things one should not know, her most dangerous duty. Her favorite sacrifices are drowned spiders, thick beer, and heavily salted fish. She hates her brothers, especially Samedi, and is jealous of her sister Erzulie; she is unlikely to help anyone who has called on anyone but Legba in the last week.
Signs: a wave or lightning bolt, a spider, fanged smile
Color: deep blue
Possible service: ruin someone who has hurt you, break an enemy's relationship, open a secure or protected area to harm, take hold of something you desire

MAMAN BRIGET'S RITUALS

DEAR JOHN

Severs a personal relationship between two targets.
Special Cost: If the caster is using this ritual to hurt someone out of personal spite or emotional gain, she must mark Taint whether or not the ritual is successful.

On 10+, before the next full moon, the relationship between the two targets explodes messily in the worst way possible at the next available opportunity, leaving the targets enraged and hateful. They will revenge themselves upon each other in a manner consistent with their natures as soon as possible.

On a 7-9, the relationship will fail. This will come about in such a way the two can't be reconciled, but will not act against their natures. The caster absorbs some of the negative energies from this, and must either mark Taint or lose a relationship of the MC's choice.

On a miss, the targets resist, are now immune to ANY other magic the caster ever attempts against them, and the caster must take a Taint move.
Example Casting: Write a letter from one target to the other, full of bile and wrath; seal it with your blood, and burn it.

FEAST OF ASHES

Prevents the target from feeling any pleasure or happiness.

On a hit, the caster marks Taint and the victim becomes listless and depressed for the next lunar month.

On 10+, the caster may mark another Taint to make the victim utterly useless from ongoing depression until they are cured somehow.

On a miss, the ritual fails; mark Taint.
Example Casting: Eat an oat cake baked with ashes added, while whispering the target's name.

GETBACK

Grants vengeance against a target who has wronged you.

On a hit, the target suffers the same sort of pain the caster did, to the same degree.

On 10+, the caster can mark Taint to inflict crippling pain to the target. The target can't do anything but suffer.

On a miss, the caster must mark Taint or relive the pain they are upset about.
The pain referred to can be physical, emotional, mental, or social; it lasts until the target makes amends or 30 days.
Example Casting: Invoking Maman Briget's name and cutting both your palms, detail why she should hurt the target.

MAMAN'S FIRE

Conjures pale blue icy mist to use as a weapon.

On a hit, manifest a 2-harm AP 2-continual hand icy blade, or a 2-harm 2-continual close area mist.

On a 10+, the caster may mark Taint for +2-harm.

On a miss, you get nothing, and may not cast any Maman Brigit rituals until you have done her a service.
Example Casting: Snuff out a light while screaming Maman's name in anger and frustration.

WHAT ARE YOU PREPARED TO DO?

Allows the caster to sacrifice her own well-being to achieve her goals. The caster must declare how much harm she is taking BEFORE her roll.

On a hit, suffer any amount of harm to gain +(harm taken)-forward on a move.

On 10+, the caster can mark Taint or a Condition to add one effect:
- +1 choice on any list
- Ignore one negative effect on the bonused move
- Allow someone else to use the move bonus on their move apply the bonus as a penalty to a roll instead
- The forward becomes +(1/2 harm taken)-ongoing

On a miss, the ritual fails; the caster still takes harm.
Example Casting: Injure youself without any outward sign of pain while declaring your willingness to suffer to win.

Maman Briget's Horse

Your attitude is sour, aggressive, disagreeable and contrary. Storms and lightning come; spiders crawl forth to you. You crave beer or salted fish; all other food or drink angers you. If anyone gets a gift or receives praise, you demand the same or better, throwing a destructive tantrum when you do not get it. Also gain this move:

THE SPIDER'S KISSES

When you unleash the spite of centuries, roll +signal.

On a hit, something your target loves is utterly destroyed and you mark Taint.

On 10+, you can choose to reduce damage to merely incapacitate or disable, and do not take the Taint if you limit yourself.

On a miss, gain 7-9 success; items within close range of you break, including your Family's gear; all people in that area must mark a Condition. You are no longer a Horse.



THE INNOCENT

Tribe Name: Petit Bon
Alternate Names: The Good Little One, Caireen, Amaterasu, Lilith, Rhiannon, Chesca, Maia, the Holy Innocents

Petit Bon (pronounced petty-bo) is the patron of little children and the innocent, but also of those who play, and those who rest. One of the few Tribal *loa* whose intentions are always pure, Petit Bon appears as a child, male or female as the mood hits. Invoked to aid in rest, to protect young children from harm, to calm tempers, or to bless gatherings with friends and family, Petit Bon likes sacrifices of sweets, like his or her father Chango, or of flowers or small intricate puzzles.
Signs: a smiling face, a crowd of children, or a hair ribbon
Color: violet
Possible service: escort a child through a dangerous area, play with a sad child, bring toys and clothes to homeless children, bring justice to someone who has hurt a child

PETIT BON'S RITUALS

BABY'S RATTLE

Creates a small item to distract and soothe animals until sunrise.

On a hit, the item makes all animals peaceful and playful, chasing the item around.

On 10+, one single target animal becomes friendly, cooperating with the caster.

On a miss, the rattle doesn't work, and the ritual can't be cast again until sunrise.
Example Casting: Craft a rattle while humming a nursery rhyme.

CANTICLE

Removes fear and calms nerves.

On a hit, the target and the caster both remove any penalties from fear or nerves. Both also become immune to fear, even from mystical sources.

On 10+, the target receives +1 forward to their next move as well.

On a miss, the ritual does nothing, and can't be cast again until sunrise.
Example Casting: Hold the target's hand and hush them.

I WANT CAKE

Makes something unbearably enticing to the target. The caster defines what the thing is: it can be anything the caster would have the power to give.

On a hit, if the caster offers the target the object, the target will do anything that doesn't morally offend them in order to get the item.

On 10+, aside from self-preservation, there's no limit to what t he target will do.

On a miss, the ritual fails, and the caster finds the offered object irresistible themselves until sunrise.
Example Casting: Describe why the item is irresistable!

MINE

Marks something as belonging to the caster, even if it really doesn't.

On a hit, anyone who sees the item will assume the caster has a reasonable reason to have it, and will not interfere with them as long as the item isn't radically unlikely for the area.

On 10+, it doesn't matter what the item is, it gets by everyone as belonging there.

On a miss, the ritual fails, and the caster must mark Taint if the item wasn't theirs.
Example Casting: Write your name on the item with a marker while saying "MINE."

TANTRUM

Empowers the caster, making them ferocious and angry, at the cost of self-control.

On a hit, the caster gains 2-hold, but gets -1-ongoing to all ice moves.

On a 10+, it's 3-hold, and the caster can mark Taint to make it 4.

On a miss, either mark Taint and hold-2, or the ritual fails.

Hold can be used for any of the following effects:
- +2-harm given with your body or melee weapons
- -1-harm taken
- +1-ongoing to steel or fire moves
- Ignore one attempt to coerce or manipulate you
- +2-forward to one move: **dust-ups**, **burning shit down**, **digging deep**, or **packing your gear**

All effects of this ritual end at the next sunrise.
Example Casting: Stomp your foot, break something, and call for Petit Bon's attention.

Petit Bon's Horse

You become child-like, wanting to play games and have fun. You are easily tired, and easily distracted; you may curl up suddenly to nap or bolt off after something fun. Everyone in your area who is not actively your enemy will find themselves inclined to like you. You speak your mind, without any filters, with an innocent's attitude. Any children in your area are friendly, and under your protection; anyone who tries to harm them draws a violent response which may be out of proportion to the initial injury. Also, gain this move:

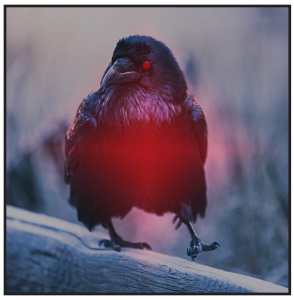
MOMENT OF TRUTH

When you seek the reality behind adult facades, roll +signal.
This move can only be used on adults, and only in a face-to-face conversation.
If the target has EVER lied to the caster, the caster gains +2-forward on the ritual, and the move gains: "On 12+, if the target's answer would hurt you, they must also try to fix it."

On a hit, you may ask one question to the target which they must blurt out an honest answer to.

On a 7-9, you must immediately act on that information in some way.

On a miss, you take s-harm; you are no longer a Horse.



THE MESSENGER

Tribe Name: Raven
Alternate Names: Abuelito Huenteao, Hermes, Raja Indainda, Nirah, Saint Gabriel

Messenger and scout of the *loa*, Raven rides the winds of the world, and sees all things. He is everywhere at once, and is Legba's chosen, often appearing just before or after Legba has taken an interest in someone. He is invoked to aid in discovery and in perceiving what can't be seen, and to carry messages through the world. He also is the only spirit which can speak to all the others at once, so he is sometimes called to act as a messenger in the spirit world. His favorite sacrifice is the eyes of an animal, or the choice bits of meat from carrion.
Signs: the raven, a black wave, a starry sky
Color: black
Possible service: deliver a difficult message, travel somewhere remote, protect a bird sanctuary, decipher a forbidden message

RAVEN'S RITUALS

MILES TO GO

Gives the caster safety in their travels.

On a hit, the caster gains 2-hold. On 10+, it's 4-hold. The hold from this move can be spent to provide +2-forward to any move responding to MC moves caused by travel or resulting from difficulty with travel. If the caster is with someone else, she may spend her hold to help their rolls as well.

On a miss, the ritual fails, and no other Raven rituals can be cast until sunrise.
Example Casting: Draw a map of where you are going, and eat it while calling to birds.

Murder of Crows summons a magical flock of spectral black ghostly crows to attack foes.
On a hit, the murder is a 4-harm close area loud attack.
On 10+, the caster can choose to avoid damage to any friendly targets in the area.
On a miss, the ritual fails, or the caster may mark Taint to do 3-harm close loud.

RAVENS' EYES

Allows the caster to see in the dark and to see other places.

On a hit, the caster gains perfect night vision, able to see in any darkness.

On 10+, the caster can also give up to five others the same ability, or move her sight to extend to an area where she isn't. This area must be within a mile of the caster, but does not have to be accessible or normally visible. If the caster marks Taint, they may see into other dimensions or realms of existence regardless of the distance.

On a miss, the ritual fails and the caster is blinded until sunrise.
Example Casting: Make a mixture of oil and black dye, then paint it around your eyes and invoke Raven's sight.

THRUSH KNOCKS

Conjures a helpful crow spirit who will reveal hidden or secret things.

On a hit, the spirit is visible to everyone, and perches by or on any hidden items in the area, knocking on them with its beak.

On 10+, only the caster can see the spirit, and it is able to speak with him about traps or risks to reach the hidden items.

On a miss, the ritual fails and the caster can't cast any other Raven rituals until sunrise.
Example Casting: While quoting lines from a certain book about hairy-footed burglars, tap your fingers on something in the area.

WHISPER

Calls a spirit of the Raven to take a short message to anyone of the caster's choosing.

On a hit, the caster chooses one. On 10+, choose two.
•Your message can be up to a minute long.
•The distance doesn't matter, and the crow arrives within five minutes, no matter how far.
•Only the target hears the message.
•The crow spirit bypasses all barriers.
•You can get an equal message back in response.
•You are automatically aware of the target's condition and location when the message is delivered.

On a miss, nothing happens, and someone the caster fears now knows where she is.
Example Casting: Burn a crow's feather and whisper your message into the air.

Raven's Horse

Your behavior becomes odd, your eyes unblinking, twisting your head and neck into odd angles, clenching and unclenching your hands like claws. Birds flock into the area, gathering around you and flying overhead. You are fascinated by shiny objects and questions you don't know the answers to. You can't harm, or allow harm to, birds, and are unable to eat anything but raw meat. Also, gain this move:

A MILLION SPIES

When you call to your brethren for answers, identify a place or person; roll +signal.

On a hit, all the local birds fly off to that place or person, perching around them, infiltrating every opening. All the the birds see and hear is yours to know, and the birds remain until driven away, or until sunrise.

On a 10+, you may also nominate one object at that location, or in that person's possession. If it can fit in the palm of your hand, the birds bring it back to you.

On a miss, the birds become aggressive, attacking everyone in the area but you. This does 4-harm close area. You are no longer a Horse.

Whenever you use this move and roll a hit, you may mark Taint to count your roll as a miss instead. In that case, your allies in the area are not hurt, and the MC may not make a move for a miss. You also do not get to mark experience for failing the roll.



THE TRICKSTER

Tribe Name: Coyote
Alternate Names: The Trickster, the One Who Laughs, Saint Jude, Loki, Little Boots, Miss Trouble

Coyote is the patron of trickery and guile. Where his sister Maman Brigit is the patron of wicked lies told to injure, Coyote's realm is the lie told for a purpose. He loves to steal and to trick, even those who have asked for his aid. He makes bargains and breaks them, appears and disappears at will, and injects chaos simply for chaos' sake. But he loves his chosen people, and even when he has tricked a Tribal, he will always reward them later with what he thinks they need. He doesn't usually want sacrifices, though burnt money and honey are sometimes offered. He rarely comes when called, but if a Tribal can pull off a particularly bold trick or heist, it can catch his attention.
Signs: the laughing coyote, feathers stolen from Samedi's chickens
Color: silver, stolen from Guede's purse.
Possible service: play a trick on a politician or businessman, embarrass an authority figure, rob the rich to give to the poor, help someone escape custody

COYOTE'S RITUALS

COYOTE LAUGHS

Plays a trick upon a deserving target.

On a hit, the target suffers an embarrassing or inconvenient trick that is related to a weakness in their personality. A priest who secretly looks at porn might have his secret porn stash exposed to his congregation.

On 10+, the caster can choose to affect a group or organization as well. A corporation that is dumping pollutants might find all the toilets in its head office spewing endless streams of waste.

On a miss, the ritual either fails, or the caster can choose to also suffer a prank in order to get a hit.
Example Casting: Say the target's name while drawing a black mark through a picture representing them.

FACEDANCE

The caster takes on another's appearance.

On 10+, choose two. On 7-9, choose 1.

On a miss, you still choose 1, but the MC can make a move involving the disguise at some point.

- You can bypass security if you have the right papers.
- The disguise is very detailed. +1-ongoing to deception moves involving the disguise
- You can disguise a small group with general roles (janitors, soldiers, police.)
- The disguise can't be penetrated by magic or the psychic maelstrom.
- You are able to answer general questions with likely answers, avoiding suspicion.

Example Casting: Pull a veil over your face while describing who you want to appear to be.

FRIDAY'S PAIN

Postpones the negative effects of a miss on a move. Roll this ritual as a response to failing a move. A hit on this ritual takes effect BEFORE the negative effects are resolved.
On a hit, the caster postpones the effects until the next day, but then suffers them; they can't be avoided in any way.

On 10+, the caster can seek out healing or help before the effects happen, to cancel them.

On a miss, the ritual fails, and the caster can't cast any other rituals until sunrise.
Only one use of this ritual can be in effect at a time. If you try to cast it again, the previous suspended effects happen.
Example Casting: When hurt, call out in pain to Coyote.

SNIPE HUNT

Redirect moves from himself to another.
Taught to the Tribe by Coyote, one of his favorite rituals.

On a hit, the caster may redirect any one attack or move targeting them to another target of their choice. The attack must happen within the next 48 hours.

On 10+, the caster may redirect from anyone he sees, and the new target can be imaginary.

On a miss, the ritual doesn't work, and the caster is immediately revealed to the target he was redirecting to.

THAT'S WHAT SHE SAID

A strange little curse, it makes people ignore the target. It seems small and petty, but rapidly makes a target's life Hell.

On a hit, the target can't be taken seriously; all social moves or actions to harm him are at +1-ongoing. While people may not laugh at them, no one will listen.

On 10+, they will be ignored if they don't actively force people to pay attention to them (which will probably anger those forced.) A person cursed by this ritual could walk into an emergency room with a sucking chest wound, and no one would help.

On a miss, the caster marks Taint; the target is fine.
This curse lasts until you use ANY other ritual.

Coyote's Horse

You laugh easily, at almost anything. You play pranks and tell jokes, or keep to yourself, digging out secrets. It's difficult to tell the truth or give straight answers. Small valuables will often disappear in your presence, and are never seen again. If presented with a place restricted to your entry or a question in need of an answer, you will become obsessed with it, curious and attentive. Also, gain this move:

ONE-MAN INDUSTRIAL ACCIDENT

When you want to play disruptive tricks on someone, identify the target, and the trick. Roll +signal.

On a hit, your trick is successful, causing inconvenience or humiliation to the target. If the MC decides the target doesn't deserve it, you must mark Taint.

On a 10+, you can also cancel an MC move or gain +2-forward on a move of your choice.

On a miss, your trick blows up in your face; count as a 10+ hit to **burn shit down;** you are no longer a Horse.



THE BEAST

Tribe Name: Damballah
Alternate Names: Tlazolteotl, Haphaestus, Babaluaye, Ponos, Uncle John, Vidar, Saint Joseph

The Snake Lord, the ruler of the realm of the dirt, the low and the debased. He cannot speak, for his brother Samedi once cut out his tongue in a jealous rage when they fought over a lover. He is the patron of toil and work, loyalty, and suffering without complaint. Called to grant strength and endurance, but also to punish wickedness. He is hissing in the dark, never fully seen, but threatening. He loves eggs as sacrifices, or pretty things for his wife, the Lover.
Signs: snakes, bowls of eggs, rattles
Color: reddish-orange like his scales
Possible services: take something pretty for your own, create a nest out of broken things, utterly devour something or someone, find a place hidden in the deep earth

DAMBALLAH'S RITUALS

DRAGONTONGUE

Gives the caster a poisonous bite.

On a hit, the caster's bite does 1-harm intimate AP mystical 2-continual until sunrise.

On 10+, raise harm by 1 and make range intimate/hand, or raise continual to 4-continual.

On a miss, the caster is poisoned by the venom, and marks Taint. The ritual fails.
Example Casting: Place a drop of poison on your tongue while hissing like a snake.

KNOCKTWICE

Allows a spirit to come forth to aid the caster in a task.

On a hit, a spirit taps out messages and warnings from the other world. Gain 2-hold.

On 10+, it's 3-hold, and the caster may mark Taint to allow the spirit to act as a remote pair of hands out to close range, even if the caster can't see the area.

On a miss, the spirit unleashes a torrent of random blasts of noise and wind; this is a 1-harm close area loud messy attack. The ritual then fails.
Hold from this move can be used to react to an MC move, gaining +2-forward on any move which involves early warnings or finding things.
Example Casting: Stomp a raw egg underfoot while hissing like a snake.

OL' MAN SNAKE

Brings Damballah's servants to protect an area.

On a hit, huge spectral snakes are conjured around a close area; all Tribals in the area now if anyone enters.

On 10+, the spirit snakes also do 2-harm to intruders and the Tribals gain some advantage to respond.

On a miss, the ritual fails, and the caster owes Damballah Pull.
Example Casting: Draw snakes thru the area, while hissing.

RELEASE THE GRIP

Releases a target from any restraint.

On a hit, any physical restraints fall off to the floor and the target is able to act normally. The caster can mark Taint to allow up to two others to be affected by this level of success as well.

On 10+, the restraint no longer has to be physical in nature. It can be ANY limitation: drug addiction, alcoholism, unwanted love, or mystical bindings. If the binding is mental or willpower related (like addictions or fear,) the restraint is gone as if it had never existed. If the restraint is social in nature (like a ban from a restaurant owned by an enemy) then the limitation disappears as long as the target doesn't do anything to reactivate it. If the binding is magical or mental, then it stops immediately without further effect.
The key to this ritual is that it removes RESTRAINTS, not weakness or disadvantage. If something is holding you back directly, then it's a restraint.

On a miss, the ritual fails unless the target suffers a Condition or marks Taint. If they do, count as a 7-9 hit.
Example Casting: Contort your body while...hissing.

SNAKES' CURSE

A deadly attack used against an enemy without revealing the source.

On a hit, the target begins to choke and suffocate as invisible coils tighten slowly around his chest. The target takes 0-harm 3-continual and is unable to act until the damage stops.

On 10+, the caster can make it 4-continual, or 6-continual if the caster marks Taint.

On a miss, the ritual fails, and the caster is unable to cast any Damballah rituals for a full week.
Example Casting: While holding something the target has touched, suck air thru your teeth. You know, like hissing.

Damballah's Horse

You are mute, unable to make any noise except grunting. You fall to the ground and writhe, hissing and grunting. If there are eggs present, you will gorge on them, eating them as quickly as possible, shells and all. You will rise to your feet and attack anyone who threatens you with ferocious violence; you become insanely strong and tireless, capable of amazing feats of strength and endurance. All snakes respond well to you, doing as you bid, and you are immune to all snake venoms. Also, gain this move:

THE WORM THAT WALKS

When you want to wind an enemy in your mighty grasp, roll +signal.

On a hit, you become immensely strong, your grip being unbreakable by normal humans. Deal 2-harm lasting intimate/hand. You must take minimal harm from the target. You may mark Taint to raise the damage to 3-harm, or make it messy, or mystical.

On a 10+, you may chose to make the damage also s-harm, or AP, or avoid taking harm yourself.

On a miss, you deal 3-harm intimate/hand, take harm from the target; you are no longer a Horse.



THE KEEPER OF SECRETS

Tribe Name: Papa Legba
Alternate Names: Anansi, Ogma, Thoth, Hermes, Brahma, Enki, Benzaiten, Charon, Saint Peter

The favorite of the Tribe, Legba is the only *loa* the Tribe grants the title Papa to. The guardian of the Crossroads, and the keeper and finder of all things secret or lost, Papa Legba guides those who need to find their way, and bargains at the crossroads for wisdom and skill. He appears as an old man with a twisted leg and one milky white eye, leaning upon a cane made from the bones of Samedi's arm, his punishment for the mutilation Legba's son Damballah suffered at Samedi's hands. He doesn't accept sacrifices, but will take gifts of secrets or lore whispered at midnight at a crossroads. Papa Legba loves practical jokes and frequently will give petitioners what they ask for in ways they may not have intended.
Signs: X-marks, pathways, keys
Color: gray
Possible services: bury something so it can't be found, make a bargain at a crossroads, give a gift to someone worthy of it, conceal truth that would be dangerous to find

PAPA LEGBA'S RITUALS

CANETOAD'S BLESSING

Makes you immune to all poisons and toxins until sunrise.

On a hit, the caster can't be poisoned, even by illegal drugs or alcohol. Not even a pile of radioactive material would harm the caster. Every time the caster is exposed to something poisonous, they instead heal 1-harm.

On 10+, the caster can give this blessing to up to 3 other targets.

On a miss, the ritual fails and can't be cast again until the next sunrise.
Example Casting: While holding a toad, ask for Papa's blessing and then lick the toad.

CROSSROADS MAN

Brings Papa Legba himself to meet the caster.
This ritual MUST be cast at midnight at a crossroads.

On a hit, Legba will agree to perform a service for the caster, in return for a favor in return. This gives the caster an automatic 12+ hit on a move of the caster's choice as long as this is used within one lunar month. The caster must choose the move at the time of the bargain, but can use the 12+ at whatever time they want, not just the next time they use that move. The MC decides what Papa wants in return.

On 10+, the caster can instead ask Papa Legba to whisper a secret into his ear. The 12+ move doesn't have to be picked in advance, and can be ANY move the caster knows, as the knowledge leaps into the caster's mind when needed.

On a miss, Legba doesn't show, and this ritual can't be cast again for a full lunar month.
Example Casting: At midnight, at a crossroads, whisper a secret you know, but stop before the end. Papa will come.

OL' BOB JOHNSON

Conjures the spirit of Robert Johnson, the greatest blues guitarists of all time. Bob went to the crossroads to be the best; his aura makes you more charismatic.

On a hit, +1-ongoing to Influence moves until the next Session.

On 10+, it's +2-ongoing for one Influence group of your choice as well.

On a miss, the spirit doesn't come, and this ritual can't be used again for a full lunar month.
Example Casting: Playing a slide guitar, sing a Delta blues song; have a cold beer open and ready.

PAPA LEGBA'S ROAD

Allows quick travel from one place on a road to another.

On a hit, the caster and anyone else in the same vehicle move through the spirit world from any place on a road to anyplace on any other road connected to it. Thick fog gathers in both places; the vehicle moves from one place to the other in about a tenth of the time it would normally take.

On 10+, the trip is instantaneous.

On a miss, the ritual fails, and can't be cast again for a full lunar month.
Example Casting: Rub your blood on the grille in an x-mark.

WALK THE GREY WAY

The caster passes unnoticed through an area.

On a hit, the caster is ignored by all who see him, including cameras or guards. As long as the caster doesn't talk to anyone or take anything, he's invisible until next sunrise.

On 10+, the caster may bring as many as three people with him, but they also can't talk or take anything.

On a miss, the ritual fails, and can't be cast again for a full lunar month.
Example Casting: Stand in the shadows and whistle.

Papa Legba's Horse

You have a constant, gentle smile, as if you know something others don't. You are quiet, speaking only when what you have to say is important, or when you are asked a direct question. You will find something to lean on as a cane, and you squint, your eyesight poor. Light seems to leech away from around you, and systems and devices which keep secrets tend to misbehave. Nothing can be locked or sealed around you, even if you wanted it to be. Also, gain this move:

INKBLOT AUGURY

When you delve into forgotten secrets among the roots of the world, roll +signal. Use some form of randomness to seek the answers.

On a hit, you know where to go to find the answer and gain +1-ongoing while seeking it out.

On a 10+, you also receive a brief hint of what the answer might be, and what sort of dangers wait for you.

On a miss, you get nothing, and the strain of seeing into wild places causes you to mark Taint.

On ANY result, you take s-harm and are no longer a Horse.



THE BETRAYER

The final *loa* in Tribal mythology, the Tattered Lord is evil in intent, the patron of destruction and all that is wrong and sinful. His realm is madness, and it is whispered that he is the Duke of Hell. He has a dozen names, among them the 13th Warrior, the Faceless Man, and the King in Yellow. It is considered highly unacceptable to refer to him, but Tribals have petitioned him before when they are desperate, and he always comes soon after being called. The only sacrifice he will accept is something the petitioner really loves, and when he comes, he chooses what he will take. His sign is a spiral of yellow, and his color yellow. He does request services; they are always horrific, self-destructive, and consume the petitioner entirely. No one wins when dealing with him, and any sane or rational Tribal stays as far from his works as possible. Any of these rituals can be cast simply by alling on him using one of the King in Yellow's names. Still, desperate times…

THE TATTERED LORD'S RITUALS

BLACK BLESSING

This is the worst curse a Tribal can cast on a target.

On a hit, the caster takes a new Taint move immediately. The target, who can be anyone anywhere in the world, suffers fatal bad luck. It doesn't matter where they are, or what they do, they are going to die within the next lunar month. The only way to break the death curse is to find the caster and convince him to take it off you. Obviously, the caster can ask for anything he wants.

On 10+, the victim has seven days left.

On a miss, the Black Blessing hits one of the caster's friends. The only way to stop the friend's death is for the caster to die for him, or to convince the Tattered Lord to release the victim.

The horrible thing about this curse: the soon-to-be-dead person dreams they are going to die every night.

COFFIN NAIL

This is cast upon an actual nail that must have been used in a casket which held an actual dead body and was actually buried. The caster then folds the nail into a piercing and pierces the skin of the target. This inflicts an immediate Condition on the target, and the caster marks Taint.

On a hit, the target becomes absolutely immune to death. NOT INJURY. Just death. No matter how horribly mangled, burnt, or blasted, the target can't die. Only beheading the target and burning the head will kill him.

On 10+, the target can choose to mark Taint anytime they go to sleep to wake the next morning fully healed from all damage except Conditions.

On a miss, the ritual fails, and the target takes a Taint move immediately, or dies.

If the coffin nail is ever removed, bathed in holy water and blessed, the target immediately dies from spontaneous human combustion. This death doesn't trigger their death move.

DEVIL'S FAST

Causes a slow wasting to affect a target. If cast y someone willing to Taint themselves into destruction, it can kill.

On a hit, the victim takes 1-harm AP each day if the caster marks Taint. Even supernatural creatures with methods of healing wounds can't heal these. The only cures are to convince the caster to release the victim, kill the caster, or divine intervention.

On 7-9, the wounds can be healed by magic or advanced medical care. However, when you heal them somewhere, it just prolongs the duration for both the caster and the target.

On a miss, the curse takes effect on the caster, who suffers the effects as if he had rolled a 7-9. The caster can avoid each day's damage if she marks Taint. This lasts six days.

HE KNOWS YOUR NAME

Fills a target with unbearable dread and dark foreboding.

On a hit, the caster takes a Taint move, and the target is unable to do anything but cower in a safe place and protect themselves until the end of the lunar month.

On 10+, the target is impotent from fear until the caster is dead. The target's agents can act.

On a miss, the CASTER suffers the effects of a hit. The caster still takes the Taint move, too.

SMOKE BREATH

Allows the caster to breathe out death and decay.

On a hit, the caster marks Taint and does (Taint moves +2) harm mystical close.

On 10+, raise harm by 2, and it's area.

On a miss, the caster takes the damage.

SPECIAL NOTE: Any time someone casts a ritual from the 13th Warrior, ALL the other *loa* will be very reluctant to deal with the caster. Take -1-ongoing to cast rituals for any other spirit for the next lunar month.

The Tattered Lord's Horse

The Tattered Lord doesn't have a Horse. If you give him possession of your body, you're never getting it back.



The Eyes of Michael Holt (Part Six)

Piper slipped open the old wooden door as quietly as she could, trying her hardest not to make any sound. She even thought about popping the charm on her wrist to heat up the Slip Mojo had cast on it for her, but she knew the Family would get mad at her for wasting it. And it would be wasting it, shooting off a perfectly good spell just to keep her friends from realizing she was sneaking off to see a man when they weren't looking.

She paused on the landing of the old house, slipping off her boots and listening to see if anyone was up. The heavy scent of Mojo's homegrown told her someone was around, but there wasn't any sound, so she relaxed a little, and crept up the stairs, keeping her feet on the outside edges like Dancer had taught her. She made the upstairs landing without a problem, stepping gingerly over the tripwire Dosh had left hooked to the siren to let them know if anyone was breaking in. In through the arch of the old bedroom, and she was sliding toward the sheets where Jumble was curled up, parts of her Catholic school girl outfit strewn around the room. *Dosh musta woke up*, she decided. Otherwise, he'd still be wrapped around her.

It was the quiet that told her she was screwed. If Piper knew one thing, it was the way her Family sounded when they were sleeping. She'd spent two years sleeping in the same rooms with them, sometimes in the same beds when times were hard or the mood struck her. And Papa Mogen's Blood and Wire NEVER slept quiet. And never without a guard or two posted. With an annoyed curse, she straightened up, and dropped her boots with a loud bang onto the wooden floor. To their credit, no one jumped. She waited for the lights to come on, and winced as they did.

"So nice of you to drop by, troop," growled Dancer, sitting in the corner, twirling her knife around her fingers, fully dressed in her silk shirt and leather chaps. The ghostwalker looked mad as Hell, and Piper noted that her man Snow was standing off to the side by the big bay window, also dressed, his pistol on his hip, and his own knife sheathed on the back of his belt. He was stroking his beard the way he did when he was considering things, the same way he had the night they'd had to shoot their way out of that church in San Diego.

"I can explain-" she started, but the others came out from hiding then, almost in a rush. Jumble sat up, forgetting to cover herself, which made Screw blush and turn away, his cheeks red as he sat down by his tool bench, picked up a radio, and began to methodically disassemble it. In the back of the room, Maker was seated cross-legged, while Polpol braided her hair and did her best not to look at the trouble brewing in the center of the light. Seated on the edge of the actual bed, Dosh was frowning, his cowboy hat in his hands, his fingertips picking fitfully at the brim.

"Don't bother," sniffed Dancer, disapproval plain on her face. "You disobeyed a direct order from Papa not to go near that citizen without backup."

"She had backup," said Shado, coming up from below, stepping over the tripwire and cycling the bolt on her rifle. "She asked me to go with her."

"Oh, well, then, everything's okay," chirped Jumble, clapping her hands once. "So we can all go back asleep-"

"The sad part is that you believe that, hun," drawled Dosh, his voice sad. He looked over toward the next room, and Piper steeled herself for a bad night as Papa Mogen and Mojo came in. She saw the look of concern on Papa's face, but she also caught a different look on Mojo, his impossibly proper British vest and shirt immaculate as ever. He looked, well, amused.

Not angry, she thought, and felt her heart jump. Maybe this is gonna be okay.

Dancer's next words didn't exactly inspire confidence. "It's been two months since you told us you were going to pump and dump this guy."

"He's solid."

"You love him," murmured Snow, without looking at her. He was still stroking his beard with the one hand, but the other had dropped to Dancer's shoulder. CALM-NOW, he Slammed onto his lady's shoulder. If anything, her face tightened further.

"Yes." Piper shrugged. There was no reason to fight it. "That first night, when he showed up

at the party and Jumble dosed his drink with the ecstasy, I thought it was gonna be one quick tumble and done. Find out who he was, and then gas and go."

"When Screw looked up his DEA file, you should have listened to me, Papa," Dancer started in again. "He's done tours in Afghanistan. He's hard."

Papa nodded. "He is." He crossed his arms, feet spread apart, a father's stance with a naughty child, which Piper certainly felt like at the moment. "So are we. I had Screw take a look at Holt's boss."

"I went-to Warrick, like you asked, Papa," said Screw, putting down the radio and turning to his laptop. "He's upper level Beltway, two promotions in three months, lots of money in the bank, 43, no wife, no kids. ID is clean all the way back to birth." He grinned, flashing his teeth. "Which is why it took so long to peel out the place where he got his new shoes from."

"So he's a Bloat." Maker's voice was a chilled out whisper, her eyes glassy and doll-like in the darkened part of the room. She'd been taken by the Lordly Ones as a child, used as a siphon for diseases, and believed the Bloats and the Fair Folk were related. Her hate for both was thick and tangible. Polpol hugged her tight, head on Maker's shoulder.

"Which makes this fucker Holt an agent," said Dosh with a sigh. "We ice him."

Piper felt sick, like she was going to throw up. Like she'd felt when Rabbit had died in El Paso, or when the Bloats had gotten Little Red in Newcastle at that pump station. She wanted to scream, but instead, she just shook her head fiercely. "No."

"Don't be a Juliet, babydoll," Shado said from behind her, voice entirely reasonable. "If he's got to go, he's got to go."

"Family first," chimed in Jumble, and Piper wanted to tell them off. But she'd been through this before, making decisions about who came into the Family, about who was a good recruit. It had been her that had voted no to recruiting Screw, and that had worked pretty damn well, even if he was a bit soft.

Piper held herself in a tight grip, as if preventing herself from flying to pieces. *What do you know, Jumble? You've got your man.*

"We could just bang bricks," Screw suggested, trying to give Piper back some hope that the Family might leave and let Michael live. She Slammed THANKS to him as the others kept talking it out. He blushed again, and dropped his gaze back to the computer, where he felt comfortable.

"Don't get wet, Screw," Dosh hissed. "You don't leave an agent behind you to pull your tail." It was getting worse. Both Snow and Dancer nodded at that one, and Maker was rotting a pistol drawing into the floorboards with her fingernail.

"We don't gotta," Polpol started, then switched to Slam as her Firstborn frustration with English took over. NO-DIDI-BLEED-AGENT-TRAP?-BLOATS-MOST-CLEVER, she Slammed. *Don't rush killing the agent, it might be a trap, the Bloats are smart,* Piper translated, as Polpol latched her hands back onto Maker.

Fuck this.

"I love him, and I'll leave with him so you don't have to drop him."

Voices rose in protest right away, so loud and fast she couldn't catch them all, but it was Mojo who raised his hand and Slammed SILENT-SILENT-SILENT. Everyone shut up, and most of them looked like they wanted to listen.

"I do so hate to interrupt a simply lovely argument," he said in his crisp perfect British accent. "But Papa guessed this might be where this was headed, so he had me consult the Baron when Piper took her little unauthorized stroll."

"You called Legba just to see if we should cap a Bloat spy?" Dancer sounded mystified, as if monkeys had just flown out of Mojo's butt. Polpol laughed out loud at the tone.

"No, Dancer. I called the Baron up to see if Piper's love for the officer would be enough to turn him."

Pleasepleaseplease.

"I gotta go with Dancer on this one, shaman," Dosh complained. "He's a spy, and we can't take the risk. You know the Crossroads Man loves his little jokes."

Mojo smiled again. "Which is why, in a spirit of full disclosure, I suppose I should admit we knew 'Warrick' was an agent several months ago." More loud voices, and again he silenced the Family. "Papa and I have been looking for a way to get under the local Outsiders' skins ever since Red died, and we figured bagging one of their agents would work. We had Screw use the Magic Worm to insert our information into the DEA's computer."

Papa Mogen took over."We dropped hints about our location to Warrick's leadership, left clues that we were around and looking to interfere with them. Then we waited to see what the Outsiders would do."

"Why didn't you tell us?" Maker asked, adding blood drops to her drawing.

"We might not have been believable in the approach," Snow guessed. Dancer was relaxing, starting to think ahead. She scented war coming.

"As soon as we knew who they were sending in undercover, we took a look at him," said Mojo, his hands up and open, non-threatening. Piper noticed both Dosh and Shado still had hands on guns. Mojo was trying to calm them down. *Magic?* she wondered, watching to see what would happen next with the shaman. "He was married, with a kid, Dosh. Dealers raped and killed her, and the child."

"Why do I care?" Dosh asked, interested in spite of himself.

Papa explained. "When he healed up, Michael took a vacation and hunted them down. Killed all seven of them. Stabbed one to death with a pen. Your kind of work."

"So Papa and I thought if killing the Bloat would be annoying, how much more annoying would it be to turn their own plan?" Mojo laughed, turning to Piper. "It was a bonus you fell in love with him. Erzulie said you'd been lonely. She promised she would make it a happy ending. So it all works out perfectly, you see."

She didn't know whether to punch his smug face in, or kiss his perfectly British lips. Some part of her heard the rest of the Family still arguing, but she knew with Papa and Mojo both on her side, it was only a matter of time before they caved. While they argued, she sat down on the pile of sheets Jumble had turned into a nest for her and Dosh. She could smell Dosh's cologne mixed with Jumble's sweat, and it made her think of tonight, with Michael, and how it had felt to be held again by a man who would stay with her through harm. The smell of his skin. The warmth in his eyes that only came when he looked at her.



V: HOT ZONE

"I gotta say Mikey's right. I can't stand the taste of them either, not since I got Sealed. I wasn't gonna do it, but Papa Roach said it was that or use my Feet, so I let Ghost shake the bones at me last Equinox, just to get the rest of the Family off my back. Overall, it's cool; less of a buffet, so to speak, but it blew my mind the first time I got to see the sun since I was taken. I dunno how it is for the rest of the Forgiven, but I've had a pretty good time of it so far. Almost makes a fella feel human again."

-Krysis, ghostwalker in Papa Roach's Rolling Thunder Carnival, discussing the pros and cons of being a vampire in the Tribe



HOW TO READ A PLAYBOOK

When you play ***The Tribe: HLH***, you will choose a playbook from those included in this book, and that will become your character. Each playbook should only be used once in any given story, so that each character is unique and has their own moment to shine. As mentioned elsewhere, there may be many gun people, but if you choose the Gun Person playbook, then you are THE Gun Person. Others may shoot things, but only you are this awesome. That way, the characters are the center of the story. No one cares about Chow Yun Fat's hairdresser.

All playbooks have certain similarities. A brief description of each portion of your playbook follows.

THE PLAYBOOKS

"Listen up, kid, this is the wog, straight from the mouth of Grandfather himself, read? J.D. Mitchell was born in Pass Christian, a little shithole bayou town in south Louisiana, back in 1947, on the same day as the Roswell crash. His daddy, J.D. Senior, was a bomber pilot during the Big One, and when he came home to the farm, he wasn't expecting any trouble. Junior grew up strong, raised to be a good man, at the feet of his old Creole nanny, Tante Marie. Yeah, the same one we say is a loa. So he learned voodoo way back then, and he was strong with it, so strong that when his daddy killed a man and went to the pen in Angola, Junior was okay. Even when he was little, he saw visions of the future, and he knew about the Bloats even if no one else could see them yet. He knew he had to do something, so he joined up in the Army, and became a Green Beret, jumping out of planes and teaching Vietnamese villagers how to defend themselves against the VC. That's where he learned how to put together the Tribe, see? He chose to go to Nam so he could learn from the best. Well, when he got done doing jobs for the CIA, overthrowing governments and killing presidents and shit, he had a lot of friends who thought like he did, people he'd put in the know. The Bloats got nervous, so they went after him the way they always do, coming at him from a blind spot, at least what they thought was one. They put an agent inside his private team, and they sent a girl in to seduce him, a hacker named Catherine Gibbs. 'Cept Mitchell wasn't a fool, he'd already seen it all. On Valentine's Day in '75, he and all his friends blew up some Outsider holds, stole a bunch of shit, and took off with Gibbs. They left the agent in pieces with a goodbye note, a couple pounds of explosives, I heard. And that's how the Tribe got started."

Most members of the Tribe will be made from the following playbooks, as characters who have already been part of the Tribe for a while. Making a Tribal character is easy; to make choosing a playbook a little easier, each has a Quick and Dirty description of what role it plays in a Family, and then a brief quote from a Tribal in that role.

Tribals are typically unable to maintain their civilian jobs for long; most either let them lapse when they go underground, or soon change professions into one of the following. These represent broad categories of duties and responsibilities inside a Family; not every Family will have all of these, but most have at least the basics covered. As with other Apocalypse World games, there may be other gun people in a Family, but your character is the only Gun Person.

A quick note on these playbooks: much like a Tribe name (see Chapter One), most Tribals do not choose their profession inside their Family. Rather, the Family recognizes what they are good at, and unilaterally assigns them more and more tasks of that kind. Soon, they pick up the profession's title as if by unanimous decision of the Family. The PLAYER is still allowed to pick whatever playbook she wants; it's up to her and the rest of the group to decide exactly how she ended up as that person. Her origin could be as anything from a housewife to a Green Beret. What life was before the Tribe has no impact or effect on what you become once you are Fostered. Only Firstborn have no recognizable life before the Tribe.



BURNER

Race you!

The Quick and Dirty: Sometimes, the Family needs to get something somewhere RIGHT FUCKIN' NOW. Whether it's in a fast stolen car, your own street hog, or even by blazing a trail with your own two feet, you are eternal motion in action, and nothing will stop the ride until the day you flare out and fade away into smoke. Until then, it's live fast, move faster, be hotter, and leave nothing behind for the enemy. It's the ultimate life for the easily distracted.

In Their Own Words: *So I'm rollin' along big 64 in a stolen Jag, with Lola Blue and Tommy the Temp, with about a gazillion pounds of bang-bang we lifted from the National Guard Armory, and all of a sudden, all I see in the peepers is flashing blues. We can't get caught, cause then Lola would have to kill all the cops, and she hates that, so I run that engine all the way to the limiter and slap it on the ass until we make the tunnel. From there, it was lights off, wrong side of the road, a switchback, and we're clean and green. Simple, really.*

The Tribe uses a lot of vehicles in its activities, but very few Families have the ability or the desire to maintain a stock set of rides, with the notable exception of Road Families. The burner is the Tribal answer to professional drivers. Experts at breaking into and wiring cars, trucks, big rigs, and bikes, burners are also adrenaline junkies who like to move fast, and think faster is even better. Burners are combination smugglers, car thieves, and street racers, able to spot the best car in a lot and the best way to get from the ground floor to the fourteenth floor without actually entering the building.

Because of burners' fondness for free-running and parkour, they are often dressed in sturdy but lose-fitting clothes and comfortable and durable running shoes. They are generally athletic, and their constant need to travel and exercise means they are very likely to have multiple contacts among citizens in an area. Because they are physically fit and capable, they don't produce as much fear in bystanders as the more aggressively outlandish rippers and gun people, but their combat abilities are still quite respectable.

Other Tribals either love burners, or are incredibly frustrated by their inability to sit still for very long. In Road Families, they are loved and essential, and will often have a highly-tricked out and well-maintained vehicle of their very own which doubles as a home on wheels. Other Families will barter with burners for their services in transporting goods or people through hostile or highly secure areas. Several burners have joined up with Hollows as couriers, and they can also frequently be found in newly formed Swarm Families.

NAME
Finn, Goboy, Slasher, Burnout, Mad Max, Drift, Mover, Goodyear, Tight, Pacer

Jette, Rapid, Swift, Fallout, Wipeout Mary, Valve, Dusty, Roadeater, Tarbaby, Getter

LOOK
Man, woman, transgressing, or concealed.

Bike leathers, punk, jumpsuit, work clothes, runner clothes.

TRAITS (Add 1 to one stat.)
Steel 0, Smoke 1, Ice 0, Fire 1, Signal-1

STARTING INFLUENCE (Add 1 to one group.)
Citizen 0, Fringe 1, Authority -1, Nemesis 0, Tribal 1

The BURNER is the go-to character for players who like to go fast, have a thing for hot cars, or want to live out their Vin Deisel fantasies in game form. Playing the BURNER means you are going to be better at everything while you're in your ride; don't forget that life doesn't all happen on roads, though.

MOVES
You get all the basic moves. Choose two Burner moves.

EYE FOR QUALITY
Any time you obtain a new vehicle, roll +smoke.
On a 10+, choose 2. On 7-9, choose 1. On a miss, the MC may make a move.

- It's a performer. +1 smoke behind the wheel.
- Cherry ride! +1 fire behind the wheel.
- Powerhouse. +1 steel behind the wheel.
- Brick shithouse. 2-armor for all inside.

MUST GO FASTER
When you hit with moves involving speed or athletics, you get +1 ongoing to all burner moves this session.

EVERYTHING'S BETTER OVER THE HILL
Whenever you have a chance to explore a place or activity you have never seen before, if you indulge yourself, roll +fire.

On a hit, gain +1-ongoing to all moves until you leave or roll a miss.

On 10+, give an additional +2-forward to someone else.

On a miss, mark Taint as you overindulge yourself.

SUDDEN DEATH OVERTIME
If you roll a miss while banging bricks or shining someone on in a vehicle, you may sacrifice the vehicle to make it a 10+.



SHORTCUT KING
When you look for a way to get somewhere, roll+ice.

On a 10+, choose 3. On a 7–9, choose 1.

- You get there without taking harm.
- You get there as fast as possible.
- You get there without leaving a trail or tracks.
- You get there even if you were restrained or blocked.
- You take minimal harm, and deal severe harm.

On a miss: the MC makes a move.

FREERUNNER
You may use fire or ice when performing moves where athletics would help you. Also, if you have the Sudden Death Overtime move, you may use it if on foot by taking 3-harm.

DARKNESS MOVE
If you choose not to honor Pull involving transport or delivery for someone, mark Taint.

CONNECTION MOVE
If you and another character make a connection, they gain Pull and 1-hold. They can spend this hold to call you somewhere when they need you. If you don't get there in time, mark Taint.

DEATH MOVE
When you finally buy the farm, you may make one last Hell-or-glory ride, escaping the situation and enemies that have killed you, and rescuing your Family. You can't stop or be saved; you are dead on arrival.

GEAR
You get:
•a special hot ride or custom machine

Also, at the start of each Session, or when you can re-supply:
•one charm
•1 ranged weapon
•1 hand weapon

Hot rides and custom machines (bonuses only when using the vehicle):
•a vintage muscle car, gives +1-steel, 1-armor
•hot hatchback tuner, gives +1-smoke, 1-armor
•big ol' shitkickin' truck, 2-armor if inside, gain Pull on someone at the start of every session for hauling and helping out, limited space for people inside
•zippy crotch rocket, gives +2-fire, can't carry more than one passenger
•nasty-tempered hog, gives +1-steel and +1-Fringe Influence moves
•your own damn feet, +1-ongoing to all athletic or endurance moves

At the start of each session, roll +ice.

On a hit, your ride is fine, but you owe someone Pull for parts or labor.

On 10+, you don't owe somebody; they owe you for favors you did them in your downtime.

On a miss, the ride is down until you can get it fixed. Better **scrounge resources** for help. And, yes, this means you could be starting a Session with a broken leg if your ride is your feet.

Ranged weapons:
•9mm (2-harm close loud)
•smg (2-harm close autofire loud)
•sawed-off (3-harm close reload messy)
•zip cannon (4-harm close AP messy hazardous refill)

Hand weapon:
•cutter (2-harm hand)
•heavy wrench or crowbar (2-harm hand messy)
•hand razors (2-harm hand worn hidden)
•bleaker (2-harm/s-harm hand hidden)
•chopper (3-harm hand messy)

PULL
•One of them often bums inconvenient rides with you. They owe you Pull.
•One of them lived because you got them there on time. They owe you 2 Pull.
•You didn't get there when someone needed you. You owe them 2 Pull.

ADVANCES
__ get +1smoke
__ get +1ice
__ get +1fire
__ get a new burner move
__ get a new burner move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1signal or steel
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a posse of speed-freak followers (small gang, 2-harm, 1-armor or 1-harm, 2-armor)
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

MAXIMUM OVERDRIVE
Whenever you use a vehicle to **dust-up** or **bang bricks**, you may mark Taint to treat your roll as a 12+.

I'LL HAVE THAT
Any time you see a vehicle you would like to use, you may mark Taint to get into it and steal it.

LUDICROUS SPEED
You may mark Taint in order to ignore all penalties to any vehicle-related move.

LEAF ON THE WIND
You can mark Taint in order to take any harm the vehicle you are driving would have taken.





DOGCATCHER

You and me, we're okay. But that growl there, that means Bubba don't like you much at all.

The Quick and Dirty: No matter where you've gone in your life, you've always felt better around animals. Maybe it's a trust issue, or maybe it's just that you understand animals better than people. Either way, no matter where you go, you've always got a companion ready to step up for you when the chips are down.

In Their Own Words: *Used to work at an animal shelter as a volunteer. It didn't take me long to figure out three things. People are shitty selfish creatures that don't have any respect for the other inhabitants of our planet. Animals are wild at heart and worth more to me than a busload of Citizens. And the Bloats are the worst thing that can happen to my four-legged friends. I'd rather have a doberman than a dagger any day of the week.*

It can be a little surprising to Citizens and newcomers how many Families have pets. Living in a world where food and shelter can be hard to come by, it seems counter-intuitive to maintain an animal in health and comfort, and to deal with all the challenges of transport, health care, and access that come with bringing a large attack dog or falcon everywhere you go. However, animals have some significant advantages in survival situations and are actually better-adapted than humans to urban and wilderness rough living.

The average dogcatcher (name's the same no matter what animal) is used to living wild, and often exalts an animal way of looking at things. Natural solutions are better than technological ones, animals better than Citizens, and the wild spaces better than the crush of urban areas. Dogcatchers can be a bit stand-offish or anti-social, although they rapidly warm up to anyone their companion approves of. Unless it's impossible, the companion animal's going with them anywhere they go, even if that could cause some issues with the locals. Seeing a Tribal walking a cougar on a leash through a restaurant and claiming it's a therapy animal isn't at all unlikely. Because they are dealing with wild animals, dogcatchers tend to dress for protection from bites and scrapes, and to carry supplies for their animal on their person.

Dogcatchers dedicate themselves to their animal companions, loving them and caring for them. While a few dogcatchers are merely making good use of a four-legged asset, most are genuinely bound to their animals, and willing to lay down their lives for them just as they would for another Family-member. Families with a dogcatcher animal companion must ut up with an extra mouth to feed that needs care and feeding. However, animals' natural bad reactions to Outsiders can be a crucial survival advantage in the war.

NAME
Fish, Bug, Brace, Dogboy, Bluetop, Upright, Leopard, Loyal, Catcher, Boone

Slither, Peach, Deathbunny, Yellow, Fillie, Diamond Jill, Classic, Tuesday, Wolfgirl, Mouse

LOOK
Man, woman, transgressing, concealed

Denim and leather, patched and torn, stained, rough and tumble, padded and strapped

TRAITS (add 1 to one trait)
Steel 1, Smoke 0, Ice 0, Fire 1, Signal -1

STARTING INFLUENCE (add 1 to one Trait)
Citizen -1, Fringe 1, Authority 0, Nemesis 0, Tribal 1





The DOGCATCHER is an oddity, a Tribal who relies on a working animal as a partner. In many Families, a dog or cat is a walking emergency food source. If you're playing the DOGCATCHER, you're an animal lover, and you want to have a best friend who will never let you down. But it's hard enough keeping yourself safe.

MOVES

You get all the basic moves, plus Inhuman Resources. Choose one more Dogcatcher move.

INHUMAN RESOURCES

You have an animal companion, and the ability to work with that animal beyond what most citizens believe is possible. Your companion can take 4-harm, does 2-harm AP, and gives +1-ongoing to use the **rule of twos**. It finds its own food and water, plus enough extra to feed you. It is absolutely loyal, smarter than any animal has a right to be, and is your absolute best friend. Choose one:

- You have a comfort animal (lapdog, fluffy cat, gerbil). It has only 2 harm, does only s-harm, and grants +1-ongoing with moves getting someone to help you.
- You have a dangerous animal (doberman, pit bull, baboon). It does +1-harm, and grants you +1-ongoing to **dust-up** or **bang bricks**.
- You have a clever animal (raccoon, parrot, monkey). It does -1-harm, but can be used as a remote set of hands or eyes when needed, and grants +1-ongoing to **shine someone on** or **gaslight**.
- You have a creepy animal (tarantula, python, bat). It grants +1-ongoing to any moves involving intimidating or scaring people, and absorbs one Taint from you at the start of each session.
- You have a wild animal (wolf, cougar, falcon). It sticks out and is illegal to own, so you must give someone Pull at the start of each session to keep it safe from animal control. However, it gives +1-ongoing to all moves with the Fringe or Tribal groups, and can help you keep up to five people fed.

UNLOCKED GENIUS

Before every session, roll +fire. On 10+, choose 2. On 7-9, choose 1. On a miss, you need to do something for your animal's welfare which gives someone Pull.

- Your animal is working hard. +1 to all steel tests involving the animal this session.
- Your animal is extra-perceptive. +1 to all ice tests involving the animal this session.
- Your animal is very brave. +1 to all fire tests involving the animal this session.
- Your animal is very friendly. +1 to all Influence moves if the animal is with you.
- Your animal is aggressive. +1-harm to its attacks, and it has an additional 1 armor.

LAW OF THE JUNGLE

Any time you are interacting with other animals and have your companion with you, you may treat all misses on moves as 7-9 hits.

HOMEWARD BOUND

Whenever you are attempting to find a way through a maze of obstacles, you may roll +smoke.

On a hit, you and your allies gain +1-ongoing to all other moves made to **bang bricks**, **pack your gear**, or to find safe ways past the obstacles.

On a 7-9, you or your companion also take harm or the MC makes a move.

On a miss, you and your companion are trapped and the MC makes a hard move.

TRUST THE WEASELS

Sometimes, your animal takes random actions which seem to make no sense but later turn out to be of value. **You may respond to any MC move which involves you by describing a way in which some bizarre behavior by your companion has tipped you off or helped you be ready for crisis.** Take -1-ongoing this session for Influence moves as your animal annoys or upsets someone, but then gain +2-forward to a move dealing with the MC's move.

THANK YOUR PREY

Any time you use your animal to interact with someone through intimidation, you may take Pull on your target, so long as you leave your target alive and free to leave after the battle. As long as you still have that Pull, you also gain +1-ongoing to Influence moves with that target's Influence group.

DARKNESS MOVE

Any time you neglect your animal companion or harm an animal in order to selfishly benefit your own needs, mark Taint.

CONNECTION MOVE

If you and another character make a connection, they gain Pull which they can call in to use Inhuman Resources until you have resolved their Pull, or you dislike their treatment of an animal.

DEATH MOVE

When you finally fall in battle, you may deed your animal companion to another character. They gain Inhuman Resources the same way you had it marked.

GEAR

At the start of each Session, or when you can resupply, you get:

- one charm
- 1 ranged weapon
- 1 hand weapon
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
•9mm (2-harm close loud)
•hunting crossbow (3-harm AP far reload)
•battered squirrel rifle (2-harm AP close/far, +1-ongoing to **dust-up**)
•pump shotgun (3-harm messy loud close)

Hand weapon:
•cutter (2-harm hand)
•skinning knife (2-harm hand messy)
•chain whip (2-harm hand/close concealable)
•barbed and padded fighting glove (1-harm intimate/hand 1-armor)
•choking strap (1-harm lasting intimate hidden)

PULL
•One of them owes their life to your companion. They owe you Pull.
•One of them loves animals as much as you do. You both gain Pull with each other.
•Your companion really hurt one of them once, for no reason. You owe them 2 Pull.

ADVANCES
__ get +1steel
__ get +1ice
__ get +1fire
__ get a new dogcatcher move
__ get a new dogcatcher move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a second animal companion
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

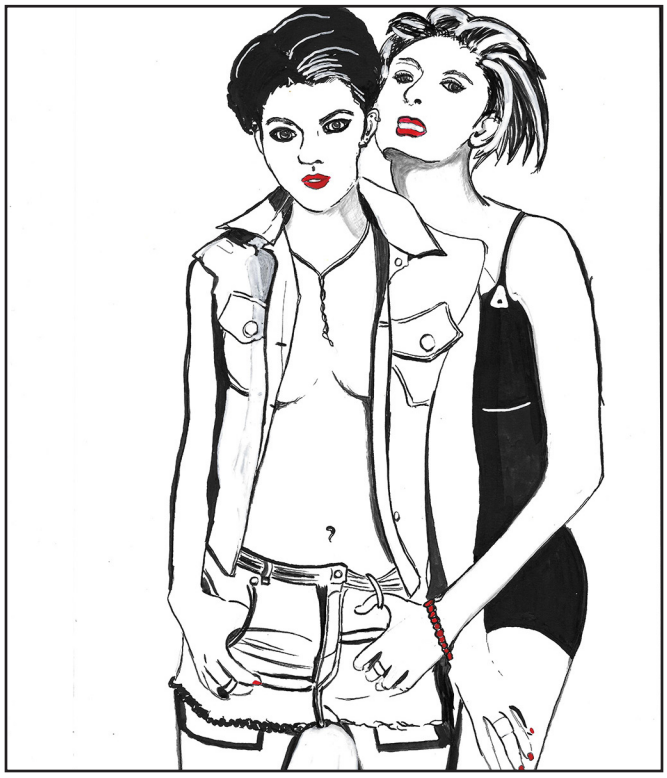
TAINT MOVES

BLIND LEADING THE BLIND
Whenever you would take a Condition, you may mark Taint to have your animal companion take it instead. The companion can take three Conditions before dying.

BITCH ALERT
If an MC move or hard move would surprise you, you may mark Taint to get enough early warning from your animal companion to try a move before the MC move takes effect.

CREATURE OF HABIT
You may mark Taint in order to predict and control the behavior of any animal, as long as it is within their normal habits.

RAISED BY WOLVES
You can mark Taint in order to use fire instead of any other trait on a move.





FACEDANCER

I can seduce Mister Suit and get his ID badge, but you owe me one Hell of a backrub after, baby.

The Quick and Dirty: Some people have fun at parties. You ARE the party. Whether it's helping your Family have a little fun to wind down, getting a reluctant ally to turn over what you need through a little "social coercion", or easing an enemy into a false sense of security before the Family drops the MOAB on them, you're the only game in town.

In Their Own Words: *It's easy, babydoll. I give you these two tickets to the Knicks game. You give them to Officer Jackson, who gives you the evidence baggie on the Brown case. Mr. Brown, the building foreman, trades you one baggie for the keys to the Daedulus offices. You let my friends in, we scoop a little peek at their computers, and we get the info we need. And if you act now, I'll throw in the phone number of that hot waitress you've been staring at since we walked in.*

Facedancers are the social animals of the Tribe, particularly when it comes to conning citizens out of things. Aware of their own charm, and willing to use their bodies to make things happen, facedancers have to be very self-assured and have a strong and healthy self-image to do what they do. One part lover and one part con-artist, the facedancer's best weapons are his voice and his wits.

Citizens who meet a facedancer will remember a whirlwind of activity, jokes, come-ons, and snarky comments. They'll be bowled over by the presence and personality of the Tribal, and even if she wears weird clothes and has a million tattoos, she wears them with a certain style that seems to put everyone in the room at ease. While she's there, citizens feel like she belongs, and are prone to being helpful for reasonable requests (and, with work, she can probably get them to redefine reasonable.) After she's gone, it gets hard to remember much more than the surface, which is how facedancers like it. If they're really good, even after they've left, the people they were talking to won't have the slightest idea what information they might have given up, or what secrets the facedancer might have gleaned from them.

To other Tribals, the facedancer is frequently closer to a confidante and partner in crime. Facedancers hold hands, sooth terror, wipe away tears, and are otherwise the glue that binds Families together in hard times. And, of course, they are the go-to guys for anything a Family needs that it can't or won't just steal from citizens. Not the best of combatants in most cases, facedancers often serve in a scout or information gathering capacity, and most facedancers spend the first few days in a new area getting the lay of the land, figuring out where the power figures are, and who owns what resources. When they are acting in this role, they will almost always have a solid back-up nearby, so if they run into trouble, the more warlike members of their Family aren't oo far away.

NAME
Midnight, Goodtime, Perfect Tommy, Golden, Best, Rave, Blondie, Captain, Bouncer, Putout

Wiggle, Two-Again, Rounder, Dollface, Betti, Lyka, Pleather Annie, Panda, Mirror, Tish

LOOK
Man, woman, transgressing.

Bike leathers, slashed and taped, dance clothes, undies and a coat, stylish suit and belts.

TRAITS (add one)
steel -1, smoke 0, ice 1, fire 1, signal 0

STARTING INFLUENCE (add one)
Civlian 1, Fringe 1, Authority 0, Nemesis -1, Tribal 0

Remember when I said The Tribe isn't all about sex? The FACEDANCER is the exception who proves the rule. You don't HAVE to fuck, but it's prolly in your best interests. Playing the FACEDANCER means you want to be the center of attention, either because you're fun, you're frisky, or you're fuckable. Make sure you don't push it too far and offend.

MOVES
You get all the basic moves, plus Plasticine Poppet. Choose one more Facedancer move.

PLASTICINE POPPET
You are an expert at portraying yourself as what others want or expect. **When talking to a comfortable target, roll +fire.** On a 10+, choose 2. On 7-9, choose 1. On a miss, the MC chooses one.

- You gain the target's confidence. +2-hold on them, which you may spend as Pull.
- No one gets hurt.
- You make a connection with them. Use your connection move, even if you wish you didn't.
- They are enamored or lustful toward you. +1-ongoing to trick, con, or seduce them.
- They believe your story, as long as it's reasonable.

LOOKER
Everybody wants to be with you. +1-ongoing to **shine someone on**, **gaslight**, or **jam the system**.

MASTER OF FETISHES
You know every perversion and addiction under the sun. +2-forward on moves to reduce or avoid circumstances of those activities, and gain Pull on anyone you find out has a hidden kink you're willing to satisfy.

Or you can mark Taint after seducing someone to GIVE them a new kink they didn't know they had, and then gain Pull on them.

GOLDEN TONGUE
If you roll a miss while manipulating or seducing someone, you may put out to make it a 7-9.

WEDDING CRASHER
When you try to get into a restricted social event, roll+ice. On a 10+, choose 2. On a 7–9, choose 1. On a miss: the MC makes a move.

- You get in with your friends, but might draw suspicion.
- You get in on your own and are accepted as belonging.
- You get in and out without leaving any clues to your real identity.
- You get what you came for, but there's some drama.
- You don't get what you want, but there's no drama.

FLUID MECHANIC: if you put out, you can use ice to **shine someone on**, and fire to **weave new strings**.

DARKNESS MOVE
Each time you debase yourself to gain an advantage over an innocent person, mark Taint.



CONNECTION MOVE
When you and another person make a connection, you can influence their opinions of others and gain emotional leverage. You gain Pull on them. If you were being real, they gain Pull on you, or with someone else you have feelings for. If you were playing them, mark Taint if you use the Pull you have on them in a way that hurts them.

DEATH MOVE
When your many indiscretions catch up to you and you pay the ultimate price for your sins, nominate one other character. You left behind a detailed and personal diary or package which reveals your true feelings for them. They may erase one Taint move per Pull you owed them.

GEAR
At the start of each Session, or when you can resupply, you get:
•one charm
•1 ranged weapon
•1 hand weapon
•fashion suitable to your look, including at your option a piece worth 1-armor or +1-ongoing to attempts to seduce(you decide which and detail your look)

Ranged weapons:
•9mm (2-harm close loud)
•derringer (1-harm close hidden)
•wrist-mounted bolt thrower (2-harm close worn reload quiet)
•big damn revolver (3-harm close/far loud)

Hand weapon:
•choking strap (1-harm lasting intimate hidden)
•rippers (1-harm worn hand hidden; if both hands, 2-harm)
•hand razors (2-harm hand worn hidden)
•edger (1-harm hand hidden)
•fink (0-harm hand hidden +1-ice to attempt a surprise attack)

PULL
•One of them is a past lover. One of you gains two Pull, the other gains 1.
•One of them saved you from serious harm. You give them Pull.
•One of them has confided deep secrets to you. Gain Pull on them.

ADVANCES
__ get +1signal
__ get +1ice
__ get +1fire
__ get a new facedancer move
__ get a new facedancer move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a new Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

ATTENTION WHORE
Any time you scrounge for resources or sniff out hidden answers, you may mark Taint to use fire instead of the Influence group trait.

NOT SO HARD DRUGS
You may mark Taint to ignore the negative physical effects of any drug, risky sexual encounter, or stimulation.

FINAL TEMPTATION
Any time you put out when seducing or misleading someone, you may mark Taint to gain a permanent hook on them. You start every session with Pull on them if you don't have any. If you use this Pull and it harms them, mark Taint again.

EVILS OF FREE WILL
You may use your knowledge of a person's secrets to guide them into taking actions they want to do but know are wrong. If you do, mark Taint. If a PC, if they do what you suggest, they mark Taint and gain +2-forward to that action. If they don't, they take -2-forward to their next move. If an NPC, they either do it or they are unable to interfere with you in any way until the next session.





FIRSTBORN

Betcha my bracelet of teeth I can tag that suit and be on the bus afore he specs who done it!

The Quick and Dirty: Stolen from neglectful or abusive parents when you were too young to remember, or one of the rare children born to Tribal parents, you have grown up in the Tribe, and know no other life. Citizens up top are idiots, and you live for the chaos and excitement of the war. You grew up fast, and hard, and you'll most likely die young, but you're damn sure gonna enjoy the ride.

In Their Own Words: *I don't get it. We need the car, he's got the car, he ain't Family nor Tribe, why we don't just slice him and TAKE the car? Be times I don't get you guys at all. Why we care he some Citizen? He don't wanna have his car jacked, he don't be drivin' it into our turf, yeh? Fine, fine, leave him go. But I'm still keepin' the hat.*

Some people never got to make a choice about being members of the Tribe. Whether they were kidnapped so young they can't remember their original parents, or are among the rare children actually born and raised as Tribals, Firstborn are experts in the ways of the Tribe. They tend to wear worn but immaculately maintained clothes, with lots of flair picked up as trophies along the course of their life. Pins, buttons, patches, and designs adorn them, and heavy durable leather covers the areas where they might brush against debris while climbing or running. Physically rangy and tough, and often shorter and lighter than others of their age, these are the effect of poor nutrition growing up on the streets. They wear bizarre versions of haircuts or makeup they have seen in clubs or magazines. Raised from infancy with a total lack of privacy, with constant support and supervision by a tight-knit group of Tribals, they have only rarely ever been alone. Most have never experienced life among "normal" citizens, don't know about anything from Up Top but club culture, and don't understand concepts we take for granted like consumerism or money. It's as if they have been stuck in time.

As a result of these severe social changes, Firstborn stick out in groups of citizens, and even the toughest street thug will feel uncomfortable and nervous around Firstborn they meet for the first time. Since the Firstborn isn't likely to pick up on "normal" social cues, it's a decent bet the Firstborn will be unable to last for long without offending or embarrassing the citizens. Fortunately, most citizens will end up viewing the Firstborn as somehow deranged or developmentally challenged, and many a Firstborn has developed a convincing "scary-psycho-teen" act to fall back on when they need to intimidate the norms.

Among all but the greenest Childe, however, Firstborn are often the life of the party. They represent everything that the Tribe aspires to be, and in the loose chaos of Tribal life, Firstborn are an example of what the world will be like if the Tribe succeeds in its goals. Families which have Firstborn tend to use them in the role of reliable back-ups for any other Family member, and as survival and street craft experts. They are also often seen in the guise of murderous innocent, the violent jesters of Families at war. Their eternal optimism and curiosity are great assets to any Family willing to accept the increased propensity for sudden surprises.

NAME
Boomer, TomTom, Siren, Goboy, Mac, Cutter, Zero, Jobe, Stoplight, Pagan

Kicks, Polpol, Rough Sally, Killian, Faro, Black Molly, Gyro, Demon, Dixie, Gobaby

LOOK
Young man/woman, child, transgressing, or concealed.

Scruffed casual, gothic punk, scrounged leftovers, failed attempt to fit in

TRAITS (add one)
steel 0, smoke 1, ice 0, fire 0, signal 0

STARTING INFLUENCE (add one)
Civilian -2, Fringe 1, Authority -2, Nemesis 0, Tribal 2



The FIRSTBORN is the Tribe distilled to its purest. You want to be outside social norms, pushing the edge. Playing the FIRSTBORN means you're young, opinionated, and maybe pure of heart.

MOVES
You get all the basic moves. Choose two Firstborn moves.

SURVIVAL MONKEY
Whenever you hunt out things needed for the Family's survival, roll +smoke.

On a 10+, choose 2. On 7-9, choose 1 and give Pull to someone for the assist. On a miss, the MC may make a move.

- Your Family has enough food, water and shelter to survive the session.
- You find needed parts or supplies which return a needed item to service.
- Your Family is able to get rest and basic medical care.
- You locate friends and allies who can help with the situation.
- You prevent anyone from tracking your efforts.

SPIRIT WHISPERS
You get +1 to **sniff out hidden answers** or **petition the *loa*.** You may mark Taint to make your roll a 12+, even if you have not advanced those moves.

TEAM PLAYER
When you are **following the rule of twos**, they gain +2 on a hit, instead of +1.

EASY TO READ
If you are being honest about the facts while **shining someone on**, your naturally honest and forthright demeanor give you +1-ongoing with them this session.

SOUL OF THE STREETS
When you scope out an urban environment and study the area, roll+signal.

On a 10+, choose 3. On a 7–9, choose 1, and the MC chooses 1. On a miss: the MC chooses one and makes a move.

- You see good movement options. +1ongoing if you use them.
- You spot any dangers.
- You and yours gain +1-armor in any conflict.
- You figure out the neighborhood background.
- You can deal harm to an enemy and take minimal harm.
- You know which *loa* would answer your call for help.



RANGY AND GRACEFUL
You may use smoke instead of an Influence trait when **scrounging for resources** or **gaslighting**. You must choose which Influence group when you take this move.

DARKNESS MOVE
If you ever voluntarily accept a non-Tribal way of doing things as better, mark Taint.

CONNECTION MOVE
If you and another character make a connection, you both gain Pull on each other, and when either of you follows the rule of twos with the other, the roll is +2 as long as you still have Pull.



DEATH MOVE
When you finally get overwhelmed by the world Up Top, your efforts to make a better world for the Tribe are discovered. You may pass all the Pull you are owed to any of your Family members as you want, and any moves they make that target the people who killed you gain +2-ongoing until those fuckers pay.

GEAR
At the start of each Session, or when you can resupply, you get:

- two charms
- 1 small practical weapon
- 1 concealed scratch weapon
- fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small practical weapons:

- 9mm (2-harm close loud)
- cutter (2-harm hand)
- sawed-off (3-harm close reload messy)
- stun gun (s-harm hand reload)

Concealed scratch weapon:

- .38 revolver (2-harm close reload loud hidden)
- choking strap (1-harm intimate lasting hidden
- hand razors (2-harm hand worn hidden)
- bleaker (2-harm/s-harm hand hidden)

PULL

•One of them has been your mentor. They gain 2 Pull on you.
•One of them has always had your back. They gain Pull on you.
•One of them is your secret crush. They gain Pull on you.

You are easy to read and an open book, always there to help out. Gain Pull on every Family member.

ADVANCES

__ get +1signal
__ get +1ice
__ get +1fire
__ get a new firstborn move
__ get a new firstborn move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ get a new Family move
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

I'VE STOPPED CARING

Mark Taint to automatically resist any attempt to coerce or sway your opinions. If there are penalties to such a refusal, ignore them. You may also use this ability to automatically score a 12+ hit to **tell someone to pack sand**.

TRAGIC DREAM

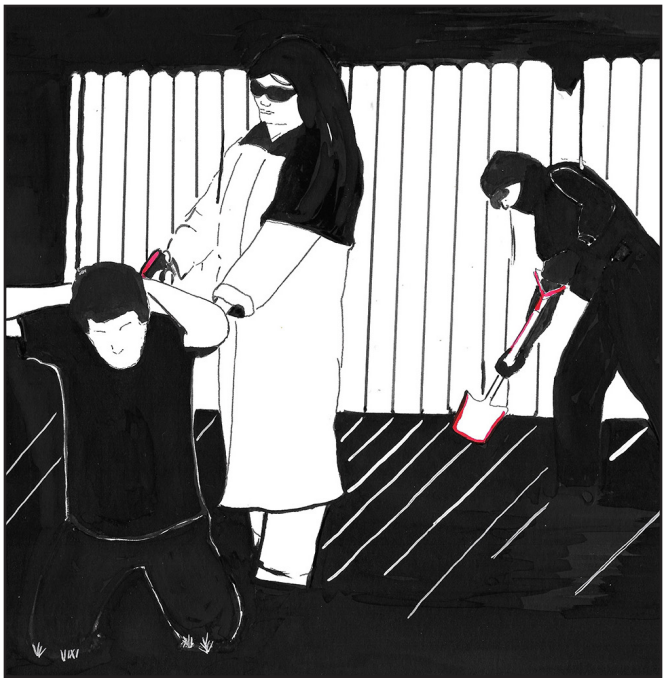
Whenever the MC makes a hard move which places someone you care about in jeopardy, you may mark Taint to shift the target to random citizens in the area; the person you care about escapes.

DISASTER JUNKIE

Whenever you need a distraction or a way to get into or out of a place fast, you may mark Taint to engineer a horrible accident or emergency which risks the lives of citizens.

HAIRTRIGGER HONEY

If you are attempting to use an Influence move of any kind, you may mark Taint and act with threatening unpredictable violence. Describe what you have done, and count your roll as a 10+.



GHOSTWALKER

Two guards in the alley are gone. I left them in the back of the van, dead. Cut the alarms. You go in when you want.

The Quick and Dirty: You are the ghost in the darkness. Where others are speed and thunder, you are accuracy and silence. If there's an obstacle between the Family and where they want to go, you're the one who opens the doors and erases the trails. You are Silent Death incarnate.

In Their Own Words: *Don't move, citizen. What you're feeling pressed up against your lumbar spine is a six-inch thin blade stiletto. If you even flinch, you'll be in Hell before the Devil knows you're coming. Open the gate for my friends, and in a few seconds, all you'll be feeling is the breeze when I leave. Your choice, homes, but hurry up. I'm on a deadline.*

Stealth is a vital part of a Tribal's inventory, and most have at least some skill, but the ghostwalker takes it to a whole new level. They are quick and quiet, ready to get into a place without being seen, and to get out again the same way. Although some ghostwalkers operate as a Family's assassins, most are more oriented around silent access and entry.

Ideally, citizens don't see ghostwalkers coming, and wouldn't see any signs they'd been there. When not moving on a target, though, ghostwalkers are strong silent types who prefer to stay in the background and fade whenever possible. They have a general aura of menace to most citizens, who would probably feel uncomfortable if left alone with a ghostwalker for long.

Tribals are often impressed by ghostwalkers, who carry a rep for being invisible and undetectable which can sometimes be beyond their actual talents. When a Family has designated someone a ghostwalker, they're acknowledging that's the most stealthy and alarm-savvy member they have; in a Family full of rippers and gun people, that may not mean all that much.

The best ghostwalkers are always working on their skills, though, and see every locked door or alarmed window as a challenge. Some will spend their free time breaking and entering just for the practice.

NAME
Bloom, JonJon, Clever, Nameless, Snow, Nightmare, Magic, No-Light, Duster, Plain

Soyo, Somber, Whisper, Vapor, Silence, Begone, Brown, Dahlia, Negative, Cold

LOOK
Man, woman, concealed, uncertain.

Long coat and jeans, work clothes, worn suit and tie, black on black, everyday casual.

TRAITS (add one)
steel 0, smoke 1, ice 1, fire 0, signal -1

STARTING INFLUENCE (add one)
Civilian 0, Fringe 1, Authority -1, Nemesis 1, Tribal 0

The GHOSTWALKER is mystery wrapped in enigma with secret sauce. If you like being the spooky one in the shadows, this is your cuppa. Playing the GHOSTWALKER makes you the one the Family relies on to get them in, and out again safely. One quick warning, though: don't use the fact your character is secretive to disengage from the rest of the players.

MOVES
You get all the basic moves, plus No Boundaries. Choose one more Ghostwalker move.

NO BOUNDARIES
You are an expert in bypassing physical obstacles. **When overcoming physical barriers or security, roll +ice.** On a 10+, choose 3. On 7-9, choose 2.

- No alarms go off.
- No one gets hurt.
- You and the Family are in without further complications. Out is up to your actions.
- You leave no trace of your passing.
- You eliminate any regular guards or beasts.

On a miss, the MC makes a move. You may mark Taint or take 2-harm AP to still bypass the barrier.

GHOST IN THE DARKNESS
When you are able to take advantage of distractions or bad lighting, you gain +1-ongoing.

LOOKAWAY
When you are **following the rule of twos** by distracting or misleading someone, you may take harm to convery a miss to a 7-9 hit, or a 7-9 hit to a 10+ hit.

BLACK ON BLACK
If you successfully **dust-up** when you have the advantage of surprise, gain +1-hold on the target. You may spend this hold for +2-forward on any future moves to **dust-up** or **shine them on**.

SILENCE AND SHADOWS
When you want to move around secretly inside a place, roll +smoke. On a 10+, choose 2. On a 7–9, choose 1.

- Your enemies lose track of you as you move into the shadows.
- You slip into a hiding place for ambush. +2-harm on next successful attack.
- You're out of there, no one knows how.
- You get your hands on something useful.
- You clean up all evidence of your Family's presence.

On a miss, the MC makes a hard move with you as the target.

NOT ALL THERE
When you **burn shit down** or **shine someone on**, reduce any harm you take by one.

DARKNESS MOVE
Whenever you are misled or fooled by someone, or when you are caught by surprise and unprepared, become enraged and mark Taint.

CONNECTION MOVE
When you make a connection with someone, you confuse and unnerve them, or you conceal your true feelings. They either gain Pull on you and take -1-ongoing to all moves involving you, or you may mark Taint and use one Influence move with their group as if you had rolled a 7-9.



DEATH MOVE
When you are finally dragged out into the light for all to see, you may hold-2 with your next character. You may spend that hold at any time in the future to turn any Influence move into a 10+ hit, or to immediately cancel any one MC move or hard move. Explain how your former character had foreseen these possibilities and left contingencies in place.



GEAR
At the start of each Session, or when you can resupply, you get:
•a homemade B&E kit
•1 ranged weapon or one charm
•1 hand weapon or one charm
•fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
•silenced 9mm (2-harm close quiet)
•whisperdeath (2-harm hidden close reload)
•wrist-mounted bolt thrower (2-harm close worn reload quiet)
•silenced smg (2-harm close autofire reload)

Hand weapon:
•choking strap (1-harm lasting intimate hidden)
•many knives (2-harm hand infinite)
•pigsticker (3-harm worn hand hidden awkward)
•crowbar (2-harm hand messy)
•katana (2-harm hand, +1 hard to get into a dust-up)

PULL
•One of them works closely with you. You both gain Pull on each other.
•One of them has seen you at your best. Gain Pull on them.
•One of them reminds you of yourself before the Tribe. They gain Pull on you.

ADVANCES
__ get +1steel
__ get +1ice
__ get +1fire
__ get a new ghostwalker move
__ get a new ghostwalker move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

SILENCE IS GOLDEN
Mark Taint to change a miss on stealth or misdirection moves by anyone in your Family to a 7-9 hit.

GET IT DONE
You may mark Taint to choose an additional option on any hit for moves which require choices to be made.

COVERT CALLOUT
If any member of your Family is the target of a hard move, you may mark Taint to appear at the scene with as many of the other Family choose to assist.

WORMSIGN
By looking deeper in the darkness than you should, you may mark Taint and find the nearest Outsider or Consortium presence.



GUN PERSON

Betcha I can hit that gomer in the head from here, lover.

The Quick and Dirty: The Outsiders are, due to a combination of alien biology and extradimensionality, not very susceptible to most firearms, but there are plenty of agents and traitors who drop quite nicely with a .45 round to the head, thank you. You are a frontline warrior, choosing to practice mostly with guns and heavier weapons in order to provide assault support for your Family. Your first and dearest love is things that spit big bullets through people. As the best hunter in the Family, you also help feed the Family in hard times, making you essential to the Family's success. Almost every Family has at least one Gun Person.

In Their Own Words: *A frontal assault on that place is a technique, but I can't say it'd be the one I'd use, slick. What we're gonna do here is we're gonna have Baby and Tombs move up close, nice and quiet, until they're right by that guard post. I'm up there on that apartment building with Old Painless, and when I put the first bullet through that agent, you get the van moving. Baby and Tombs ace the guard post, I give covering fire and take out the heavies they're bound to scramble, and you put that van right through the gate and skedaddle before the explosives go.*

Gun people have a hard time passing among citizens. Even if they carry concealed, they're still in ambush mode, looking at where an attack might come from, and how they'll counter it. It's like being locked in a room with a gangbanger; you may not be directly threatened, but you sure don't feel comfortable.

Since half the Tribe is gun people and rippers, other Tribals are mostly cool with them. They carry a mean rep for violence, and they tend to hang out together and do a lot of social things in small groups. After all, they understand each other, so they look out for each other. Gun people and rippers have either a friendly rivalry, or amazing partnerships where one hits from far while the other hits from up close.

NAME
Foul, Duck, Wronghand, Storm, Kill, Persian, Tenner, One-Inch, One-in-the-chamber, Fallback

Dropper, Billi the Bullet, Tiptop, Cinder, Trigger, Texas, Right Field, Better, Snake, Shado

LOOK
Man, woman, concealed, transgressing.

Cowboy chic, duster and dark slacks, fatigue jacket and jeans, patches and padding, everyday casual.

TRAITS (add one)
steel 1, smoke 0, ice 0, fire 1, signal -1

STARTING INFLUENCE (add one)
Citizen -1, Fringe -1, Authority 1, Nemesis 1, Tribal 1

If you wanna be the combat monster in the Family, GUN PERSON is an excellent choice. Like most roles in the Tribe, you're specialized, in this case with firearms of all kind. Obsessed with gunplay and combat, you may have any personality, from grave and serious to wacky and playful. Playing the GUN PERSON puts you in shoot-first mode as protector and killer.

MOVES
You get all the basic moves, plus Bullet Time. Choose one more Gun Person move.

BULLET TIME
When you are in hand or close range and attacked, roll+steel. On a 10+, choose 2. On a 7–9, choose 1.

- You dodge the attack, taking minimal harm.
- You strike back fast. Deal severe harm.
- You escape to cover. Gain hard cover (4 armor) but lose your next move.
- You protect others; they take -2-harm.
- You risk yourself. Take harm; deal +2-harm.

On a miss: the MC makes another hard move.

ONE SHOT, ONE KILL
When you are able to take aim from a sniper's position, you gain +2-forward and +1-harm. This applies for the first move you make during that scene.

FIRST IN, LAST OUT
When the Family is in a fight, if someone else's move fails, you may take the consequences for them. If you do this, you also gain Pull on them.

WHIRLWIND OF DEATH
If you successfully **dust-up** or **burn shit down** when facing normal humans or beasts, you may deal your harm to all of them as if using an area weapon. If you actually have an area weapon, the damage becomes messy. If you mark Taint, you can also cause your established harm to one supernatural or alien in the area.

TRIGGER TIME
Years shooting have given you mad skills and reflexes. If shooting, you gain +1-ongoing and +1-harm to all firearms.

CHEKHOV'S GUN
In your own realm, you are rarely far from a gun. Unless you have been strip-searched and are held in enemy custody, **you can pull one of your guns concealed nearby by rolling +fire.**

On any hit, you are now armed. On a 10+, choose 2. On 7-9, choose 1.

- You surprise the enemy.
- You stop the enemy's move.
- You do severe harm.
- You can make another move at +2-forward.
- You eliminate any regular guards or beasts.

On a miss, you got nothing and the MC makes a move.



DARKNESS MOVE
Whenever you kill those who don't deserve it, whether on purpose or by accident, mark Taint.

CONNECTION MOVE
When you make a connection with someone, you are better at protecting them. They gain a Pull on you; when they take harm and you are there, you can take it for them and they erase the Pull.

DEATH MOVE
When the end of the scene would be directed by Sam Peckinpah, you go down in a bloody gunfight, guns blazing and knives flashing until the end comes. As long as your Family agrees to flee for safety, you do not die until the end of the current combat, and no matter how much damage you take, you may continue taking actions. Conditions will still count against you, but the dying only stops when the rest of your Family escapes. When the last member of your Family has escaped or fallen, you then expire.

GEAR
At the start of each Session, or when you can resupply, you get:
•a homemade gun-cleaning kit
•1 special ranged weapon
•2 ranged weapons or 1 ranged and 1 hand weapon or 1 hand weapon and one charm
•fashion suitable to your look, including at your option a piece worth 2-armor (you detail)

Special ranged weapons:
•pair of combat pistols (2-harm close area or 4-harm close loud)
•sniper rifle (4-harm close/far or 3-harm close/far quiet or 3-harm close/far AP)
•close quarters battle smg (2-harm hand/close autofire quiet, +1-ongoing to dust-up)
•short-barrel combat shotgun (3-harm hand/close messy loud)

Ranged weapons:
•big damn revolver (3-harm close loud reload)
•assault carbine (2-harm close/far autofire)
•concealed backup pistol (2-harm hand/close reload loud)
•pump shotgun (3-harm close messy)

Hand weapon:
•chopper (3-harm hand messy)
•combat knife (2-harm hand)
•slicer (2-harm hand messy awkward)
•bayonet (2-harm hand)

PULL
•One of them has been downrange with you. Both of you gain Pull on each other.
•You enjoy one person's company. They gain Pull on you.
•One of them needs to prove themselves to you. Gain two Pull on them.





ADVANCES
__ get +1smoke
__ get +1ice
__ get +1fire
__ get a new gun people move
__ get a new gun people move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1signal or steel
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

SPEAR CARRIER
You may mark Taint to destroy utterly any group of normal human foes of less than elite status. Describe how you wipe them out. Note if they are innocent victims, your Darkness move will also trigger.

NO SURRENDER
You mark Taint to force an enemy to continue to engage you, even if they have tried to escape or leave the area. You stay on their heels until they can force you to stop.

OMINOUS WALK
Whenever you meet someone new, friend or foe, you may mark Taint to frighten them with your suppressed violence. You may immediately gain Pull on them, then must use Pull to gain advantage immediately.

KICK THEM WHEN THEY'RE DOWN
You may mark Taint to immediately deal your harm to any enemy which has just been affected by someone's successful move.



HEADCASE

Yah, I can read your mind, citizen. And if you think that about me again, I'll make your brain leak out your ears.

The Quick and Dirty: Even before the Bloats came to Earth, people been seeing and feeling things that weren't normal. The shaman talks about spirits, but you know the truth: there's mental poison out there in the atmosphere, and you're soaked in it. You'd like to blame the Bloats for it, but you know the truth: humanity is plenty wicked all on its own. You eat thoughts, breathe fears, and spit psychic venom that can boil a man's brain in his skull. And that's on a GOOD day. On a BAD day, well, just don't think about that, okay?

In Their Own Words: *Hi, Tommy, it's me, Faust. I mean, Catherine. Member me? You usta pick on me in school, told the other boys I put out for ciggies and beer. And you laughed at me when Raymond trapped me after school. Yep, that's Raymond's voice in your head; he's right here with me, although I don't think he likes it anymore. Don't cry, baby, that nose bleed is the least of your problems. Wait'll you see what happens next time you try to cop a smoke.*

While shamans manipulate the spirit world, the psychic maelstrom has a much larger component based on the thoughts and impressions of all humanity, and of the Outsider invaders themselves. Since the Outsiders are masters of psychic powers, those few psychically talented individuals who find their way into the Tribe are often distrusted as being potentially open to corruption or turning. However, if the psychic can learn to control her talents, she will find herself accepted as a headcase.

A headcase will never fit in with citizens. Her psychic power is too powerful to conceal, and even the most tolerant of normal citizens will still pick up on the roiling chaos of the maelstrom around the headcase. As a result, citizens will try to evade prolonged exposure to the headcase, and even if they don't know why, will be inclined to distrust or blame her for anything wrong in the area. Families with a headcase are careful not to use her as an intermediary with civilians.

Inside the Tribe, a Family with a headcase trusts him, and he has proven himself fully to their general satisfaction. They are accepted as equals, loved, espected, and protected.

NAME
Backdraft, Boy, Drift, Fester, Spike, Firebaby, Damage, Sullie, Trocious, Goose

Honest, Luxury, Silver, Dies-Twice, Petrie, Frequency, Pushback, Cateye, Mystery, Jeep

LOOK
Man, woman, concealed, transgressing.

Rumpled clothes, worn and dirty, oversized clothes, teeshirt and jeans, club fabulous.

TRAITS (add one)
steel 0, smoke 0, ice 1, fire -1, signal 1

STARTING INFLUENCE (add one)
Citizen -1, Fringe 1, Authority 0, Nemesis 1, Tribal 0

> You don't have to play your HEADCASE as a crazy maniac about to erupt into chaotic destruction, but that's the stereotype. Play the HEADCASE if you are interested in investigating the price of power and the psychic maelstrom of the Signal, but aren't interested in mucking around with all the intricacies of the spirits.



MOVES
You get all the basic moves, plus Twisted Echo. Choose one more Headcase move.

TWISTED ECHO

You're able to tap into the underlying psychic static of reality, and may try to affect others through it. **If you reach for the thoughts and feelings of others; roll +ice.**

On a hit, hold 2. You may mark Taint to hold an additional 1. On 7-9, also either take 1-harm AP mystical or the MC makes a move.

On a miss, mark Taint; the MC makes a hard move.

You may spend hold to do any of these:

- **Sniff out hidden answers** as if you'd done that move and scored a 10+.
- Link to a living creature, having access to their senses for the entire scene.
- You get an impression of their next move.
- If your target is an NPC, you may cancel their move. If that move causes harm, you can redirect that harm to a target of your choice.
- Send and recieve psychic messages to someone for the rest of the scene.

You may not use this move if you still have hold left.

COGNITIVE KILLER
When getting into a **dust-up**, you may replace steel with ice. When you **burn shit down**, you may replace fire with ice.

CORRESPONDENCE COURSE
If you successfully open yourself to the signal, you can choose to immediately do another move using the same result roll. This move may happen somewhere you aren't at. If you do this, mark Taint or take 1-harm AP mystical that can't be prevented.

SICK AND WRONG
If you are willing to mark Taint, you gain +1-ongoing to a trait of your choice until sunrise.

PSYCHIC NOSEBLEED
You can kill with your mind by rolling +ice.

On a hit, you may either mark Taint or take 1-harm to add +2-harm to your attack.

On a 10+, this does 2-harm AP close/far.

On 7-9, it does 1-harm close AP.

On a miss, you got nothing and the MC makes a hard move.

EMOTIONAL TORQUE
By focusing your knowledge of someone, you can use the rule of twos with them at a distance; roll +ice.

On 10+, you can use this if you can see them or know where they are, and gain the benefits of a 10+ on **rule of twos**.

On 7-9, close range or closer. Gain the results of 7-9 on **rule of twos**.

On a miss, YOU take -2-forward to your next move from psychic feedback.

DARKNESS MOVE
Whenever you use your powers to force someone to do something you know is wrong, mark Taint.

CONNECTION MOVE
When you make a connection with someone, you are better at reading them, but also connected to them. You gain Pull on them; as long as you have it, gain +2-forward on any psychic or magical moves involving them. However, as long as you have that Pull, any time they are hurt by a move, whether emotionally or physically, you feel it, too, and therefore share the consequences with them. You may voluntarily release your Pull on someone by marking Taint.

DEATH MOVE
When your mind finally unravels under the pressure, you may **open yourself to the signal** one final time. This counts as a 12+ hit, even if you haven't advanced that move. You may apply all the benefits of your move to anyone in your Family and they keep those benefits until used. No one marks any Taint.



GEAR
At the start of each Session, or when you can resupply, you get:
- 2 weapons options
- fashion suitable to your look

Weapons options:
- pistol (2-harm close) and a wakizashi (2-harm hand, +1-fire when brandished)
- concealed backup pistol (2-harm hand/close reload loud) and a charm
- pump shotgun (3-harm close messy)
- chopper (3-harm hand messy)
- hairpin dagger (1-harm hand hidden reload) and a charm

PULL
- One of them understands your pain. Gain Pull on them.
- One of them is creeped out by you, and you're really trying. They gain Pull on you.
- You have been inside someone's head. Gain two Pull on them

ADVANCES
__ get +1signal
__ get +1ice
__ get +1fire
__ get a new headcase move
__ get a new headcase move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

ANNOYING LAUGH

Whenever you interact with non-Tribals, you may allow your chaotic anti-social behavior to affect the moment. Describe what you have done, and mark Taint to score a 12+ hit on any efforts to **jam the system** or **gaslight them**, even if those moves are not advanced.

HOVERCRAFT FULL OF EELS

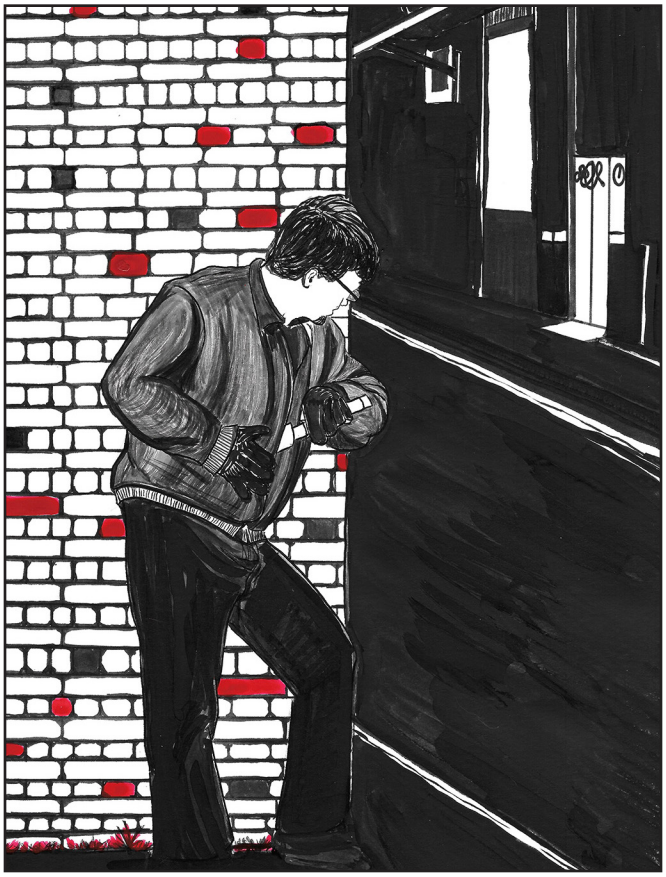
You are tuned into the hidden darkness, and may mark Taint to read the signals and sounds of the streets, asking the MC two questions about the secret realities of any place or Influence group's activity. The graffitti, cracks in the pavement, and the skittering of rats in the walls all speak to you.

PLEASE HOLD

Because the *loa* recognize you as one of their favoured children, you may mark Taint to ignore any other negative consequence or effect from any move involving them.

RASHOMON

No one can predict your fickle and changeable ways. Whenever a move would force you to act in a certain way, you may mark Taint to misinterpret the desired response and change that reaction's outcome so it is beneficial to you, your Family, or the Tribe. The consequences stay the same, but somehow bring benefit as well. As an example, you being shot may result in meeting a doctor who's willing to be a Pony.



LONER

Whoa, troop, let's stop and calm down, and think about this. The dude is a priest…No, wait, you're right, he's working for them, we should ice him.

The Quick and Dirty: You try very hard to fit into a Tribal world, you really do. You agree with what and how; you just can't seem to get free from the threads of your old life. Maybe it's an ex who needs looking after, or maybe an old friend you just can't leave on their own. Whatever it is, you flit between war and the world Up Top.

In Their Own Words: *I remember the way you looked when we got married, darling. You were the most beautiful person I'd ever seen. I couldn't imagine someone as amazing as you wanting to be with someone as broken as me. And I never wanted to leave you, but I had to. There were things you didn't know, that I couldn't tell you. I'm sorry those things got you killed. I cleaned around your headstone, and I'm leaving you the roses you like. I miss you. See you next week, baby.*

Not everyone gets along perfectly in the Tribe, or can let go of their past as easily as their Family members. Loners , whether by being toplocked, or by having something they value they can't let go of, continue to find their way back to the mundane world. Which then kicks them right back down.

By ranging to and from their two lives, loners are able to keep a better view of what's going on Up Top, without falling prey to the disdain and disgust most Tribals feel for citizens. As a result, loners are used as liaisons with citizens and Ponies, and as a method of keeping tabs on citizens without giving away that something's up. And loners tend to make a lot of friends on both sides of the line between Tribals and citizens, and always seem to know just who to talk to in any given situation.



To a citizen meeting a loner, there's probably little difference between meeting them, and any other new acquaintance you might meet in an elevator some day. Loners are able to pull off a normal demeanor much longer than other Tribals, and can often pass for perfectly normal if they get a chance to get a shower and a change of clothes before they show up. Unlike facedancers, who are conmen at heart, the loner really honestly doesn't mind citizens, and is just being himself. This makes them ideal for recruitments, too. They can tend to be a little like missionaries or salesmen, constantly communicating and pressing the flesh, making friends, but they rarely become outright annoying.

To other Tribals, loners can be maddening. The more aggressive and angry Tribals want to know why the Hell loners won't get off the fence and choose a side, not understanding that to a loner, it's all the same side. Families will either accept loners, or they won't; those that don't expect new recruits displaying loner tendencies to either shape up or use their Feet. In Families where loners are allowed, they tend to be used as back up for whoever needs a second set of eyes, and as the main person to interact with citizens the Family might like to keep around for a while without pissing off.

NAME
Gibbs, Fella, Vinnie, Taken, Shoulda, Badday, Under, Copper, Between, Bill the Pipe

Ember, Sickle, Someday, Monster, Mary-behind-the-door, Criminal, Amp, Tiffany's, Lizzie, Spare

LOOK
Man, woman, concealed.

Well-worn street clothes, work clothes, everyday casual, gym c lothes, suit and tie.

TRAITS (add one)
steel 0, smoke 0, ice 0, fire 1, signal 0

STARTING INFLUENCE (add one)
Citizen 1, Fringe -1, Authority 1, Nemesis 0, Tribal 0

If you feel like maybe the Tribal thing is gonna be a challenge for you, the LONER is your cuppa. Still attached to life among the citizens, and able to come and go between both worlds, your character doesn't really fit in either. Play the LONER if you want to be the spokesman for the Family with the normal people you'll eeed in order to survive and thrive. Just be careful how connected you get.



MOVES
You get all the basic moves, plus Inside Job. Choose one more Loner move.

INSIDE JOB

Because of your continued hold on your old life up top, whenever you choose to contact old friends and colleagues, roll +fire.

On a 10+, choose 3. On 7-9, choose 2.

- Gain your contact as a Pony which you must burn this session.
- Use your move result as an equivalent result on any Influence move.
- Your contact goes unnoticed by your enemies.
- Your contact and your Family are not harmed.
- Gain two Pull on them.

On a miss, mark Taint and hurt the people you've contacted, or the MC makes a hard move.

WHEEL OF PAIN

By drawing on the anger and frustration of watching those you love get hurt, any time a move has bad consequences for a citizen you care about, take 1-hold. You may spend this hold to gain +2-forward on any move involving revenge.

BENEATH THE MASK

The person you are UpTop and the one you are in your Family are radically different. As a result you have learned how to fit in. At the start of each session, you may rearrange your Influence ratings as you choose, keeping the trait ratings the same.

BEWARE THE NICE ONE

If an enemy is not expecting an attack, you may roll +ice instead of +steel when you **dust-up** or **dig deep to survive.**

BURNING BRIDGES

By sacrificing your relationship to someone you have an attachment to, remove all Pull you have on them and roll +fire.

On a hit, choose 1 per Pull you removed.
On a 7–9, also mark Taint.

- Gain access to a place you shouldn't be.
- Sabotage or destroy an enemy asset of value and importance.
- Your bridges can be mended with effort if you do them a favor.
- Gain the 12+ hit result for any move with their Influence group, even if you haven't advanced that move.
- Erase all Pull they have with you without giving them anything.
- Gain protection for someone else you care about.

On a miss, mark Taint as your bad behavior comes home to roost, and the MC makes a move.

DO-RIGHT MAN
When you interact with Citizen or Authority Influence groups, as long as you behave the way "normal" people are expected to, treat your Influence trait as 1 higher.

DARKNESS MOVE
If you ever fail to repay a debt through your own actions, mark Taint.

CONNECTION MOVE
When you make a connection with someone, they gain Pull on you, or you must mark Taint as you turn your back on them. If you allow them to gain that Pull, you may, when they cash it in, immediately gain a 7-9 hit on any Influence move with a group they are part of, as long as you let them gain another Pull on you.

DEATH MOVE
When the house of cards finally tumbles to pieces, you may define one result about the effect of your death for each NPC you still had Pull with (MC may veto anything ridiculous). Each PC you had Pull on may make Influence move using your Influence traits, as secret allies pay off old debts and favors.

GEAR
At the start of each Session, or when you can resupply, you get:
•1 ranged weapon or one charm
•1 hand weapon or one charm
•fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
•silenced 9mm (2-harm close quiet)
•legal registered handgun (2-harm close/far)
•stun gun (s-harm hand/close quiet refill)
•throwing knives (2-harm hand/close quiet)

Hand weapon:
•choking strap (1-harm lasting intimate hidden)
•many knives (2-harm hand infinite)
•tapout (harm equal to the user's steel-1, hidden hand; on a 10+ while **dusting-up**, the user may choose to do s-harm)
•slicer (2-harm hand messy awkward)

PULL
•One of them understands who you were before the Tribe. They gain Pull on you.
•One of them reminds you of yourself before the Tribe. They gain Pull on you.
•You stopped one of them from doing something horrible to a citizen. Gain Pull on them.

Define three people from your life Up Top before you were Tribal. One of them is still an awkward part of your life. One of them is the person you failed. One is the reason you joined the Tribe. Each of them gain two Pull on you.



ADVANCES
__ get +1 to steel or signal or fire
__ get +1 to ice or smoke
__ get +1 to an Influence group
__ get a new loner move
__ get a new loner move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1 to another Influence group
__ get +1 to another Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety with the one you love
__ change to a new playbook
__ earn a new upgrade for your Family



TAINT MOVES

BAD SAMARITAN
When faced with consequences from not helping someone in need, or from not paying your debts, you may mark Taint to ignore those consequences. This is in addition to your Darkness move.

TRUE NEUTRAL SWITCH
f you betray someone you have Pull on, you may erase Pull and mark Taint to make the damage you deal to them catastrophic.

CONVENIENT BASTARD
If you fail to **shine someone** on or **gaslight someone**, you may mark Taint to immediately **dust-up** on them as if you had rolled a 10+. If you had Pull on them, you may instead call 10+ on **burning shit down**.

GO TEAM NORMAL

Any time you would be caught or revealed as a Tribal, you may mark Taint and burn all Pull with your Family to immediately escape the situation as if you had rolled a 10+ to **bang bricks**.



PALADIN

It's my job to keep you safe, childe. It's your job to listen to what I say and not fuck up too bad.

The Quick and Dirty: Not everyone is cut out for the front lines, and you know it's your calling to be there to protect the Family members who might not be able to protect themselves. Whether it's sticking close to the shaman while she casts a long ritual, or hanging out with the tech rat as he hacks into a secure system in enemy territory, you've got the skills and knowledge to bring them home safe every time.

In Their Own Words: *I get what you're saying, I really do, troop, and I respect what you're putting out there. But no matter how hard you try, no amount of peaceful talk is going to make those gangbangers stop harrassing the people in this neighborhood. And JoJo is getting mighty tired of having to sew you up after your "talks." Two-Gun, bring me the shovel, will you? Don't worry, I've got this.*

Aside from the Mother or Father of the Family, and the rippers and gun people, there's a need in some Families for additional warriors, often oriented toward protecting weaker or younger Tribals. This role is filled by the paladins, men and women who have begun to specialize in hand-to-hand brawling and enforcing the Family's will on citizens who cross them. A combination of street brawlers, martial artists, and personal bodyguards, paladins are most frequently found flexing the Family's muscle on the streets, scaring off gangs and beating up criminals and thugs who don't get the point the Family owns the area. It's a sure bet if the local gangsters are heading out of an area the Tribals moved into, there's a Paladin somewhere near.

Citizens who come into contact with a paladin will know; they are intense and scary dudes with a long record of winning fights and finishing brawls other people start. If the citizen isn't being a pain, the paladin will generally act, well, kinda like a paladin. The job needs a certain sort of calm willingness to use violence, but also the smarts to know when it isn't time to fight. On the other hand, citizens who get out of line will get warned, once, in as frightening a way as the paladin can come up with. Then bones are going to get broken, usually without warning.

Other Tribals usually either admire paladins for their dedication and resolve, or question the sanity of anyone who brings fists to a tentacle fight. That's not really fair to most paladins, though; they learn how to use guns or knives as well, they just prefer to use fists in order to avoid legal entanglements when they beat hell out of someone. Paladins will sometimes wear some form of old-style badge, star, or military rank insignia to let other Tribals know what they do for a living; one of their jobs is fighting challenges between Families that have serious disagreements. Any Family who has a Paladin among them is going to be viewed as probably reliable people to know.

NAME
Dropper, Long, Heat, Bearkiller, Cochise, Uptown, Chosen, Bible, Righteous, Deal

Queen Charlie, Shaker, Fairplay, Short-time, Cross, Sarah Stretch, Endtime, Core, Chill, Skullgirl

LOOK
Man, woman, transgressing, concealed.

Long coat and denims, leather, every-day, patched and faded, military fatigues

TRAITS (add one)
steel 1, smoke 0, ice 0, fire 1, signal -1

STARTING INFLUENCE (add one)
Citizen -1, Fringe 0, Authority 1, Nemesis 0, Tribal 1



Every Family has people they need to protect, and the PALADIN is the person they turn to. One of the most selfless people in a Family, you are the best option for keeping the weak ones safe. Play the PALADIN if you want to be the heroic one in your group.

MOVES
You get all the basic moves, plus Bodyguard Blues. Choose one more Paladin move.

BODYGUARD BLUES
Once per session, you may nominate someone to be your principal. Any moves you make involving them gain +1-ongoing, and any time they suffer physical harm, you may take that harm for them if you are within close range of them. You may also **follow the rule of twos** with them with a +2 to your Influence roll. These effects last until the next time you designate a principal.

YOU CAN COPE
You've learned pain is simply a way of motivating your performance. You take one less harm from any attack against you directly, and gain +2-forward on your next move if you are hurt by an attack.

ALPHA STRIKE
The fastest way to end a fight is to destroy the opponent's ability to fight before they can. If you are the first to **dust-up** with someone in a scene and you are only using your own body as a weapon, you gain +2-forward on the move, and on a 10+ hit the opponent is taken down and out of the action for the rest of the scene. You may choose to have all your harm converted to s-harm if you would like to avoid killing someone.

ALL'S WELL
Any time you are on watch or keeping a lookout for enemy action and danger, you may roll +steel.

On a hit, you see danger coming in time to react.

On a 10+, you and your principal may immediately **bang bricks** with a 10+ hit if you choose to.

On a miss, you're upset at your own failure; take -2-forward to your next move.

HOPE SPRINGS ETERNAL
Whenever your Family or your principal is in a bad spot and things look hopeless, you may roll +fire.

On a hit, you may rally them together through your speech or actions, giving +1-forward on any attempt by them to **pack their gear** or **dig deep to survive**.

On a 10+, you may also gain Pull on each of them to lead them to an unexpected place of safety where they can rest and regroup. If you do this, you owe a powerful someone else two Pull.

On a miss, the MC makes a hard move.

STOP-MOTION JESUS
No one has faster reflexes than you do in a scuffle. You may always act first in any kind of conflict happening at close range or less if you are aware you are being attacked. If your first move involves protecting your principal in some way, it is automatically a 10+ hit.

DARKNESS MOVE
If you ever sacrifice a friend or ally's safety to protect your principal, mark Taint.

CONNECTION MOVE
When you make a connection with someone, you give them Pull on you and declare them an extra principal in addition to your normal principal. Once declared, you can't drop them from this position until they have cashed in their Pull on you, or you mark Taint to abandon your feelings.

DEATH MOVE
When it's time to make the ultimate sacrifice for others' safety, your principal and all the Family automatically escape from the situation without any further complication, and your enemies are shined on as if you had rolled a 12+ on that move. This happens even if you have not advanced that move.

GEAR
You get:
•badass physical training



Also, at the start of each Session, or when you can resupply, you get:
•1 ranged weapon or one charm
•1 hand weapon
•fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Badass Physical Training (choose one)
•hardcore offensive martial arts, like karate, krav maga, or kickboxing: gain +1-ongoing to **dust-up** and your hands and body do 2-harm AP hand messy in combat
•graceful defensive martial arts, like judo, tai chi, or executive defense training: gain +1-ongoing to **bang bricks** and your hands and body do s-harm intimate/hand and give 2-armour against hand weapons
•tricky grappling and lock techniques, like aikido, brazilian jiu-jutsu, or tai chi: gain +1-ongoing to **shine someone on** in combat and your hands do 1-harm intimate/hand lasting messy
•untrained violence, like street fighting, prison brawling, or unrestrained aggression: gain +1-ongoing when you **dig deep to survive** and your hands and body do 3-harm hand AP messy or 2-harm hand area messy

Ranged weapons:
•silenced 9mm (2-harm close quiet)
•legal registered handgun (2-harm close/far)
•stun gun (s-harm hand/close quiet refill)
•big damn magnum revolver (3-harm close/far loud)

Hand weapon:
•bleaker (2-harm or s-harm hidden hand)
•edger (1-harm hand hidden)
•fink (0-harm hand hidden +1 to surprise attacks)
•collapsible steel baton (2-harm hand concealable, can deal s-harm and +1-armor when open)

PULL
•One of them was a principal before. Gain Pull on them.
•You're not sure one of them can protect themselves, and you're always watching. They get Pull on you.
•You work well together when you're keeping the principal safe. Gain Pull on each other.

ADVANCES
__ get +1 to steel
__ get +1 to fire
__ get +1 to ice
__ get a new paladin move
__ get a new paladin move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1 to signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

RESENTFUL GUARDIAN
You may choose to transfer any harm you would take to your principal if they are in close range. Mark Taint.

THAT MAN IS DEAD
You may mark Taint and target anyone who has harmed your principal. All your attempts to harm the target gain +1-ongoing and +1-harm.

WHILE ROME BURNS
If your principal is in direct danger from any sort of environmental threat (fire, earthquake, radiation, etc.), you may mark Taint to have them escape if you sacrifice another person in the area.

BACK ALLEY SURGEON
Mark Taint to immediately heal 2-harm or remove one Condition from yourself or your principal. You use some extremely gruesome and painful impromptu first aid.



RIPPER

You can drop that stick, citizen, or I'll take it away from you and beat you to death with it. Your call.

The Quick and Dirty: What the gun person is to guns, the ripper is to melee combat. The two combat styles fill different needs, and so they have slowly evolved into different roles. Where the gun person is fire support and helps the Family eat, the ripper takes on the role of front line assaulter. They work long hours on being good at fighting with a weapon, and at athletic prowess, so they can get in, hit, and get out fast. Parkour and freerunning are both popular with rippers, and many hold competitions at Equinox to see how fast they can run through dangerous obstacles.

In Their Own Words: *Tick-tock, tick-tock, boyo. You have a knife, I have a knife, and one of us isn't walking out of here. You've been trained in self-defense. I've had over a thousand knife fights. You work for your paycheck. I fight to survive. You hurt my Family. I'm pissed off enough not to care about getting hurt. I think your odds are pretty shitty.*

Citizens would definitely be scared if they ended up in a dark alley with a ripper. No matter how hard they try, rippers all seem to carry themselves with an unmistakable aura of danger and menace, and they are festooned in weapons, both obvious (knives and batons) and concealed (all sorts of homebrew blades.) And there's the ever-present bruises, healing cuts, and old scars; hand-to-hand combat comes with inevitable injury.

Tribals view rippers like they view gun people; they're everywhere, and chances are you either are one, or your best friends are. As mentioned in the entry for gun people, above, rippers tend to congregate, but, unlike gun people, are much less competitive in nature. Every gun person wants to be the best shot; rippers enjoy sparring so much they don't care if they lose as long as they learned a new trick. Another difference is in their opinion of body armor. Gun people say it slows them down and gets in the way, while any ripper who isn't wearing at least some form of fighting leathers (see Chapter Three) is either insane, or insanely good.

NAME
Wing, Micmac, Killmonkey, Edger, Bulldog, Moreso, Twitch, Big Red, Ugly, Beatdown

Comeback, Trojan, Shard, Sharper, Warchild, Lilly, Dancer, Hole-in-1, Fair, Slice

LOOK
Man, woman, transgressing, concealed.

Lots of leather and padding, bare skin and scars, metal studs and straps, jeans and t-shirt

TRAITS (add one)
steel 1, smoke 0, ice 0, fire 1, signal -1

STARTING INFLUENCE (add one)
Citizen -1, Fringe 0, Authority 0, Nemesis 1, Tribal 1

The RIPPER is the close combat expert in the Family, usually the toughest bastard in the group. There isn't much they don't know about hand-to-hand and close-in assaults. By virtue of the weapons you choose to specialize in, you're in the front lines. Play the RIPPER if you want to be the first one through the door in a fight.

MOVES
You get all the basic moves, plus Hardware Homicide. Choose one more Ripper move.

HARDWARE HOMICIDE
You can always tinker up an improvised weapon of some kind from almost any item which could be harmful in the slightest. **When you use items in your environment to commit hardware homicide, roll +steel.**

On a hit, you have a fairly serviceable weapon which will do 2-harm hand for the duration of the fight. Choose one extra from the list below.

On a 10+, you may choose two.

- It's concealable. +hidden
- It's deadly. +1-harm.
- It's armor-piercing. +AP
- It's big and nasty. +1-harm awkward
- It's able to be used at range. +hand/close

On a miss, you still get the weapon, but it's only good for one attack.
If you are in custody and have been stripped and all other items taken, you can't use this move.

GROUP HUG
You've learned how to use a gang's size and tactics against it by closing inside their range and using their positioning to get them one at a time. Any gang you are fighting at close range or less counts as one size smaller, does one less harm, has one less armor, and can't attack anyone but you until you're out of action.

SERIAL ESCALATION
When someone hurts you, you hurt them harder. Every time you take harm in hand to hand combat in a session, you gain +1-harm ongoing for the rest of the session.

SATISFYING CRUNCH
You've learned the ways to disable an opponent effectively and quickly with the maximum amount of damage for the minimum amount of force. When you deal harm to any mortal foe, you may mark Taint to instantly disable them in a graphic and horrid way. They may not be dead, but they'll wish they were. Non-mortal foes will still be able to act, but will be seriously hindered if they don't flee immediately; +2-ongoing to moves on them. Unlike normal Taint moves, this point of Taint disappears at the end of the Session if you haven't gained a Taint move by then.

BLOODBATH
Any time a fight is about to start, you may choose to up the ante and press attacks aggressively; roll +fire.

On a hit, your aggressive assault puts the enemy off-balance, and all Family members gain +1-ongoing to moves against or in response to them. You take +1-harm from any attacks which hit you.

On a 10+, you may either ignore the harm taken penalty, or accept it to do an additional +1-harm with your own attacks.

On a miss, the MC makes a hard move and you take severe harm.





NO OFF BUTTON
Once the dying starts, you aren't likely to quit until you fall. Once a fight has started, you are immune to any moves or powers which might control your body or mind.

DARKNESS MOVE
If you ever turn down or flee from a fair fight or a bully who needs to be taken down, mark Taint.

CONNECTION MOVE
When you make a connection with someone, they gain Pull on you. They may use it to request you fight for them at a time and place of their choosing. If you refuse, you mark Taint. If you do it, you gain two Pull on them.

DEATH MOVE
When the damage you've taken is too great to walk away, you may rise up and immediately dust-up and burn shit down at the same time on all enemies within range in one last spasmodic orgy of violence. Your moves take no penalties of any kind, and any enemies who are not destroyed will flee the scene in terror. You then fall dead.

GEAR
You get:
•1 "baby"

At the start of each Session, or when you can resupply, you get:
•1 ranged weapon or one charm
•2 hand weapons
•fighting leathers (2-armor) or fashion passable as civilian (1-armor)

"Baby" (rename it if you like)
•heirloom sword/katana/saber: 3-harm AP hand, +1-ongoing to intimidate
•hand-built and tricked-out bat/club/hammer: 3-harm messy hand, +1-ongoing to moves involving damaging or disabling things
•paired masterpiece small blades/sticks/gloves: 3-harm intimate/hand, +1-armour
•specially built enchanted fighting knife: 2-harm AP intimate/hand/close, counts as a mystical item, +1-ongoing to open yourself to the signal

Ranged weapons:
•silenced 9mm (2-harm close quiet)
•thumper (3-harm AP awkward close reload)
•brace of throwing knives (2-harm hand/close quiet)
•sparkler (2-harm close area messy hazardous refill awkward lasting)

Hand weapon:
•bang stick (4-harm hand hazardous)
•chopper (3-harm hand messy)
•2 cutters (2-harm hand)
•razor glove (3-harm worn hand messy)

PULL
•You saved one of them from a bad beating. Gain Pull on them.
•They helped you out with a personal situation you weren't ready for. They tell you what it was, and gain Pull on you.
•You've always been there for each other in a fight. Gain Pull on each other.

ADVANCES
__ get +1 to steel
__ get +1 to fire
__ get +1 to smoke
__ get a new ripper move
__ get a new ripper move
__ get a new Family move
__ gain a Pony
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1 to signal or ice
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

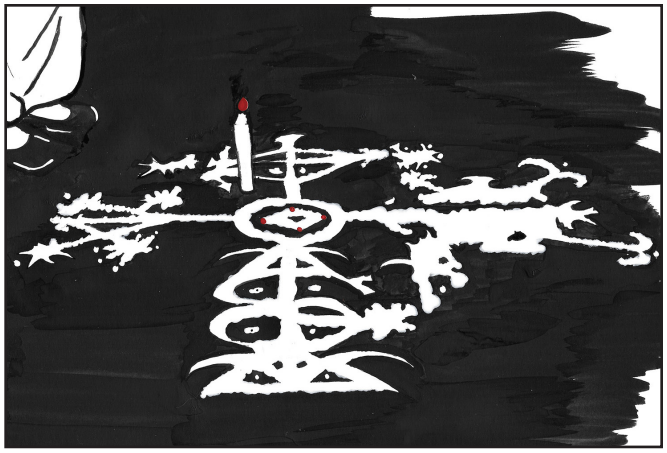
TAINT MOVES

ALL SINS REMEMBERED
Mark Taint to give in to anger at someone's crimes which hurt your Family. The next time you **dust-up** with them, it's automatically a 12+ hit, even if you haven't advanced the move.

CONTENDER
If someone defeats you in hand-to-hand combat, mark Taint to obsess about the loss. Gain +1-ongoing to all moves to find or harm them until you have beaten them.

KICK THE DOG
If someone comes between you and a target in such a way that it would prevent you reaching the target or the target escaping, you may mark Taint to go straight through that "obstacle" without stopping. The MC decides what happens to them, but it won't be nice.

BUS TO HELL
Mark Taint whenever you are being pursued or are cornered to allow your rage and lack of self-preservation instincts rule you. Any time you take harm this combat, you may immediately deal that amount of harm+1 to someone else within close range.



SHAMAN

No, the loa didn't tell me he's going to die soon, son. The guy we put in the window across the street told me.

The Quick and Dirty: Adviser, leader, confidante, therapist, priest, wizard, voice of reason, voice of outrage. A Shaman has dedicated their life to the spirit world, using its power to seek information and power to fight the war. Alone among their Family, the Shaman is marked by weirdness and strange powers which come at a price.

In Their Own Words: *I've always heard the voices, even when I was a child. The doctors called it schizophrenia, but I knew they were real. When I joined the Tribe, my Family presented me at Equinox. I've been talking to the spirits ever since, and relaying their advice and desires back to my people. The ability to set a Bloat on fire with words is pretty good, too.*

For the shaman in the Family, life is an interesting paradox. As the person with the most access to and knowledge of the supernatural, it's the shaman's job to provide mystical support for the Family, and to coerce the loa into assisting with his goals. But as a respected senior voice in Family business, acknowledged as being wise in the ways of the Other World, it's also the shaman's job to give advice to the Mother of the Family on mundane events as well. In effect, the shaman is the lieutenant or councilor, tasked with being able to play devil's advocate to every decision the Mother makes when required. As a result, although the shaman's primary role is as occult student, he will frequently be used as mediator and judge in Family, and Tribal, discussions.

The position of shaman is special, one of three roles that must be approved at Equinox before a Tribal can claim it (the others being Mother/Father and Whitesleeve.) To become a shaman, you must pass an inspection by your peers at Equinox, where you are tested on your skill, and on your self-control and reliability. In game terms, the details of what your character's trials and training were are entirely up to you.

There is no way a citizen could possibly feel comfortable in the presence of a shaman. Their mystical abilities make them seem strange, and they are among the most intense of all Tribals. By going through an approval process to call themselves a shaman, they have automatically proven themselves to be committed to the Tribe, and their behavior shows it.

A shaman is always treated with respect among other Tribals, although some don't trust magic, or are afraid of the shaman's power. Others filling the role will lend support and aid when possible, and the trade of knowledge and talismans between Families is bustling. The shaman can expect to be called on to meet with others in special councils whenever Families assemble, and to represent his Family along with its leader at War Councils. One issue many Shamans deal with is that other Tribals tend to forget they have other ways of dealing with trouble than magick.

There's no one specific mark or display common to this profession, but a shaman will typically wear some sort of symbol or representation of her beliefs, such as a voodoo gris-gris bag, a Native American medicine pouch, or a trigram from the I-Ching.

NAME
Book, Golden, 2-4-1, Wisdom, Dante, Looker, Crowchild, Lobo, Mojo, Window

Dusker, Sister Salvo, Peacetaker, Wraith, 99-Times, Wrack, Bobbi Black, Home, Change, Sensei

LOOK
Man, woman, concealed, transgressing.

Well-groomed and stylish, symbols and feathers, long coat and hat, teeshirt and jeans, gothic

TRAITS (add one)
steel 0, smoke 0, ice 0, fire 0, signal 1

STARTING INFLUENCE (add one)
Citizen -2, Fringe 1, Authority 0, Nemesis 1, Tribal 1



The SHAMAN is a crucial connection between the Tribe and the spirit world. There's a lot of risk in this role, but the rewards are just as great. There's the ever-present threat of soul-destroying Taint, and the desires of beings who may not have your best interests at heart. Play the SHAMAN if you want to dare going into the magical fire.



MOVES
You get all the basic moves, plus Invisible Guests. Choose one more Shaman move. For discussion on rituals and the lists of what is available, see Chapter Four.

INVISIBLE GUESTS
You've formed small bargains and pacts with the *loa*. You may enact rituals in order to benefit your Family and harm their enemies. Choose two rituals you know from the General Rituals list.

VOICES FROM THE OTHER SIDE
Choose another ritual from any list you have access to. Spirits speak to you sometimes. **When you want to listen, roll +signal.** The MC tells you what spirits are talking, and what they want.

On a hit, their whispers are generally useful; you may give Pull to them in order to ask a question which could be answered yes or no. You may mark Taint to ask another question.

On a 10+, you may also add +2-forward to a move of your choice this session, or mark Taint to gain +1-ongoing to all your moves as the spirits help you.

On a miss, the spirits are angered, erupting into violence unless you allow them to make you their horse. If you refuse possession, they do 2-harm AP close area centered on you.

LEY READER
Choose another ritual from any list you have access to. You are an expert at reading the environment for magickal power and spirits which may be present. +1-ongoing on all moves involving figuring out magickal effects, or using magickal items or ceremonies. This doesn't include ritual moves.

SOUL FRAGMENT
Choose another ritual from any list you have access to. A small part of you is innately supernatural, whether you have some angel's blood or were exposed to a vampire's bite. Choose one supernatural group. Its members can sense you are like them, and you gain +1-ongoing with any Influence moves involving creatures of that type. Also, at the start of each session, you may give Pull to a supernatural creature of that kind to gain +2-forward to one Influence move this session, as they manipulate their own contacts to assist you.

WORDS BREAK BONES
Choose another ritual from any list you have access to. You have learned simple attacking rituals which are hidden as coincidence or health issues. **When you use them, roll +fire**.

On a 10+, 3-harm AP to any target you can see. On 7-9, 2-harm close AP, and you mark Taint.

On a miss, you may mark Taint to deal 2-harm close, and the MC makes a move, or the move fails and the MC makes a hard move.

BAD DREAM BRILLIANCE
Choose another ritual from any list you have access to. **You have visions and dreams of what might happen; when you inspect these visions, roll +ice.**

On 10+, you gain advanced warning of risks and threats which will face you this session. You have 2-hold, which can be spent to give +2-forward on responses to MC moves. When you use the hold, the MC will describe what you have seen.

On 7-9, you must dig deeper; mark Taint, and then gain the warning and 1-hold, or don't take the Taint and get nothing.

On a miss, mark Taint for no benefit, and the MC makes a move.

DARKNESS MOVE
Whenever you fail to satisfactorily pay off Pull to a spirit, mark Taint.

CONNECTION MOVE
When you make a connection with someone, you may ask the *loa* to look after them. Give Pull to a *loa* of your choice, and choose one *loa* to bestow blessings on them. If you call on that *loa* again, or if you ask for a blessing from another *loa*, the person loses the blessing. As long as they are blessed, they gain +1-ongoing to any actions that *loa* would approve of.

DEATH MOVE
When the *loa* come to take their own home, check your Taint. For every Taint move you have, you may visit one curse upon someone; tell the MC what it is. Then use Pull to gain advantage with any Pull you still have with any of the *loa*.



GEAR
You get:
•a magickal tradition

At the start of each Session, or when you can resupply, you get:
•2 weapons options
•two charms, or a talisman
•fashion suitable to your look

Magickal Tradition
•Tantra, mystic martial arts, or ecstatic dance: +1-ongoing to moves which benefit from health and physical training; learn one ritual from Chango, Erzulie, or Maman Briget. Gain access to their ritual lists.
•Ritualism, alchemy, or hermetic study: +1-ongoing to moves which involve study or logical planning; learn one ritual from Baron Guede, Tante Marie, or Cachon Gris. Gain access to their ritual lists.
•Folkways, sympathetic magic, or will-working: +1-ongoing to moves which resist any undesired influence; learn one ritual from Papa Legba, Petit Bon, or Coyote. Gain access to their ritual lists.
•Wicca, animism, or voodoo: +1-ongoing to all moves involving communicating with or bargaining with spirits; learn one ritual from Baron Samedi, Damballah, or Raven. Gain access to their ritual lists.
•Dark and forbidden sorceries: take one of your Taint moves immediately; learn two rituals from the Tattered Lord and owe him Pull. Gain access to his ritual list.

Weapons options:
•pistol (2-harm close) and a blade (2-harm hand)
concealed backup pistol (2-harm hand/close reload loud) and a charm
•pump shotgun (3-harm close messy)
•cane or walking stick (2-harm hand, doesn't look like a weapon)
•ribbon (1-harm close hidden or 1-armor)

PULL
•One of them is marked by the *loa*. Which one? Gain Pull on them; they gain Pull on that *loa*.
•One of them has angered the *loa*. Which one? They gain Pull on you; they also give Pull to that *loa*.
•You've been a trusted shoulder to lean on for them. Each of you gains Pull on the other.

ADVANCES
__ get +1steel or smoke
__ get +1ice or fire
__ get an additional mystical tradition
__ get a new Shaman move
__ get a new shaman move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family



(after your fifth advance)
__ get +1signal
__ get +1 to a faction
__ erase a scar
__ gain three new rituals and access to two new lists
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family



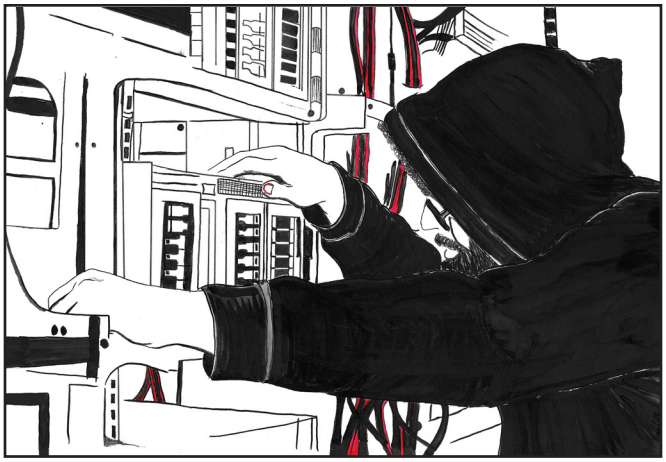
TAINT MOVES

SEE NO EVIL
You may mark Taint to access evil spirits to add +2-forward to a move which uses mystical power to cause harm or damage.

LOCK MEETS KEY
If you are faced with a barricade or obstacle you are unable to cross, you may mark Taint to call on spirits to solve the problem for you.

GUILT COMPLEX
You may mark Taint to access the spirits around a person and learn their shameful secrets; you may count this as a 10+ hit on **running a go-to** or **seeking hidden answers**. You also gain Pull on the target, but must mark Taint again if you use it.

INNOCENCE LOST
You may take Taint for someone you owe Pull to.



TECH RAT

One-banana problem, that. I fixed it while I was wiring up the remote for the bomb you asked for. Just, next time, try not to mix daiquiris in it, k?

The Quick and Dirty: You're the one the others turn to when they need their computers fixed, electrical cables routed, or the generator up and running after it takes a bullet. In fact, there's not much technical you can't fix, at least well enough to keep it running when it's needed. You're the Family's master programmer and Q Branch, and you love it. Now, if you could just get them to stop breaking it all.

In Their Own Words: *Yah, it's weird that he wants it hooked up to an inflatable sheep. I dunno, didn't ask why. Hand me that spanner, wouldja? So when I'm done with this, you need me to hook up your CD player to that hockey stick? Do I even wanna know why? Didn't think so.*

Tech rats make the entire Tribe function. Just ask them. From repairing broken gear and creating new ways to conceal weapons in public, to keeping the Family's vehicles running and operating the ham radio set to pick up reports from Radio Free America, there's no part of a Family's well-being that tech rats don't touch. As general fix-it men and all-around technical experts, tech rats are an irreplaceable part of every Family, and it's rare to run into a Family that doesn't have at least one tech rat in it.

Because they are tinkerers and geeks at heart, tech rats don't tend to get along well with citizens, but the average citizen wouldn't find tech rats threatening, just odd. The stereotype of a basement computer geek fits most tech rats quite well, and a citizen would be forgiven for underestimating a tech rat's abilities. They are still required to be able to fight if they have to.

Tech rats are popular, because of what they can do. They are often treated with kid gloves, because losing a tech rat is a real blow. A paladin or ripper may be assigned to watch over the tech rat, to make sure they don't get hurt. Since tech rats have access to Radio Free America and the Octopus (see Chapter One), someFamilies have a policy of moving heaven and earth to rescue their tech rat if he's been captured, or killing him if rescue is impossible. Tech rats know this, and most are fine with it, though they get a little jumpy when things get bad and people start eye-balling them.

With tools sticking out of pockets and grease all over their body, it's easy to pick a tech rat out of a crowd of other Tribals. As a group, tech rats cooperate to a degree, but can get very competitive when they feel someone is stealing their techniques without permission.

NAME
Noise, Micro, Bottle, Uptown, Badger, Automatic, DaVinci, Volume, Network, Mountain Boy

Powertop, Battery Barbi, Tigger, Little Alice, Weekly, Niknok, Piggie, Mask, Moaner, Willdo

LOOK
Man, woman, concealed, transgressing.

Rumpled clothes, grungy work clothes, overalls and grease, teeshirt and jeans, patched and torn

TRAITS (add one)
steel 0, smoke 0, ice 1, fire 1, signal -1

STARTING INFLUENCE (add one)
Citizen 0, Fringe 1, Authority -1, Nemesis 0, Tribal 1

One of the most urgent needs for every Family is the ability to manufacture, repair, and maintain all the weapons and equipment they need to move the war. The TECH RAT is vital to this effort, since Tribals usually can't just buy what they need from the local shops. If you enjoy tinkering and fiddling with hi-tech toys a mad scientist might dream up, the TECH RAT is for you.

MOVES
You get all the basic moves, plus choose two more Tech rat moves.

FAILURE IS ALWAYS AN OPTION

Whenever a move rsults in a piece of gear or item being damaged or malfunctioning, you may jury-rig together a fast repair; roll +ice.

On a hit, choose 2. On 7-9, you choose 1 and the MC chooses 1.

- You make it work as normal until the scene is over, then it's broken permanently.
- It's mostly functional in a moment, -1-ongoing to use it until it's fully repaired.
- You bodge together a functional replacement in about an hour's time.
- You can save parts and spares worth +2-forward on another of your moves.
- If you destroy a different piece of gear, you can restore the jury-rigged item with a permanent fix.
- The owner may take 1-harm to prevent the damage to the item.

On a miss, the item is permanently destroyed.

BAMBOO TECHNOLOGY

You're a master at rigging low-tech substitutes for high-tech items. **Like a certain TV show hero, you can try to use household items to build high-tech effects. Roll +ice.**

On a hit, you come up with something that can do the thing you want, but any moves with it are -2-on-going, and the object is only good for one use.

On a 10+, it lasts for an entire session, and the penalty for moves is only -1-ongoing.

On a miss, it doesn't work and the MC can make a hard move as your efforts put you at risk.

ADDERALL GENIUS

Sometimes, the fast partial solution is better than a time-consuming full solution. You may **follow the rule of twos** by rolling +ice instead of Influence, and any move involving building, repairing, or destroying things can be retried with a -1-forward to your reroll. The second result counts.

WEAPONS-GRADE LUMBER

At the start of each session, you may choose up to (ice) Family members, and fine tune and maintain their gear. All weapons do +1-harm the first time they are used in the session, and all moves depending on gear will gain the same bonus the first time they are used, also. Also, those Family members are immune to moves involving the failure or malfunction of their gear unless the cause is supernatural in nature.

GARBAGE CAN GRAIL

A master scavenger, you know everywhere and everyone that has useful gear. You gain +1-ongoing to **scavenge needed resources,** or to use Pull to gain advantage when the person is involved in supplying needed gear. At the start of each session, any equipment your Family used or lost in the last session is replaced with something similar, as long as it would be openly available.

COMMUNICATIONS NINJA

Between Radio Free America and Tribal social networking sites, you are always up on the latest info. **You may roll +Fringe when you need help or information.**

On a hit, you give Pull to someone in the Fringe but may then get what you need.

On a 10+, you don't have to give Pull; you already knew someone who's paying you back for an earlier favor.

On a miss, omeone you owe Pull to is threatened by your inquiries. You may either go to their aid and the MC makes a move, or you can cut them loose to suffer the consequences; mark Taint and they suffer a hard move.

DARKNESS MOVE

Whenever you tinker or interfere with any sort of non-human technology, mark Taint.

CONNECTION MOVE

When you make a connection with someone, you aren't very good at the whole interpersonal thing. You may be totally enraptured by them, and they gain Pull on you that doesn't go away, even when they use it, until they have hurt you bad enough you're broken. Or you're so shy and awkward you can't relate; lose any Pull you had on each other, and you can't make any moves on them which involve personal interaction until they can reconnect with you. Either way, you may mark Taint to become immune to any attempts by them to entice or persuade you.

DEATH MOVE

When the machines you've built finally run down and fail for good, you may describe the completed device or project you have been working on. That item gives you a 12+ hit on any one basic move of your choice, which your Family gains the benefits of. Also, if you choose to, you may score a 12+ hit on **burning shit down** at the scene where you died, as a hidden suicide trigger sets off a booby-trap. Both the effects happen even if you have not advanced those moves.

GEAR

At the start of each Session, or when you can resupply, you get:

- 1 weapon option
- one dangerous toy
- tools and spares galore
- fashion suitable to your look



Weapons options:

- pistol (2-harm close) and a blade (2-harm hand)
- small submachine pistol (1-harm area close or 2-harm messy close)
- pump shotgun (3-harm close messy)
- pipe wrench (3-harm hand)

Dangerous Toys:

- burning man (as a mace, 3-harm hand messy awkward; as a close range flamethrower, 2-harm lasting messy area hazardous refill)
- calliope (4-harm messy close hazardous refill)
- cloud burster (3-harm close area messy hazardous refill)
- death blossom (2-harm area close AP messy hazardous refill)

PULL

- One of them is always breaking the gear. Gain Pull on them.
- One of them is your secret crush. They gain Pull on you. If you ever make a Connection move with them, no matter what else happens, you gain an advance at the end of the session. This only happens once.
- You owe one of them a big favor for handling something dangerous for you. What was it? They gain two Pull on you.



ADVANCES

__ get +1ice
__ get +1steel
__ get +1fire
__ get a new tech rat move
__ get a new tech rat move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

COLD FUSION

You may mark Taint to wrap your brain around the performance and function of an alien or secret technology, and to operate it. This does NOT trigger your Darkness move.

OSHA NIGHTMARE

There are a million ways to sabotage someone's gear, and you know them all. If you have access to someone's equipment for more than a few seconds, you can mark Taint to rig that gear to fail catastrophically when used. MC's decision as to how much harm in what area this causes.

WE NEED A BIGGER BOOM

If you mark Taint, you can upgrade the damage potential of any explosive or overload. This is a don't-care-who-gets-hurt approach, raising the damage by +1-harm and expanding the area one size.

HONEYTRAP

You are a master of booby-trapping. You may mark Taint to leave an area thoroughly trapped and deadly to anyone who comes along. Again, this is an untargeted attack on whoever first walks in. 5-harm AP close area messy, and anything left behind in the place is gone.



TELLER

And that's the story of how Tyro took out the New Hampshire pump station with a pair of pliers and two rolls of duct tape.

The Quick and Dirty: Where the Mother gives orders, and the shaman gives advice, the Teller is a walking storage and delivery system for Tribal lore. They offer entertainment, morale, and support, and also provide advice and handle contact with new people.

In Their Own Words: *The important thing to learn from this situation is that sometimes advance planning is not a bad thing. So, next time, when I tell you those guys are undercover cops, we will listen to me, right? We will all remember that it's my job to talk to people BEFORE you all decide to beat people up. In the meantime, hand Fither that handcuff key and Dutch can call 911 so these guys can get some treatment. And I'll go apologize to the nice officers and try to find out who the Hell tipped them.*

In a group like the Tribe, information flow can be crucial to survival. Also important to maintaining the Tribe as a coherent entity is indoctrination of new members and constant reassurance of Families that they are doing the right thing, and that their sacrifices are not in vain. Tellers are the men and women who, through their encyclopedic knowledge, memory for details, and ability to teach and pass on what it means to be Tribal, have become the walking databanks of the Tribe. Tellers are sources of stories and information, of inspiration and social unity. Almost every Family has a teller if they can find someone with the right mix of memory and storytelling ability.

Citizens might find tellers interesting, if they could get them to talk. As the repository of all the Tribe's secrets and lore, tellers are among the most anti-citizen in the Tribe. It's much more likely for a teller to snub the citizen and quietly walk away, than to engage in conversation, although this might change if the citizen knew something the teller wanted to learn about. On the rare occasion a teller and a citizen get along, it will be because they share a passion for learning, or cool stories.

Tellers are popular in the Tribe, and viewed as combination party planners and historical records. Since storytelling is so popular at Tribal parties, tellers are often the center of attention at social events, and at Equinox every year, there's a huge competition among tellers to be recognized as having the best story from the year prior. As the social glue that holds a Family together, the teller is often the darling of her Family, or among the most popular.

NAME
Source, Gin, Whynot, Church, Do-Right, Moon, Circle, Newton, Forever, Carrabas

Shimmy, Average Jo, Share, Baby Red, Parkside, Jealousy, Lucky, 7th Street, Bowler, Matchmaker

LOOK
Man, woman, concealed, transgressing.

Lace and elegance, leather and colors, bespoke suits, model-casual, ren-faire homemades

TRAITS (add one)
steel 0, smoke 0, ice 0, fire 1, signal 0

STARTING INFLUENCE (add one)
Citizen -1, Fringe 1, Authority 0, Nemesis 0, Tribal 1

Responsible for gathering and sharing all the lessons learned through the blood and tears of Families, the TELLER is the ultimate source of information and ideas. Not everything you know is accurate, but Tribals believe getting an 80% solution quickly is better than waiting too long to get a perfect answer. If you like making up stories, play the TELLER.

MOVES
You get all the basic moves, plus choose two more Teller moves.

BECOME THE MASK
You're an expert at reading social groups and predicting their behavior. When you make a basic move involving a group of people, you may use your rating with their Influence group instead of the normal trait.

GHOST STORY
When you have significant time to speak with other Tribals, you may tell tales of Tribal history and past battles. Roll +fire. Any given Tribal can only be affected by this move once per session.

On 10+, choose 2. On 7-9, you choose 1 and the MC chooses 1.

- The listeners are really motivated. +2-forward on their next move.
- They get into the right mindset for the coming action. +1-ongoing with moves based on a trait of your choice.
- They're hell-bent on serious violence. +1-harm given, but -1-ongoing on any moves not involving violence.
- Everyone feels connected and supportive. Trigger your Connection move.
- They're chilled out and refreshed. Heal 1-harm, and all ongoing effects end.
- They're distracted from their original goals. You may shine them on with +2-forward.

On a miss, the message didn't quite get across. The MC decides how things went wrong.





MAIL ORDER MIND CONTROL

Even when you aren't physically present, you can still **follow the rule of twos**. The character you are aiding remembers a time you told them a story or advice, and then you roll the move, applying the results. If your result is a 7-9 hit, they are the ones who are exposed to danger by your advice.

PASSION PLAY

You've become an expert at stirring emotions and playing to the audience's heart strings. **Any time you are able to give a performance to a crowd, you may roll +fire.**

On a hit, you may define the general mood of the crowd, and a simple purpose or idea they've taken away. Not everyone in the crowd will feel that way, but many will. MC's call on what the exact effects are, but anyone who was affected gains +1-ongoing for the next 24 hours on any moves which would support your message, and -1-ongoing to oppose it.

On a 10+, a small gang gathers to act on your message, in a way you may define.

On a miss, that gang still gathers, but they do something terrible. The MC makes a hard move.

STONE SOUP

When times are hard, you can inspire endurance and sooth suffering. **When a move would cause a negative ongoing effect, you may roll +fire.** Any given person can only be affected by this move once per session.

On a hit, the ongoing effect is postponed for their next move.

On a 10+, the effect can be canceled.

On a miss, your meddling actually makes things worse. The MC makes a hard move.

Get Them Monologing

If you are faced with enemies, have time to talk, and are not yet engaged in violence, you may **shine them on** while also **running a go-to** as a single move. Roll +ice, and apply your result to both moves at the same time. If you rolled a 10+hit, the enemy can't initiate violence until you stop communicating, or someone on your side makes an aggressive move.

DARKNESS MOVE

Whenever you use or manipulate someone who doesn't deserve it into a position that's bad for them, mark Taint.

CONNECTION MOVE

When you make a connection with someone, including a group, you share powerful feelings and memories of the moment. If both sides agree it was important, both sides gain Pull and +1-ongoing to any Influence moves which evoke those memories as long as the Pull lasts. If either side thinks it was no big deal, the side that did doesn't gain Pull, but the side which thought it wasn't meaningful must mark Taint (if a PC) or lose Pull on someone else who notices their fickle nature (PC or NPC.)

DEATH MOVE

When the final chapter of your tale is written, check the Pull you still owe. For each one, you may tell one final tale or story which becomes Tribal lore. If the story is positive, that person receives 2-hold to use to make any Influence move with Tribals an automatic 10+ hit. If the story is negative, that person takes a permanent -1-ongoing with all moves involving other Tribals (if a PC), or is severely damaged and weakened by vengeful Tribals (if an NPC.)

GEAR

You get:
- one favorite performance type

At the start of each Session, or when you can resupply, you get:
- 2 weapons options
- fashion suitable to your look

Favorite Performance Type
- spoken word: +1-ongoing on moves involving extended communication
- song and dance: +1-ongoing on all athletic moves
- written word: +1-ongoing on any moves involving research or assimilation of information
- instrumental: +1-ongoing on moves involving the *loa*

Weapons options:
- pistol (2-harm close) and cutter (2-harm hand)
- bleaker (2-harm or s-harm hidden hand) and a charm
- fink (0-harm hidden hand, +1-ongoing to attempt a surprise attack) and ribbon (1-harm close hidden or 1-armor)
- musical instrument tricked out as a weapon (2-harm hand hidden) and a charm
- assault carbine (2-harm close area or 3-harm close/far)



PULL

•One of them is the subject of one of your tales. Gain Pull on on them; they gain 2-hold.
•One of them is great at accompanying you in performances. They gain Pull on you; you gain 2-hold.
•You're secretly writing an epic about one of them. You both gain Pull on each other; both of you gain 1-hold.
Hold from these links may be spent for a +2-forward on any move.

ADVANCES

__ get +1signal or steel
__ get +1ice
__ get +1smoke
__ get a new teller move
__ get a new teller move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn two new Ponies for your Family

(after your fifth advance)

__ get +1fire
__ get +1 to two Influence groups
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

TAINT MOVES

VICTORY IS BORING

Whenever you gain a 10+ hit on a move, you may mark Taint and allow the MC to make a move. If you do so, you may apply a +3-forward to any one move made by any Family member this session.

ARTISTIC LICENSE

If you fail an attempt to shine someone on, you may mark Taint to make a false offer to them of Pull which you do not intend to ever pay off. Do not mark the Pull; the result of your move becomes a 7-9.

FETISH FUEL

You may use your knowledge of human weaknesses to rouse obsessive interest from people. Mark Taint to gain Pull on someone once you know what they secretly desire, if you provide it for them.

SELL THE SHOW

Sometimes, a good story needs some extra support. You may mark Taint and the MC makes a move against a friend or ally of your choice. After that move is resolved, you gain +2-forward to a move of your choice.



WHITESLEEVE

Stop screaming, I can stop the bleeding if you'd just stop screaming. Fuckit, Brucie, knock him out, wouldja? There, now I can work.

The Quick and Dirty: You're the combat medic, the sanitation engineer, the vaccinator, the research chemist, and the clean-up girl, all rolled into one. Without you, the Family is sick, wounded, lame, and broken. You're the most essential survival tool in the Tribal arsenal.

In Their Own Words: *There's no way we're getting that bullet out of Bambam without some sedatives. I'll have to dig pretty good to get to it, and it's gunna Hella bleed. No, I know she's tougher than a coffin nail. The drugs aren't for her, they're for Sandy. He's gunna puke when he sees me start cutting.*

Combat medicine is essential in the Family, but it's not an easy skill to pick up, and it's rare to find many people with the real aptitude for field surgery who want to drop everything and haul off into the underground. When they are identified, anyone with the right background is strongly encouraged (read, all but forced) to become a whitesleeve. The medics of the Tribe, whitesleeves are named for their symbol, a single white sleeve worn as part of their regular clothing. Some sew this into old clothes, others dye or paint one sleeve white. Many add red crosses on their clothing, but it isn't required.

As the most empathetic people in the Tribe, whitesleeves get along fine with citizens; some Tribals say too fine. Whitesleeves are the most likely to haul a Family into a citizen's problems out of empathy for them, and any Family lucky enough to have its own whitesleeve is going to have to pull them out of orphanages and free clinics every week. It's almost impossible for them to turn away; burn out is common.



Tribals love the whitesleeves the same way combat troops love their medics. The whitesleeve is protected and given whatever he needs, even if that means others go without. He will be the first to eat, get the best place to sleep, and be given the newest gear. Whitesleeves don't ask for or expect this, but it's second nature in the Tribe to look after others before yourself, and when someone has pulled shrapnel out of your chest and saved your life, you tend to be grateful.

An important point: whitesleeves are NOT non-combatants. They are just as capable of killing the enemy as anyone else in the Tribe, and some whitesleeves are among the most creative when it comes to developing new weapons or techniques for decimating enemy forces.

NAME
Poison Pete, Burn, Herbal, Slatewiper, Doc Cancer, Needles, Parktown, Union Jack, Bushbaby, Boring

Poker Alice, Rum, Sawbaby, Jump, Quickly-Quickly, Doc Zombie, Faster, Priest, Minus, Lambo

LOOK
Man, woman, concealed, transgressing.

Rumpled clothes, clean and neat, lots of pockets, modified suit and tie, easily cleaned
Do you wear the whitesleeve? Why or why not?

TRAITS (add one)
steel 0, smoke 0, ice 1, fire 1, signal -1

STARTING INFLUENCE (add one)
Citizen 1, Fringe 1, Authority -1, Nemesis -1, Tribal 1

Not every Family can have a truly qualified WHITESLEEVE. Those that do can count themselves lucky to have access to semi-professional medical care and wound treatment, both rare in the Tribe. Anywhere the warriors go, you follow as closely as you can. If you want to be the combat medic and care provider, play the WHITESLEEVE.



MOVES
You get all the basic moves, plus Helping Hands. Choose one more Whitesleeve move.

HELPING HANDS
Whenever you are treating wounds or damage, mental or physical, roll +ice.

On 10+, choose 3. On 7-9, you choose 2.

- You stop any ongoing effects and stabilize the patient.
- Basic first aid heals an additional 1-harm. (2 total.)
- There's no risk of infection, and they may remove one Taint they just took.
- They can get up and get moving again. Heal critical harm.
- There's no lasting damage. They may remove one Condition they just took.
- You get them to safety without risking yourself or them.

On a miss, you still choose 1, but the trauma you've seen makes you mark Taint.

LETHAL DIAGNOSIS
Knowledge of all the ways a human being can be hurt allows you to attack with surgical precision. Roll +ice. This move only affects human bodies.

On a hit, you do your weapon's harm, adding +1-harm AP.

On a 7-9, someone on your side takes minimal harm from them as well.

On a miss, you take severe harm from them.

YOU CAN STILL MAKE IT
If you can reach someone immediately after they have taken enough damage to kill them (say, within the same scene), you may try to save their lives. Roll +fire.

On a hit, they survive, removing exactly enough damage to stay alive.

On a 10+, they are +2-forward to **bang bricks.**

On a miss, they die, and you mark Taint.

If a PC is the target of this move, they have the option of refusing to live and triggering their Death move anyway; if they choose that fate, you do NOT mark taint. The MC may decide certain injuries are not survivable, based on story (a nuclear bomb or decapitation.)

MARTIAL PACIFIST
Any time that you deal harm, you may choose to reduce it by 1-harm, convert all damage to s-harm if that would be possible, or disable or remove the target from the fight instead of dealing harm at all.

GOOD VIBRATIONS
You've got training in mental trauma as well as physical. **Whenever someone is affected by negative mental or emotional trauma, you may spend time helping them through it. Roll +fire.**

On a hit, you alleviate their suffering and they are +2-forward to pack their gear.

On a 10+, you make a major breakthrough allowing them to recover from longer-term trauma; trigger your Connection move and they lose any ongoing effects from mental or emotional issues.

On a miss, you can't help them, and their suffering stays with you; mark Taint.

BULLET DODGER

Any non-offensive moves you make that are directly related to actions trying to reach an injured person are at +1-ongoing, and you are -2-harm taken.

DARKNESS MOVE

Whenever you don't treat the injuries of someone who doesn't deserve their wounds, if you could have helped, mark Taint.

CONNECTION MOVE

When you make a connection with someone, you leave them feeling better than before. They owe you Pull, and gain +1-ongoing on all moves for the rest of the session. If you connected with them because you felt you had to, there's no other effect. If you did it because it was personal, you owe them Pull, but gain +1-ongoing to all moves involving treating any of their injuries or rescuing them. This lasts until they use their Pull to gain advantage. If they die while you still owe them Pull, immediately take a new Taint move.

DEATH MOVE

When you no longer can give anymore and it's time to lay down and rest, you may make one last rescue, automatically saving the lives of any allies at the scene before you fall. They escape the scene without any other complications. Unlike other playbooks, you may choose to trigger this move even if you are not hurt at all, as long as at least one person you care about has been. After this move triggers, any Pull still owed to you transfers to the persons of your choice, as everyone remembers your noble sacrifice.

GEAR

At the start of each Session, or when you can resupply, you get:

•one medical kit of some kind, with enough medicine and bandages for 10 uses of Whitesleeve moves
•1 weapon option
•fashion suitable to your look

Weapons options:

•pistol (2-harm close) and cutter (2-harm hand)
•pigsticker (3-harm worn hand hidden awkward) and a charm
•pump shotgun (3-harm close messy) and a charm
•real medical implements (1-harm intimate/hand hidden, +1-ongoing to **helping hands**)
•none at all, 3 charms

PULL

• You've got scars from saving one of them. Gain Pull on them.
• One of them gave up possessions to get you needed supplies. They gain Pull on you.
• You wish one of them would stop taking so many risks. Gain two Pull on them

At the start of every session, you have Pull on every Family member; you're too valuable to refuse. But you also want to ensure their safety; they all have Pull on you. These Pulls do not add to any you already have.

ADVANCES

__ get +1signal or fire
__ get +1steel or smoke
__ erase a Condition from someone else
__ get a new whitesleeve move
__ get a new whitesleeve move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1ice
__ get +1 to an Influence group
__ erase a Condition, also erase one from someone else
__ erase a Taint move, also erase one from someone else
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family



TAINT MOVES

WINDOW TO THE SOUL

Once you have successfully made the Good Vibrations move with someone, you can mark Taint to gain a permanent +1-ongoing to any moves involving influencing or persuading them.

IN HARM'S WAY

When you suffer harm, you may mark Taint to re-target that harm to someone else within hand range of you.

THEY SHOT FRITZ

If one of your friends is hurt bad enough to take a Condition, be incapacitated, or die, you may mark Taint to go berserk, **dusting up** on every enemy within range.

MEDICAL TORTURE

Knowing how to ease pain also includes knowing how to cause it. If you restrain or prevent another person's escape, you may mark Taint to interrogate them, gaining an automatic 12+ hit on any move to gather information from them.

THE EYES OF MICHAEL HOLT (PART SEVEN)

Michael walked casually toward the vehicles, scanning around the warehouse. Off and on over the last few days, Omar had gradually briefed him in on their plan, so he knew who to expect. He saw Franklin and the hacker Robbie loading guns at the trunk of one of two stolen SUVs, and off to the left, the older couple Jim and Cara were slinging M4 carbines with an uncomfortably relaxed and experienced manner. He made Washington and Annie standing in the back end of the room, past the other four. That left only the one with the British accent, Darby, unaccounted for, which didn't seem too bad. Stopping and kneeling to tie his shoe, Michael checked his comms with the arrest team currently moving into position around the gang. "Sergeant, I've got one missing, the professor type named Darby. He shouldn't be a problem, but keep your eyes open," he whispered just before stepping out into the light.

Sergeant Peck moved forward into a firing position, his rifle at the ready. Over his earpiece, he could hear Corporal Gill and his team confirming they were ready as well. Off to Peck's side, two of the other Marines were setting up the parabolic microphone with the head DEA guy, Warrick, who was a fucking suit as far as the sergeant could see.

Corporal Chavez obviously agreed, kneeling beside the sergeant and glancing back at the DEA agent. "Pendejo," he grunted, spitting tobacco juice onto the warehouse floor. Peck nodded, his lips in a tight smile. "He thinks he running the show, Sarge."

Peck shook his head, keeping his voice low. "He kinda is, Marine. He is a prick, though." He leaned forward on the railing, and used his scope to look across the building to the lower bay, where two large black SUVs were parked, and a group of what looked like hippies with a death wish were busily engaged in changing license plates and decals. The sergeant recognized out of state stickers, lots of small arms. One of the gang, a crazy looking Goth girl, was swinging around a bowie knife covered in feathers and beads. He snuck a glance back toward Chavez, grinning. Chavez stifled a laugh, and they both tried to seem serious as the agent stared at them with a disapproving expression. As Chavez took his turn watching through the spotter scope, Peck prepped himself as DEA guy moved up next to him.

"You need to take this seriously, Sergeant Peck," the man breathed low, his voice tight. "These are very dangerous people."

"The most dangerous weed dealers we ever gonna meet," sniffed Chavez.

"They will kill you if you give them the chance, soldier," warned the suit. "You are to terminate them at the least resistance."

"That seems pretty heavy for pot heads, Special Agent Warrick," cautioned Peck. Somehow, he was getting a really unpleasant vibe off this guy. He wasn't quite sure what to make of him, but it just didn't seem right. Still, orders were orders, and the DEA had to know something about these guys.

He could barely make out Chavez whisper "Marine, asshole, not soldier," and then the other DEA guy, the undercover, was on the radio, his voice disturbed, too.

"Radio check," said the undercover.

"Lima Charlie," responded Peck, relieving Chavez at the scope and picking up their guy in the field of vision. He was tall, a little too thin, but tough looking. He'd grown out a beard, and his hair was long, and he was wearing an Army Rangers fatigue jacket. He moved like he knew what he was doing, and Peck noticed he was staying out of their line of fire.

"Boys, I'm going to try to make this thing go down nice and quietly," the undercover said. "Please don't open up unless you need to, roger?"

"Roger." Up on the catwalk, Peck and Chavez settled their scope onto the area. The gnawing feeling that something was wrong was getting stronger, but he couldn't place it. He could feel Warrick's breath on the back of his neck; it stank bad enough it made Peck want to push him back. He caught Chavez wrinkling his nose.

"Hey, Omar, Frankie," Michael called as he reached the middle of the room. "Annie," he added, noticing that she seemed distant, upset. Omar and Annie didn't move, but Franklin did, putting down a box of ammo and stepping around the back of the vehicle. Warning bells started going off in his head

right away. He tried to seem calm, but his gut was rolling. He knew if this went bad, there was a good chance Annie could get killed.

"Frye," said Omar, his hand on Annie's wrist. Michael saw Omar's other hand run along his sleeve as if he was feeling out a wrinkle, then he coughed and shook his head. "You're a little late. Thought you might not be coming."

"Like I told you last week, I really need the money, man," Michael said, putting a needy tone in his voice. Omar walked off toward the left side of the room, waving his hand in the air as if dismissing someone from his presence; Michael moved forward to meet him, trying to stay where the Marines could see him. He picked out a large set of crates to take cover behind if things went wrong, and got a quick glance at Jim and Cara, who had stopped prepping and were now standing and stretching. When he looked back, he saw Annie had walked up with Omar, then paused, a strange look in her eyes.

"Somethin' weird's going on, Sarge," whispered Chavez, urgent.

"Yeah, yeah, I know," the sergeant replied, sweeping the scope back and forth. *Let's see, they got two over there by the crates, one behind that van, another by the trunk, the black guy with the dreads by that box.* It circled around in his brain for about two more seconds.

All within reach of cover from our position! They know we're here! He opened his mouth to scream, and that's when everything went to Hell all at once.

Chavez' scope exploded, as a muzzle flashed and something big boomed from somewhere in the back of the warehouse. At the same time, all six of the targets moved, as if they'd planned it, five sprinting into cover and drawing weapons as they moved. Number six, the blonde, ran forward, right at the undercover, slamming him down into the concrete. Peck grabbed Chavez by the back of the collar and dragged him back away from the open front of the catwalk as Chavez swore and grabbed at his bleeding face. "Sniper!" Peck yelled over the net, dropping prone and praying the guy didn't have a bead on him. Out of the corner of his eye, Peck saw Warrick stand up, looking annoyed. "Get down, you stupid bastard!" Peck screamed, hefting his rifle to return fire as another loud boom told him the sniper was still in action.

"Contact, contact," screamed Gill over the radio as automatic weapons fire erupted downstairs. The druggies were firing, and the Marines were firing, and someone had set off some kind of smoke, which was weird, because he hadn't heard a detonation.

"Stay down," Annie kept saying, begging Michael not to move, her body on top of his, as intimately as when they made love. He tugged at her, shuffling his feet to try and get leverage.

"Stop, stop!" he yelled, hoping no one was hit yet. Maybe he could salvage this. Over the covert earpiece inside his ear, he heard screams and shooting.

"Don't move, baby," Annie begged, trying to press him down again. He had to make a choice, and he knew the only one he could make.

"I'm a fucking DEA agent, Annie!" Michael yelled, rolled and tried to wrestle free of her, his hand going into his waistband to grab his pistol. He saw Jim and Cara firing short controlled bursts over the crates, and off to his right, Franklin and the kid were also in cover firing. He identified the sound of the sniper fire, and rolled to try and get on the other side of the vans while also drawing a bead on Cara. Her head filled his sights, and he began to slack the trigger-

-and Annie stabbed him right in the wrist with an icepick, and he dropped his gun. He rolled back toward her, ready to defend himself as his heart broke, then froze. In the middle of the battle, with their guys and his guys shooting hell out of the place, he saw her face, saw her crying and smiling at him at the same time. "Stay out of it, Michael," she begged. "My Family isn't going to kill anyone who doesn't deserve it."

Michael? He was breathless, his brain not processing any more.

Up on the balcony, Warrick hissed, and spun around to face the Marine sergeant. It had heard what the human bitch had said, how she used the undercover's real name. *These humans must think they're very clever, setting me up like this,* it thought, angered by their presumption. *I think it's time these creatures learned a lesson.* The sergeant jumped up and grabbed it's host's arm, trying to pull it down out

of the way of the bullets, which was laughable, really. Warrick erupted a slew of flesh-ripping tentacles, plunging them through the Marine's body armor and chest. The last thing Peck heard as he died was the Warrick-thing grunting "Sometimes, the direct approach is the best." And then his mind and body were no longer his own.

Michael felt the world spinning out of control as Annie pressed a handkerchief against his wrist and smothered him with tears and kisses. She was speaking, but he wasn't able to hear much of anything over the gunfire. She dragged him to his feet, trying to get his attention, and he was just getting ready to draw his back-up piece and demand to know what the Hell was going on when someone screamed a warning, and there was a loud crashing noise as the car in front of them exploded into twisted metal and broken glass. Aniie pushed him back, raising his gun and firing as she tried to get them both moving.

From the wreckage of the car, a tall Marine stepped out, hunched over, a feral nasty sneer marring his otherwise good looks. His uniform was bloody, his bulletproof vest shredded as if it had lost a fight with a chainsaw. Before either Michael or Annie could move, the man raced forward, his arms out, clawing for Annie's face. Michael could see his face highlighted by the muzzle flash from the pistol as Annie ducked and rolled under his reach, then she was dropping the gun. She came up with a wickedly serrated combat knife, slicing the Marine along his ribs, and despite his love for her, Michael moved to try and haul her down, to stop her from killing anyone. As he pushed between her and the wounded trooper, he froze in terror, his eyes locked on the wounds in the Marine's stomach. From the cuts bulged a gray-green mass of flesh, rubbery, plastic and rugose, dozens of tendrils moving independently, writhing and twisting as they gripped the edges of the tear, pulling it closed.

"Get out of the way, fool," hissed the Marine, striking Michael back-handed in the chest, driving air and blood from Michael's mouth as the blow landed like a freight train, breaking ribs and tearing muscles, tossing the DEA agent's body sideways like a puppet with its strings cut. As Michael lost consciousness, the last thing he saw was Annie's face, her eyes wide with terror as the Marine closed in on her.



VI: OUTBREAK

"Hunting Bloats ain't so hard, really. Finding them is simple; just look for whatever place in the area is turning to shit real fast, and making people rich, and there's a hive somewhere close. Digging them out of their holes ain't so hard, either. You just gotta figure out what it is they want to protect, and threaten that, and they'll come running. And killing Bloats is pretty straight forward. Gun people in shoot-first, shoot-some-more mode, rippers up front to slice and dice, paladins keeping the headcases chuffed, and the shaman shaking the bones like tomorrow is up Babylon. Yah, all that is the easy part. Staying clean and green while hunting Bloats, that's the Coyote laugh."

-Father Deacon, former shaman in Mother Bone's Crazy Eights Carnival, starting to explain what happened to his first Family



ADVANCED PLAYBOOKS

As you become used to playing the Tribe, you may want to expend the possibilities a little. One way is to bring in playbooks or rules fro of games Powered by the Apocalypse. Another is to develop your own special moves. The third way is to branch out into some of these advanced playbooks.

An advanced playbook is not a full playbook; it is added to your character either at its creation, or when you spend advance to add the new options to your character. To take an advanced playbook during play, when you have earned an advance, you may ask the MC to add an advanced playbook you qualify for. Any advance may be used to add these playbooks, not just the advance "switch to a new playbook." Mark off an advance of your choice, and follow the appropriate instructions below.

In general, adding an advanced playbook is very simple. It will be marked (S) if you can start with it as part of your character at the beginning of a campaign, or with (A) if you must advance into it. If the advanced playbook has both listed, then you can do either; follow the appropriate instructions for whichever way you entered the advanced playbook. Most advanced playbooks add additional options you may take for advancements, at the cost of spreading out your development somewhat.

A few of the functions and backgrounds in the Tribe are unusual in that they are sidelines to other jobs. All the playbooks here are common in Families, and most Tribals will have met at least a few people who qualify.

CHILDE (SA)

Where the Hell's the safety catch on this damn thing?

A new member of the Tribe, not yet named or fully aware of what the Tribe and their Family are all about. Your only responsibility is to learn what being a Tribal is, what your Family believes and expects of its members, and how not to get yourself or anyone else killed.

•(S) Make your character with a non-Tribal playbook from another game; you have Influence traits of -1 in all groups. Take all the moves for this playbook immediately, and add the remaining advances from this playbook to those you may choose in the future.

•(A) When your non-Tribal playbook character is accepted into a Family, and spend an advance, you may take this advanced playbook. You have Influence traits of -1 in all groups. Take all the moves for this playbook immediately, and add the remaining advances from this playbook to those you may choose in the future.

NOT ONE OF THE CLUB YET

You take -1-ongoing to all moves involving knowledge of the Tribals.

COOL LOSER

Any time you fail on a move involving Tribal habits, training, or lifestyles, you are given additional advice and training, and may mark an additional experience.

HUMAN PACK MULE

All of the Family's odd jobs and tedious chores become yours to take care of. You start every session owing all other Family members Pull.

MANDATORY FUN

Any time you have to spare is occupied with training, and you are never left alone. At the start of each session, another Family member must be nominated as your partner. They must keep you under observation at all times, and are also targeted by any moves made against you. They may roll their own results, however.

New Advancements

_ remove a Childe move
_ remove a Childe move
_ remove a Childe move
_ if you have one remaining Childe move and the Family agrees to give you a name, remove the last Childe move and change to a new Tribal playbook



FACELESS (SA)

I understand you're entering the Haversham-Green facility by the stadium. I'm happy to help. Kill the bastards for me, and tell them Drastic from the Rumble Forty says hello.

The Faceless are survivors, assisting the Tribe with tasks Ponies or citizens would not be up for. The Faceless are most like Tribals retired into citizen jobs Up Top. They usually no longer maintain direct connec-

tions to the Tribe, but they are welcome among Families, and treated as full members, since most once were. The few that have not actually been Tribals must have sen combat in the Tribe's service, and are fully aware of what they are supporting.

•(S) When you make your character with a non-Tribal playbook, you may start with this playbook. You gain the Manchurian Candidate move; gain access to the new moves and advances from this playbook.

MANCHURIAN CANDIDATE

Your prior skills and knowledge of the Tribe are rusty, but still there. Choose two moves you still know from a Tribal playbook of your choice.

•(A) In play, you decide to retire from your Family and spend that advance. You may take this advanced playbook. You gain More Than Meets The Eye. Also, gain access to the new moves and advances from this playbook.

MORE THAN MEETS THE EYE

You are trying to transition safely to a civilian life. Choose two moves from a non-Tribal playbook that you have picked up.

UNITED WE STAND

Whenever you are working with Tribals, you count as one of their Family members if you want to. If you do, you must accept the consequences of any moves aimed at the Tribals you are with.

DIVIDED WE FALL

When you make an Influence move involving Tribals, you may give them Pull to add +2-forward to the move. Alternately, you may trade any Pull you have on Tribals to gain +2-forward on non-Tribal Influence moves.

I HAVE BROTHERS

If you are in trouble or need support, roll +fire.

On 10+, choose 1. You may choose 2 if you give Pull to a Family.

On a 7-9, choose 1 and allow the MC to make a move.

If you already had Pull on a Family, you may erase it to gain +2-forward on this move.

•A Family comes to assist in battle. Medium gang, 3-harm, 1-armor, +1-ongoing for you to **dust-up** or **bang bricks**.

•The Family helps you make some connections. +2-forward to a Fringe or Nemesis move.

•You gain access to a Pony for this session.

•A Family preps the way for you. Choose to either **gaslight** or **jam the system**; you have a 10+ on the move, but the MC makes a move.

On a miss, the help you're seeking only makes things more complicated.

New Advancements

_ gain another Faceless move

_ +1 Influence to any Influence group except Tribal

_ erase a Taint move or a Condition

_ sever ties with the Tribe and retire permanently, or clear entanglements and rejoin by switching back to a Tribal playbook





MOTHER/FATHER (SA)

We doing it this way because it's the right way, not because I said so.

Almost every kind of Family has one central point of authority and guidance, chosen from within the Family in whatever way that Family feels comfortable with. Some Families are democracies, others handle a change in leadership by a challenge to authority which may even include trial by combat (though never to the death.) Along with the shaman and the whitesleeve, being the Mother or Father of a Family involves more than just announcing that you are in charge. First, everyone in your prospective Family must agree you are the leader. Next, you will have to receive formal recognition by the Council at the next Equinox. Until then, you can use the title, and even name your Family, but you won't be recognized by other established Families as anything more than a Pack, a potentially unstable and volatile type of Family many other Mothers and Fathers will see as a possible recruiting pool. Families you already had a relationship with may be willing to treat you as the leader if they feel comfortble with you.

Once recognized, the Mother or Father has control of their Family, and the right to lead and make decisions for the group. However, like in most Families, the rule of the majority and the democracy of the feet still apply. A player who chooses this playbook will need to understand that his leadership is not dictatorial, and only goes as far as the other Family members allow. Since this is how most gaming groups function anyway, that shouldn't come as too much of a shock.

Mothers and Fathers are the most likely to be able to pass among citizens without trouble, but will still radiate a distant aura of threat and competence which will give them away in most circles as being more than day-wage laborers. Even among the most unwise and arrogant citizens, Mothers and Fathers seem to carry an invisible sense of power and self-control that warns others away.

Families are, at their heart, a function of a tight group dynamic, and the Mother or Father is the ultimate representation of what a Family stands for, and what it thinks is right or wrong. Without them, the Family will dissolve into arguing and deadly chaos, failing and falling to its enemies. A challenge to the leader's authority is the gravest moment in a Family, when entire sets of Tribals who have travelled and fought together for years fall out and go their separate ways.

•(S) When you make your character with a Tribal playbook and everyone agrees you should be in charge, take this playbook. You gain the Wisdom of Solomon move, and access to the new moves and advances from this playbook.

•(A) In play you are elected as Mother or Father of a Family and spend an advance; you may take this advanced playbook. You gain the Wisdom of Solomon move, and access to the new moves and advances from this playbook.

WISDOM OF SOLOMON

Years of dealing with interpersonal conflict between Family gives you the ability to solve a lot of problems. **If you exercise your authority to fix problems, roll either +ice of +fire, your choice.**

On a hit, you can calm tempers and work out a fix to any interpersonal grief between your Family members so no one holds a grudge.

On 10+, this even works against supernatural fear, anger, or hatred, meaning any such effects on your Family end instantly.

On a miss, escribe how the situation breaks down even farther, and the MC makes a hard move.

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ACTION BABYSITTER

You're an expert at keeping a handle on a bunch of screaming maniacs in combat. Once per combat, whenever a Family member in close range of you fails a move in combat, you may allow them a reroll of the move. They must take the second result.

CUTTING THE KNOT

Problem-solving for Tribals often involves unconventional solutions. **When you hit an obstacle head-on at speed, roll +fire.**

On a hit, overcome the obstacle in a loud and violent fashion, bypassing it entirely.

On 10+, you can actually do it quietly enough to not warn any enemies.

On a miss, you suffer the full effects of that obstacle, it's still there, and the MC makes a move as any enemies nearby are warned.

If you are present with another member of your Family and have time to Slam out a plan with them, you can let them use this move. They roll it; you both take the consequences.

DEAD MEN'S BONES

With leadership in the Tribe comes dealing with loss and your mistakes. **When you have made a move which results in the MC targeting your Family or allies with a move or hard move, you may remember past mistakes to avoid current ones; roll +ice.**

On a hit, you have been through this sort of screw-up before, and learned hard lessons. The MC must give you two different MC moves, and you are allowed to choose which she can use. You must mark Taint.

On 10+, you get enough of a heads-up about what's about to happen that your reaction to MC move or hard move is at +2-forward.

On a miss, you mark Taint for the bad memories, and the MC does what he wants anyway.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ advance three basic moves
_ all your Family members may advance two basic moves you have advanced





MURDERMOUSE (S)

Yah, I is listnin. But I is hungry and he is got the candy. I wanting the candy. He a bad guy, hurt Yonnie. Can I ace him now?

There are a few Firstborn within the Tribe who were actually born to Tribal parents, and are still young enough that Citizens would consider them a child. Murdermice are children who are old enough the Tribe considers them combat-capable; this varies between different Families, but can go as low as six in the most out-there groups. A closer average age is around twelve or so.

Child-soldiers, murdermice have their uses, as most civilized people will be horrified at the idea of fighting a child, and children have protected rights the rest of their Family will not get.

Where Citizens will tend to try to "save" murdermice from the grip of the Tribe, many other Families are also offended by the idea of putting a gun or blade in the hands of a ten-year-old. Consequently, any Family which has a murdermouse in it is going to suffer some push-back from their colleagues. A player who chooses this playbook should check with the rest of the group to make sure everyone is comfortable with the idea.

•(S) When you make your character with a Firstborn playbook and everyone agrees they are okay with you playing a true child, you may take this advanced playbook. Obviously, you are a child, with all the social and emotional baggage that brings. Due to your small size, you take a permanent -2-ongoing to steel moves, but +2-ongoing to smoke moves. All Influence moves with Tribal Families who do not have murdermice also are at -1-ongoing for everyone in your Family. If you ever kill someone who isn't clearly a monster or villain, you must mark Taint. You gain the Loophole Abuse move, and access to the new moves and advances from this playbook.

LOOPHOLE ABUSE

You've seen all the ways to get around the rules of Citizen life where they pertain to preventing kids from doing things. You might not be able to buy a handgun over the counter, but you know every way there is to sneak into an r-rated movie. **When you bypass Citizen restrictions on your age, roll +smoke.**

On a hit, you can bypass any restriction that isn't based on your immediate safety or access requiring licenses or adult supervision.

On 10+, you find a willing if somewhat shady adult willing to act as your "guardian" and get you what you need, but you give them Pull on you. The adult you locate must be the kind of person willing to overlook whatever it is you're doing. That CAN carry risks all its own.

On a miss, the attempt fails, and the local authority figure responsible for policing the rules is aware and interferes. If you're trying to buy beer, the shop clerk figures it out; if you're trying to score a pack of detonators, you can bet ATF is on the way to get your surrogate.

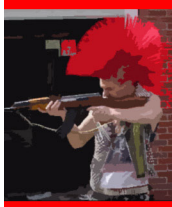
SELECTIVE SLAUGHTER

No right-thinking person considers a child a possible threat. Any time you are fighting someone, you may choose to make all harm from any source you cause into s-harm. As long as you have not done actual harm in a combat, all normal people will assume you are just a misguided soul, and can't do anything which might cause YOU real harm. This includes harm that would hit you in area attacks on others with you.

CAPTIVE AUDIENCE

Any time you **shine someone on**, **sniff out hidden answers**, or **jam the system**, any normal adults who are unaware of the Tribe or the Outsiders are automatically fooled. You may take a 7-9 hit without even rolling, or roll to try and get a better result, although you must accept what you rolled. When you select this move, you may automatically advance all three of those moves.

CONVENIENT ORPHAN



Unless you are caught by Outsiders or their worst agents, or unless you admit your guilt, any adult who catches you committing an illegal or questionable act immediately assumes you are a victim of abusive adults. You will be sent into the child care system for your area, which isn't great, but it's fairly easy to escape from. If you used a firebomb to kill two infected agents, you could cry and sob about the trauma you've experienced, and the police will remand you to child welfare instead of jail. Any time you use this ability, mark Taint.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ find a mentor; add a Pony to the Family's upgrades, but gain +2-forward to use them and once per session you can access them without giving them any Pull or spending any Pull you have on them
_ retire to a safe home, or grow up, lose all moves and advances from this playbook, and take a new Tribal playbook, gaining as many moves and advances from that one as you lost



PLEDGED (A)

Picked the wrong dude to mess with, Bloat. Lemme introduce to my main bro, Chango.

Sometimes, a Tribal establishes such a relationship with a certain *loa* that their ability to talk to any of the others is hindered. With that silence comes much greater access to the *loa* they have acknowledged as their patron. These Tribals are said to be Pledged to that *loa*.

Tribals normally feel a little uncomfortable around Pledged, as they are beginning to wander pretty far into the Signal. Their patron keeps constant watch over them, and it is difficult to interact with them without being drawn into their patron's plots and schemes. While they aren't quite totally pawns of the *loa*, their sense of self has started to be eroded, often dangerously so for those around them.

You don't have to be a shaman to be Pledged, but it helps. If a non-shaman becomes Pledged, he may not gain as much from the arrangement. Then again, personal gain is usually the last reason a person becomes Pledged.

(A) When you have been a horse for a *loa* and spend an advance to bind yourself to its desires, you may take this advanced playbook. You gain the Fettered move, and access to the new moves and advances from this playbook.

FETTERED

Name a single *loa*; you may never speak with or accept any aid from any other *loa*. All attempts to do so automatically miss. All rituals you know belonging to any *loa* except the one you are Pledged to no longer work. You may NOT replace them. However, you learn one ritual for your patron *loa*, and one general ritual. All rituals with your patron gain "12+: gain Pull with your patron *loa*, and mark experience if you also mark Taint."

I GAVE MY WORD

Because you have agreed to serve one *loa* to the exclusion of all others, you may never refuse to become its' horse. However, when you are ridden, all moves which the patron *loa* would approve of gain +1-ongoing, including any use of the *loa*'s move. Also, when ridden, you may name one trait which gains an additional +1-ongoing.

KICKED UPSTAIRS

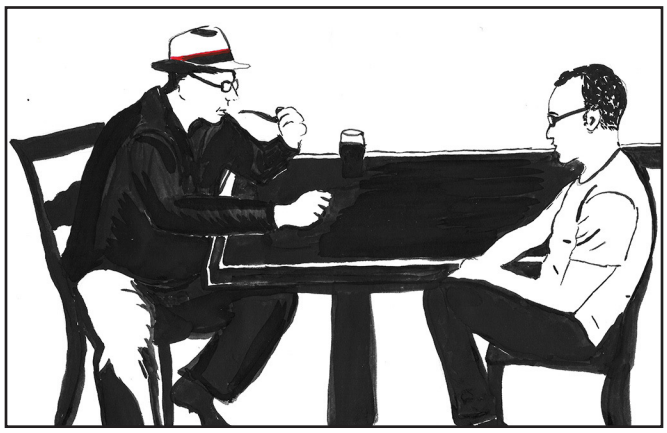
Any time you give your patron the ability to make your decision, the MC may dictate to you what your next move will be. Because of the power of the *loa*, it will be a 10+ hit. If you do not want to make the move the MC tells you to, you must mark Taint and the patron gains Pull on you.

THE GAME PLAYS YOU

Whenever the MC has the opportunity to make a move against you, you may accept being ridden by your patron and nullify that move, although then you must accept the consequences of your patron's subsequent actions.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ gain a new ritual for your patron
_ gain a new ritual for your patron



STONE TRIBE (S)

Saw this once before in '79. We called it a xenomorph, not a tentacle sex monster, though.

There are still a few of the old-timers who joined the Tribe back in the early days of the seventies. They float around in the quieter Families now, because many are pushing sixty and are slowing down with age. However, what the Stone Tribal lacks in energy and physical ability, he more than makes up for in knowledge and skill. And most of them have fought hundreds of battles, making them deadly support against the Tribe's enemies.

Because all the Stone Tribe were adult citizens, and most military or intelligence community types, they are perfectly capable of mixing with regular citizens, and many maintain ties with old friends and family who are

still part of the legitimate world up top. Unless a Stone Tribal is actively engaged with his Family business, he will be able to walk among normal people with little more precaution than a good fake ID. And any Stone Tribal who doesn't have a pocketful of false identities isn't really doing his job.

Inside the Tribe, Stone Tribals are respected elders, treated with a certain amount of awe and deference. They are not considered authority, and certainly not treated as having any more vote or say than any other member of a Family, but they still manage to have a lot of weight in decisions and social issues. One important factor is that all the Stone Tribe were at one point members of the original few Tribal Families, and were instrumental in setting up the customs and traditions the Tribe lives by. And being a personal friend of Grandfather himself also helps quite a bit.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must mark one Condition which can never be healed under any circumstances, even with magic or special moves. You also must take one Taint move immediately. You gain the Living Legend move, and access to the new moves and advances from this playbook.

LIVING LEGEND

EVERY Tribal has heard the stories, even if they aren't true. You gain +1-ongoing on all basic moves, and on all Influence moves with Tribal groups. **Any time you meet a new Family, you may roll +Tribal.**

On a hit, you know the Mother or Father of that Family well enough to call them friends. Gain Pull on them, and give them Pull on you.

On a 7-9, maybe it wasn't entirely friendly. There's a complication to your relationship that will need to get dealt with soon.

On a miss, nothing special happens. Unlike most moves, you do NOT mark experience for a miss; the MC still gets to make a move.

HARD TIME KILLING FLOOR BLUES

You've been doing this for a LONG time. You get +1-harm to every attack you make, regardless of what it is. However, you lose one point of harm permanently as well from old war wounds and scars.

WHILE THEY WERE IN DIAPERS

Sometimes, people need to know where they stand. **When you point out what they don't know, roll +fire.**

On a hit, they take your point, and gain +1-forward on the next move they make.

On 7-9, you poked them a little harder than you wanted to; they get +2-forward to the next move, but you must either mark Taint, or you take -1-ongoing on moves which affect them and give them Pull on you.

On a miss, you blew it and shattered their confidence. They take -2-forward on their next move and you must mark Taint.

CHANGING OF THE GUARD

In addition to your normal death move, when you die a tired hero's death, pick one move you know for each character in your Family. They may gain that move permanently. It does not have to be the same move for each of them. However, if they take the move, they must also owe all the Pull you owed at the time of your death as they try to honor your memories.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ teach another character one of your moves
_ sicken and die at the end of the session; this DOES trigger your death move

THE BREEDS: OUTSIDER-HUMAN MIXED PLAYBOOKS

The story of the Breeds starts with the Outsiders' realization that humanity's Signal was dangerous and a potential disaster for their plans. It didn't take long for the Consortium scientists to be "convinced" to cooperate in efforts to breed a strain of humans with Outsider-compatible DNA . These experiments could be considered a qualified success, depending on the viewpoint. It was easier for Outsiders to make Breeds into Hosts, and the Breeds appeared to be highly resistant to the Signal. However, they also showed an unhealthy amount of independence from the Consortium, and were different enough from normal humans for them to have difficulty passing in human society. Because of that, the first Breeds to grow to maturity were kept in Consortium laboratories or tucked away in secure Outsider-run facilities. During the Valentine's Day Massacre in '77, some of the Breeds were "released" into human society through action by the original Tribe. The liberated Breeds either fled and hid among the humans, or accepted help from the Tribe, finding safe haven among Families or as Ponies. So many of the Breeds them have since passed on their special genetics among humanity that even in the last 40 years they have begun showing up in attacks against Consortium and Outsider agents. This has panicked the Consortium, and they have since liquidated all but a few of their Breeds; the few remaining are either barely trusted, perform essential tasks no one else can, or work with the Reapers as expendable assets. They live horrible and short lives, but the Outsiders can always get more if they need them, so the Consortium doesn't really care too much.

All of the Breed advanced playbooks must be taken at character start; it isn't possible to "become" a part-alien hybrid after your birth. All of the Breeds start with a Taint move already added to their character, so they have less resistance to Taint than normal characters. Also, all Breeds suffer -2-ongoing to resist any Outsider attempts at control or infection of them. Breeds are unable to use any sort of magic, although psychic abilities work just fine for them (particularly Dreadboys). Finally, they can't be ridden by the loa or controlled or possessed by any magical entity or spirit.





DREADBOY (S)

No, I cannot ssspeak louder. Lissten closer to the voicccce inssside, asssshat.

The Dreadboy was designed to be an exceptional conduit for psychic powers. They appear mostly human, but their eyes are larger than normal and slightly almond-shaped. Their nose is very slight, almost just nostrils in the front of their face, and their mouth is very small with a noticeable receding chin. They tend to have very little hair, and to be shorter and much thinner than human normal as well. The overall impression is similar to the little grey men of popular conspiracy theory, although they are human enough to pass as very ugly humans.

Inside the Tribe, Dreadboys (or dreadgirls, as you like) are psychic back-up. If they are Headcases, they are the front line, and treated like atomic bombs because of their potential danger to themselves and others. Outside the Tribe, they may be able to hide their true nature behind the guise of birth defects, but they tend to be found and taken by the Consortium long before they grow up.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Evil Twin immediately. You gain the Madness Mantra move, and access to the new moves and advances from this playbook.

EVIL TWIN

Every time you use any sort of psychic power or ability, if you do not get at least 10+, you may mark Taint as your power leaks out in unpredictable fashions. You may reroll the move with +2-forward, but the MC may also make a move.

MADNESS MANTRA

The Signal of the Outsiders speaks to you, slowly rotting away your connection to the real world. **When you expose your fragile psyche to the Outsiders' corruption, roll +signal.**

On a hit, mark Taint and connect to the mind of the nearest Outsider within five miles, taking 2-harm AP. You may ask them up to three questions they must answer truthfully; for each answer, they may then ask you one you must answer truthfully as well.

On a 10+, you may ask your first question for free, avoid the damage, or avoid marking Taint.

On a miss, you get nothing, but every Outsider within ten miles knows where you are; the MC makes a hard move.

WEIRDER THAN USUAL

Any time a move involves you interacting with a normal human or group of humans, you may add +2-forward by marking Taint and affecting their minds, or take -2-forward and erase one Taint you have marked by bleeding it out in your actions, causing them severe unease.

DREAMLAND

Any time you sleep, you may dream of those whose minds call to you; roll +signal.

On a hit, you may nominate up to five people you have a relationship with; you immediately know where they are, how they are, and what they desire most at that moment. You then take -2-ongoing on all ice moves for the next day as you have difficulty pulling your thoughts back to yourself.

On 10+, reduce the penalty to -1-ongoing, and you may mark Taint to transmit to one of your targets a message lasting no longer than one minute.

On a miss, the move fails, and horrid nightmares overwhelm you, giving you -1-ongoing until the next time you can get a full night's sleep.

THERE IS NO SPOON

If you force your will upon the world, roll +ice. Name one fact about a non-sentient being or non-magical object.

On a hit, you may mark Taint to make that fact a reality now. All other beings in the world accept that this has always been this way.

On 10+, the power affects even sentient beings, as long as it doesn't cause them direct physical loss.

On a miss, the fact remains untrue, but your own confusion about reality allows the MC to change one fact about YOU, as long as it doesn't result in direct physical harm.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1signal (maximum +3)
_ take a new move from the Headcase playbook



FERAL (S)

<BLOAT-DOWN-HALLWAY-GUN-UNDER-SEAT-I-GO-NOW>

Some people believe the Feral is a mistake, a failed experiment that the Outsiders allowed to live and breed as a ready source of labor. In truth, the Feral is very close to what the Consortium wanted, except for being smarter and more independent than was planned. Bred for strength and endless stamina, Ferals are horribly malformed, unable to pass for a normal human in anything but the worst light and under heavy cover. They are wiry and muscular, but their hands are deformed into three-fingered claws with hardened talons, unable to perform any fine manipulation. Their teeth are triangular, like a shark's, and just as dangerous; should a Feral smile, they expose three rows of ripping razor-sharp teeth.

They can't speak in any understandable way, instead relying entirely on Slam or sign language to communicate. Their skin is brownish and ratlike, their eyes black without any iris or pupil. Overall, they are the least human of all the Breeds.

Inside the Tribe, Ferals are combatants, scavengers, and survival experts, able to last longer and fight harder than anyone else. Outside the Tribe they hide in sewers and wastelands, doing everything they can to avoid humanity.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Nobody to Nightmare immediately. You gain the Basement Dweller move, and access to the new moves and advances from this playbook.

NOBODY TO NIGHTMARE

Whenever you or someone you care about is hurt (physically or emotionally) you may immediately mark Taint to burn shit down with a 12+, even if you haven't advanced that move yet.

BASEMENT DWELLER

You are used to living on your own, in the spaces and places no one else wants to go. You are immune to all normal diseases, and can eat any sort of organic material for nutrition and without any issues. Temperatures from arctic cold to desert heat have no practical effect on you, and you only require four hours' sleep a night. You take -2-ongoing to all social or Influence moves with any normal humans, but your claws and teeth do 3-harm intimate/hand messy AP damage.

ADAPTATIONAL BADASS

Any time a toxin, magical, or psychic power causes you harm, you may mark Taint and your body adapts to the source of that attack, reducing all further harm from that source to zero for the next 24 hours.

BUTCHERY BUTTON

When you give in to the animal side of your nature, roll +steel.

On a hit, you gain +1-ongoing to all moves involving your speed, senses, or physical challenges. However, you become unable to use any ice moves until you have calmed down.

On 10+, you may mark Taint to make all attacks with your natural weapons do +2-harm also.

On a miss, you lose control of yourself, and act on hidden impulses or atavistic fears; the MC makes a move for your character.

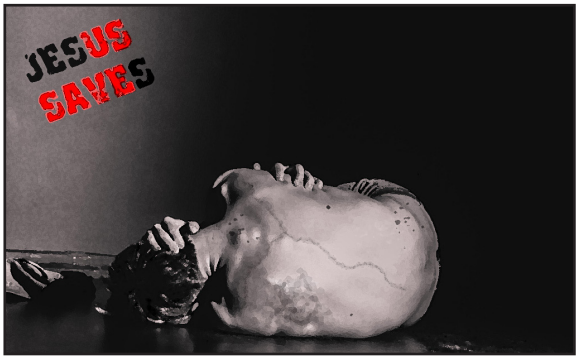


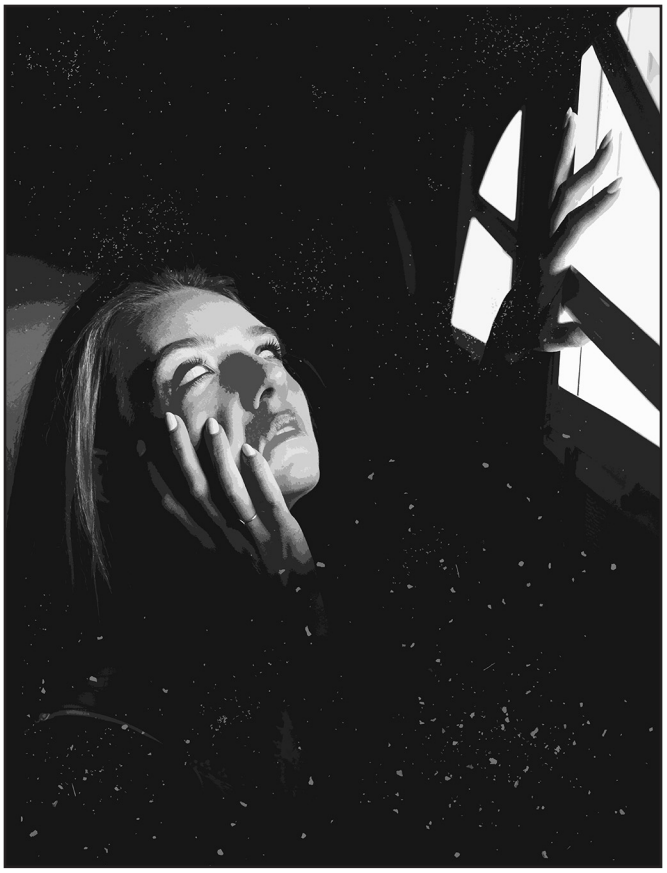
I AM WHAT I AM

Years of being alone and fending for yourself have made you hard both inside and out. You gain 1-armour for your skin, and gain +1-ongoing on all moves to avoid any sort of pain, control, or emotional hurt.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1steel (maximum +3)
_ take a new move from the Ripper playbook





PALE (S)

The odds of successfully attacking me from there are 32%. Fortunately, I foresaw that, and the gentleman is standing on a land mine.

Superior intelligence and a lack of basic morality were viewed as assets by the Consortium, and the Pale is their answer. A Pale appears mostly human, although very thin and with a slightly elongated forehead and thinner hair than normal. Their fingers and toes are long and thin as well, giving them what some people refer to as a spidery sort of look. They tend to have somewhat vague and distracted demeanors, as their brains are racing ahead, assimilating date at prodigious speeds. The Consortium's attempt to remove emotional content from them as an unneeded distraction didn't quite work, but they are frequently poor at personal relations; they are often highly functional sociopaths.

Because they are not always very good at telling the difference between right and wrong (at least as far as others see it), Pales are viewed with some suspicion that they may switch sides or lose the point of the War. They tend to be technicians, schemers, and planners, often kept under a close eye until they are fully trusted. Outside the Tribe, Pales have been among some of the best politicians and serial killers the world has ever seen.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Mister Creepy immediately. You gain the Hyperaware move, and access to the new moves and advances from this playbook.

MISTER CREEPY

Any time you are affected by emotional or psychological pressure, you may mark Taint to ignore the effect.

HYPERAWARE

Your mind processes information and sensory input at a phenomenal pace, almost like a supercomputer, and with about as much emotion. **When you predict possible outcomes, roll +ice**.

On a hit, choose 1. On a 10+, you may strain your mind, mark Taint, and choose 2.

- predict the next action someone will take
- predict the best way to get what you want
- predict the best way to neutralize someone else's advantage
- predict the most dangerous and least dangerous approaches to a problem
- predict where and when someone will be at a specific location
- the next time the MC makes a move, he must give you a choice of two; you pick which one he uses
- calculate in advance what is needed to make any one move someone makes either an automatic miss, or 10+ hit

On a miss, the MC may make a hard move as you misinterpret the data to your Family's detriment.

SYMPATHY FOR THE DEVIL

A lack of moral compass allows you to do things others can't. **Any time you would mark Taint, you may justify your crimes as expedient; roll +ice.**

On a hit, do not mark the Taint.

On a 7-9, your actions still horrify others who know of what you've done. Lose all Pull with someone of the MC's choice as they find out.

On a miss, even the most rigid logic still leaves you sick inside; mark two Taint instead of one.

SPIDER IN THE VOID

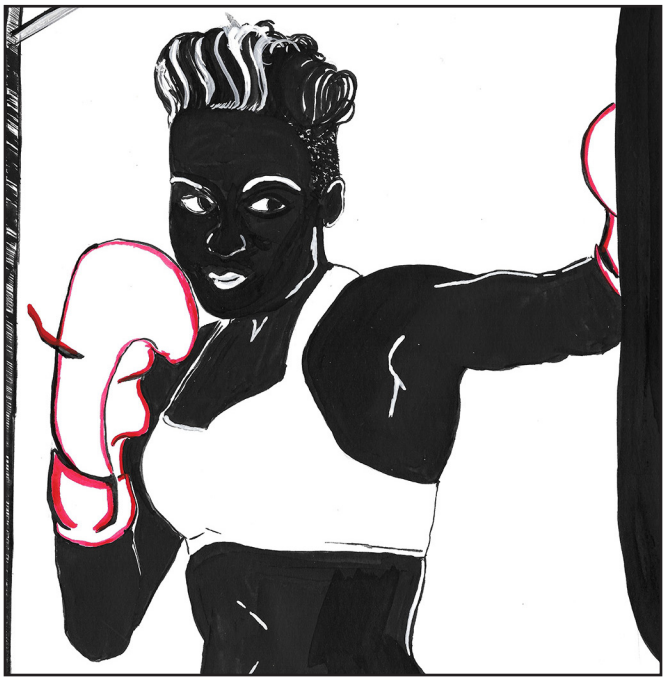
Others have become less real to you; manipulating them has become easier. Whenever you **weave new strings** or **gaslight someone**, you may substitute ice instead of the appropriate Influence trait. Additionally, you may mark Taint to change a miss to a 7-9 hit on those moves.

COLD HEART WARM HANDS

Even though you have little empathy, you have figured out the way to mirror a healthy person's reactions. Choose one Influence group; you never take a negative modifier to rolls for Influence in that group. If something would result in your total dice modifier being below 0, it is effectively 0.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1ice (maximum +3)
_ take a new move based on ice from another playbook



QUICK (S)

I'm bored, we been sittin' here almost five minutes and he hasn't come out, I'm hungry, can we just blow it all up and go see a movie, there's a good one downtown.

If ever there was a poster child for impulse control issues, it's the Quick. Where the Ferals were made to be strong and hardy, the Quicks were made to be fast, agile, and super-responsive. Every system in their body is wired for speed and agility, at the cost of severe health issues if they overdo it. Metabolism and oxygenation are hyped up, and neural speed and twitch-reflex are dominant in the Quick's brain. On the plus side, they are incredibly fast and agile, able to race like a cheetah or move through incredibly complex terrain at high speed without difficulty- until their body temperature peaks out and they collapse from heat exhaustion. Externally, Quicks have a dancer's frame, thin and highly flexible, with amazing hand-eye coordination. They tend to be almost scarecrow thin, and can eat whatever they want without gaining any weight at all. They also tend toward darker skin, most being tan or black, almost to a gray tint, and their skin is constantly flushed and warm to the touch. Even at rest and quiet, they are almost always in motion, unable to sit still for long.

Inside the Tribe, Quicks are excellent scouts, as well as scavengers. They also have a reputation for being very bendy, which helps if they become facedancers. Outside the Tribe they are athletes and dancers, although not very healthy ones. Without an understanding of their unique metabolisms, most die young when they run too fast too long and their hearts explode.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Who Wants to Live Forever immediately. You gain the Basement Dweller move, and access to the new moves and advances from this playbook.

WHO WANTS TO LIVE FOREVER

You may mark Taint to make athletics, stealth or speed moves a 10+. If you take 2-harm that can't be stopped or reduced in any way, make the result a 12+, even if you haven't advanced that move yet. If the move doesn't normally have a 12+ result, it gains the result "On a 12+, you automatically go first, and nullify any one enemy's move in response to yours."

RUNNING HOT

If you rely on your amped-up metabolism, roll +smoke.

On a hit, you may perform a movement or physical stunt reasonably possible for a good athlete.

On 10+, you may mark Taint and exceed human limits to replicate things seen only in action movies. You could dodge a moving bullet, or run up 30' of wall, or run fast enough to actually catch a speeding car.

On a miss, you fail to pull off the move, and must **dig deep to avoid hardships** as your system overheats; the harm is 3-harm which can't be reduced or avoided.

ALLERGIC TO ROUTINE

Tasks needing long-term concentration or repetition suffer -1-ongoing; however, constant curiosity and wandering attention make it hard to surprise you. Gain +2-forward to respond, and the results of your response are applied BEFORE the results of the enemy move. This can cause an enemy move to fail immediately.

ACTION CHANNEL

After you roll moves using speed or agility, raise the result by 1 for every 1-harm you take immediately, without any possible reduction or avoidance.



GENIE IN A BOTTLE

When you take an action needing a long time and effort, unleash all your bottled-up energy; roll +fire.

On a hit, choose 1, or 2 if you take 2-harm immediately which can't be reduced or avoided.

On 10+, you can instead take only 1-harm.

- the action takes 1/4 time
- only you are needed to complete the action
- you complete another move at the same time
- you give a benefit from this move to someone else doing a long task
- you gain advantage over those opposing your success
- you win race or time-based competitions

On a miss, take s-harm immediately as you collapse, overheated and exhausted, and the MC makes a hard move.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1smoke (maximum +3)
_ take a new move from the Burner playbook



SILK (S)

Shhhh. It's okay to enjoy it.

Meant to help the Outsiders infiltrate human society more quickly, Silks were produced to work on our desires, overcoming the morals and rules of normal behavior. A combination of succubus and a breeding platform, Silks are almost impossibly pretty; they are well-built, with subtly emphasized sexual characteristics and genetics which make them appear to be a melange of almost every racial group on Earth. Their skin ranges from very pale to very tan, and they often have striking differences in their appearance which call attention to them wherever they go, like peacocks on display. Their eyes are almost universally dark, with tinges of violet in the right lighting. They are immune to almost every human disease, their body actively fighting off infections at a phenomenal rate. They are also very sensitive to physical stimuli, and even unpleasant sensations seem to get their motors running.

Their biggest disadvantage is that almost any unprotected sex results in pregnancy if it is at all possible; Silk women are extremely fertile, and Silk men produce powerful sperm that almost guarantees their partners will be impregnated. Silk gestation is about six months, and birth is much less painless than human women. Twins are also more common. The ritual Appleseed was actually developed to help with this; when cast on a Silk, it renders them infertile for up to a week.

Inside the Tribe, Silks have it rough. Almost everyone will assume the Silk is a sex doll, or available regardless of relationship status. Most silks immediately move as far from that nature as they can, and many will not engage in any relations which might cause them to get pregnant, meaning many are in queer or non-penetrative relationships. Outside the Tribe, Silks either die young on the streets as prostitutes and runaways, or gather in Silk clans which can often become entire sub-cultures of several generations of Silks all related to the original parents.

(S) When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Corruption Cutie immediately. You gain the Face of the Band move, and access to the new moves and advances from this playbook.

CORRUPTION CUTIE

You may mark Taint when you trigger your Connection move to add the additional effect: "Gain one Pull on the other person, which they can't remove until you have used it. As long as they have this Pull, they can't do anything that might harm you, and they will feel as if they must be with you. If you deny them your affection, they may overreact; think creepy stalker."

FACE OF THE BAND

You can use your universal look and social skills to fit in with almost any social group or racial type. Any time anyone meets you, you may leave a lasting impression. **Define what you want them to remember about you, and roll +fire.**

On a hit, they remember you that way, and in a positive light, giving you +2-forward to any Influence or Pull moves involving them.

On 10+, you also gain Pull on them, and +1-ongoing with any social moves involving them until you spend your Pull.

On a miss, it goes badly wrong, and they see through your manipulations. Lose all Pull you have with their Influence group, and the MC makes a hard move.

NOT IMPORTANT

Being infinitely attractive and desirable can be a real curse, and you have learned to slum it, covering up your Silk heritage effectively enough to fit in with regular humans. You may declare you are using this move; from then on, as long as you do not use any other Silk playbook moves, you can disappear into any crowd as if you had gotten 12+ on **bang bricks**, even if you have not advanced that move. You may drop this mask at any time you want.

GREEN-EYED MONSTER

You've mastered the ability of enticing people to feel they need to fight over you, or over situations or decisions they normally wouldn't care about. Target two people or groups of people who can both hear you and aren't actively hostile to you. Identify a topic they might argue over; Mark Taint to cause them to get into a painful disagreement. They will respond as per their natures; a group of soccer moms might get into a screaming, friendship-ending shouting match, while a pair of gangbangers are probably going to try and kill each other.

EMOTIONAL MASSACRE

Sometimes, all it takes is the wrong words in the right ear to utterly derail someone's plans. **When you whisper subtle poisons into someone's ear, roll +smoke.** This move can only target those who are at least neutral to you.

On a hit, you may dictate the next action they take, as long as it is in line with something they could justify to themselves. You can seduce a priest, convince a cop to look the other way, or even get a teenager to commit a crime for you. If the action you have conned them into would hurt them emotionally or physically, you must mark Taint.

On 10+, you can instead take a longer-term position, spending at least a week subtly shifting their loyalties and goals. Gain Pull on them, make them lose Pull on someone else, and define one new idea you have installed in their head. Again, they will act on this as befits their nature, and if it's hurtful to them, you mark Taint.

On a miss, you must either make a painful bargain with them, or they realize what you are doing and become instantly hostile to you and immune to any further use of this ability.

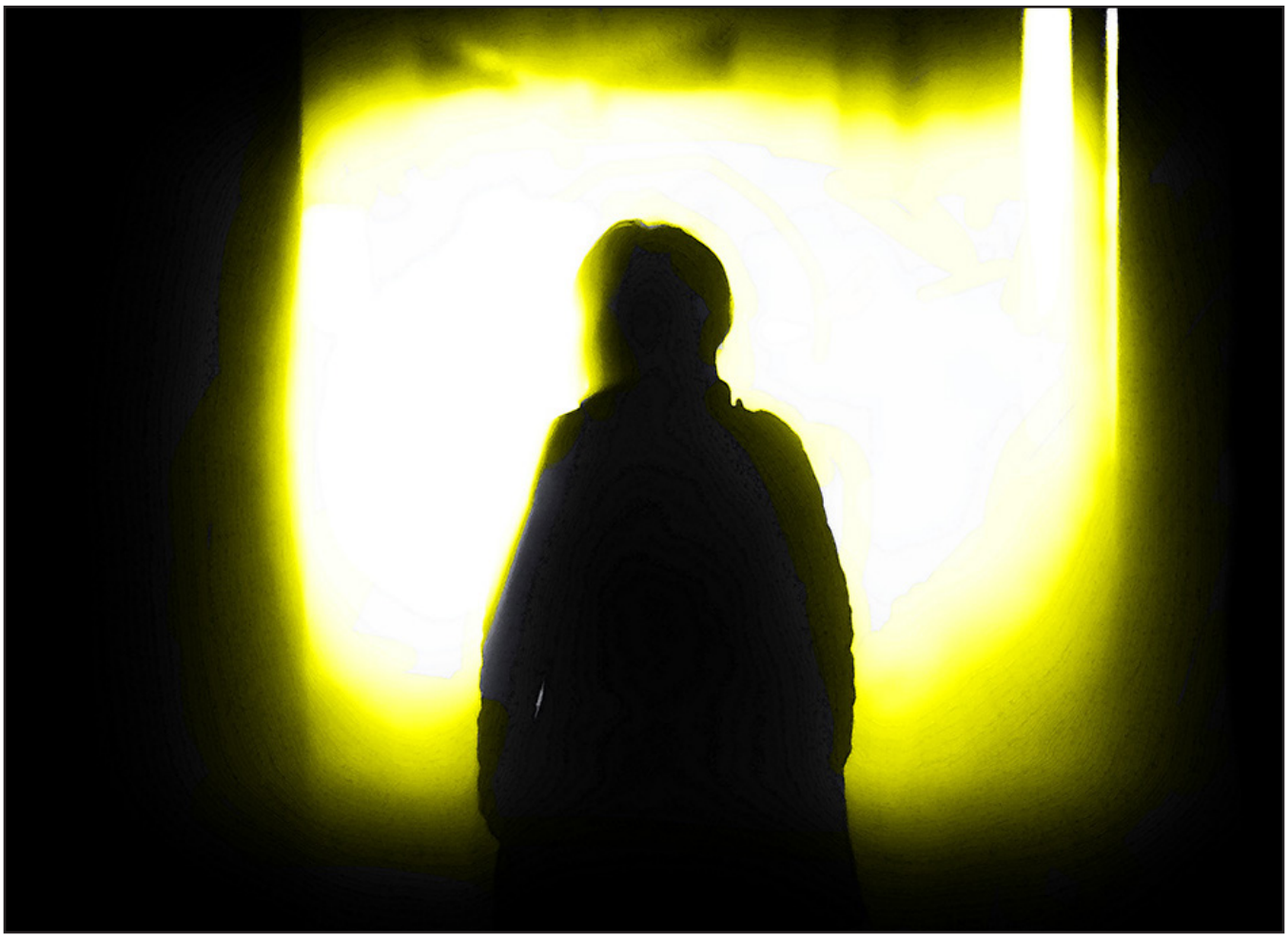
New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1heart (maximum +3)
_ take a new move from the facedancer playbook

ADVANCED PLAYBOOKS: THE SEALED

The Outsiders' arrival has begun to corrupt the mystical background of the Earth's Signal. One by one, magical beings which once walked alongside humanity are fading from this realm. The only ones left now are those who were strong enough to survive as the world's magic faded, and as the Signal began to change from the Taint.

The Taint is a huge problem for the various magical beings who still exist. Originally, each supernatural being came from the Signal as a product of some portion of humanity's fears and dreams. One theory popular among mages and those in the know is that each type of creature provides an essential function in the balance of the world's mystical background. For instance, unicorns were forest protectors, the werewolves moon-spirits who preyed upon the sick to cull the herd of humanity before it overgrew its' boundaries, and demons a manifestation of mankind's fears of the unknown. Whatever they are, Taint draws them farther and farther into the darkness. Where once draugr roamed the night only in the barrows and black spaces, protecting the souls of the dead, now they feast on the bones of derelicts and wayward children. Mankind has learned to fear anything that might be magical. In the middle ages, witch burnings were the answer; now, most of us simply deny magic exists. The few monsters who survive are forced into hiding, exercising their power but only at the expense of spiraling ever farther into evil.





Although many of the powerful supernatural beings who hide among humanity are selfish, dangerous, and power-hungry, a few do exist inside the Tribe. In order to become a Tribal, the creature must first be valuable to a Family. They must appear to fit in well enough to be given a chance to prove themselves dependable and able to control their own dark urges.

If the Family agrees a supernatural creature may be a good candidate to joint them, then the usual recruitment games begin, but with a lot more caution and secrecy. When a Family decides not to recruit a mortal they were hanging out with, they can usually dump the failed recruit fairly easily. Nothing is easy when it involves supernatural creatures; many of them have access to levels of power that can wipe out foolish Families. The entire Family will have to believe the target is a good fit and can be trusted before even a hint of the Tribe's existence is allowed.

If the Family does deicde to let the new recruit in, they must be taken to a group of at least three shamans who know the highly secretive process of Sealing. This involves going through a painful and dangerous special ritual, which theoretically prevents the supernatural being from preying on Tribals, or on innocent people. This ritual results in the ultimate destruction of the being if they fall to Taint, and prevents them from infecting any mortals with their powers. The Family that arranges a Sealing will owe 2 Pull each to three different shamans, usually in three different Families. Shamans who know the Sealing do not use it lightly, as a mistake can kill the casters.

Much like the Mother and Stone Tribe advanced playbooks in a previous chapter, these are special playbooks which may be taken either at the time you are creating your character, or added later when the conditions are met. These playbooks are available at the discretion of the MC, depending on the situation and Family the story involves. All of these advanced playbooks include one special rule:

SEALED: After being subjected to a painful and powerful ritual, a supernatural creature is bound by a unique curse. If the character ever has to take their fourth Taint move, they are immediately destroyed, the magic overwhelming their form and incinerating them utterly; their Death move does not trigger. Also, the Sealed are unable to pass on their supernatural nature to anyone by any means; they are the terminal end of their supernatural power, never able to create more of their kind.

If a player wants to take one of these advanced playbooks, they must have met the requirements for that playbook, and then been able to get Sealed. Until this can happen, the character is a regular member of that kind of supernatural creature. They gain a Taint move from their advanced playbook, but no other moves. They must choose the various weaknesses and abide by the limitations of their advanced playbook. The Family will need to arrange a Sealing as soon as poosible, because as long as they are not Sealed, they are a threat.

UNSEALED

Every time ANYONE in your presence marks Taint, you must attemot to resist the inhuman darkness in your soul; roll +(# of Taint moves you have.)

On a 10+ hit, you give in totally. The MC may make a hard move with your character as you succumb to your worst nature; mark Taint.

On a 7-9 hit, you are able to resist the worst excesses of your kind; either mark Taint and do something shitty but not catastrophic; the MC makes a move with your character and you deal with the consequences. Or you can maintain control of yourself at great cost; mark a Condition and tell what damage you've done to yourself to keep control.

On a miss, you can keep control, but it's hard.+1-ongoing to this move until you have marked Taint from it. When you do mark Taint, remove all ongoing from misses.

Finding the people to Seal a Family member can be the goal of a Session, or happen off-camera after a time advance, or even immediately if the MC and players want to skip ahead. Or the MC can make it a special Influence move:

TURN THEE FROM EVIL

When you want to find the people who know how to cast the Sealing ritual, roll +Tribal.

On a hit, you find them, but the MC chooses three. On a 10+, she only chooses two. The MC tells you what these people's version of Sealing requires, and you can pass on the ritual if you want, and try to find someone else next session.

- They are far enough away it requires difficult travel to get there.
- They aren't experts; the newly Sealed character must mark a Condition.
- They've got serious issues that need solving before they can help you.
- Their version of the Sealing requires something difficult to find or get hold of.
- Their version of the Sealing requires harm to all the Family members. 2-harm each.
- Their version of the Sealing requires deep soul bonds which cause all non-Sealed Family members to mark Taint.
- The ritual's power will draw the attention of all other creatures in the area; the MC makes a move.

On a miss, you don't find anyone who can do the ritual this session.

Someone who gets Sealed during play, however it is handled, will owe the above-mentioned Pull to the three shamans who cast the ritual for them.

You may get players who want to play a full Vampire or whatever. It's up to you, if you want to let them do that. Urban Shadows has some great playbooks for all the critters. They won't be Tribals, though. All supernaturals in the Tribe are Sealed. Non-negotiable.



BLOOD (S/A)

Bela Lugosi I ain't, babydoll. Mess with my friend again, I'm gunna bleed you to a husk.

Vampires are part of the mythology of practically every culture in the world. Whether it's the classic Hollywood seductive prince of darkness, the scheming mastermind behind the seat of power, or the ravenous monster prowling the shadows for victims, the vampire represents a sense of hunger, of forbidden desires which can not, or should not, be satisfied.

In the Tribe, the Blood are rare, usually seen as either seductive social networkers or difficult-to-kill frontline troops. Since they feed on human blood, they are not very welcome in most Families. The Sealing slows down and weakens their hunger, and allows them to sense who must be left alone, and who will be acceptable food.

(S/A) When you make your character, or when another Vampire infects you and you are able to go through the Sealing, you may take this advanced playbook. You must feed at least once a week or suffer -2-ongoing to all moves you make. If you feed on anyone who doesn't willingly cooperate, mark Taint. You must choose three weaknesses from the list below, and one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain one Blood move of your choice, and access to the new moves and advances from this playbook.

Weaknesses: Fire does +2-harm to you, direct sunlight burns you for 1-harm AP mystical every minute you are in it, running water does 4-harm AP mystical, you can't enter any place uninvited by the owner, religious icons presented by the faithful cause you s-harm

TAINT MOVE (choose one and you have it)

KINGMAKER

Descended from the elder vampires, you are a master at surviving at the expense of others. Mark Taint to feed on an innocent person and kill them; heal all harm and erase all Conditions you have.

CHRONIC BACKSTABBER

As an example of the social manipulators who own urban power centers around the world, you are a master at getting what you want through betrayal. Whenever you make an Influence move, you may sacrifice someone you have Pull with, exposing them to their enemies. Mark Taint, and your move gains +2-forward and can't fail (a miss becomes a 7-9 hit.)

MISTER BAD EXAMPLE

Your vampiric heritage lies with wild and uncontrollable monsters that do whatever the Hell they please. Any time you are making a move, you may mark Taint to violate the accepted bounds of society, doing something horrifically violent or perverse. Gain +2-forward to the move, and also raise all harm or hold done by the move by +1.

Blood Moves

SCIENCE IS USELESS

When you use wisdom of days long past, define a problem which could be solved by the application of forgotten knowledge long lost. Roll +ice.

On a hit, you remember something no longer taught which can assist you. Gain +2-forward to one move involving the problem.

On 7-9, things long forgotten cause you to remember less welcome debts. Give someone Pull for something which happened before they were even born. You must try to resolve this Pull as soon as practical.

On a miss, the memories are confusing and painful; mark Taint.



MEMORY DEMOLITION TEAM

You can reach into a mortal mind with finesse; roll +signal. On a hit, hold-2. On a 7-9, the effort is tiring and stressful; either hold only 1 and mark a Condition for the next 24 hours, or the target takes 2-harm AP mystical and you mark Taint.

On a miss, deal 3-harm AP mystical to your target.

Spend hold from this move to define a brief memory or fact the target now remembers as absolutely true. If it can be expressed in one sentence, you can implant it.

EXPLICIT CONTENT

Arcane vitality and mystical essence permeate your body. **You may display physical powers beyond human ability; roll +signal.**

On a hit, nominate one trait which becomes an effective +3 as your vampire powers surface. You become able to do amazings feats based on that trait. Risen steel might make you able to lift a car, while risen ice might let you process problems like a supercomputer. If it sounds like it would be possible with a superpower, go for it. This lasts for one hour.

On a 7-9, you must also nominate a different trait normally 0 or greater which becomes an effective -1 for that hour as well.

On a miss, do 7-9, but your powers last for one move only, and you must mark Taint.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ gain +1 with an Influence group of your choice
_ erase one Taint move



GRAVE-KISSED (S/A)

That a .44 magnum, sunshine? Yeah, that ain't even gonna leave a mark.

There are a LOT of varieties of undead in the world mythology, but everyone can recognize the zombie when they hear the stories. It's ubiquitous, almost cliché, a reanimated corpse wandering the night, with an insatiable hunger for brains. The truth of those who have died and returned is much sadder; ripped from their rightful rest for a variety of reasons, the Grave-Kissed are shackled to unbearable impulses they can't control.

In the Tribe, Grave-Kissed are almost universally combatants. The stigma of being a reanimated corpse follows them everywhere, and only the most liberal Families will overlook their unholy drives. The Sealing does give them the ability to resist whatever force called them back from the grave, and also gives them a faint semblance of life, allowing them to fake being alive under visual inspection.

(S/A) When you make your character, or when your dead character is returned to life through dark rituals and you are able to go through the Sealing, you may take this advanced playbook. You are unable to eat, sleep, or heal normally. Choose a compulsion from the list below; if you go an entire Session without taking some sort of action to fulfill that Compulsion, you must mark Taint. If you ever complete that Compulsion, or if that Compulsion becomes impossible to ever achieve, your spirit finally returns to the grave at the next sunrise. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain one Grave-Kissed move of your choice, and access to the new moves and advances from this playbook.

Compulsions: kill all those who harmed your loved one, recover the item you coveted in life, pursue the magician who returned you to life, destroy the powerful person or group you hated in life, find your loved one and figure out a way to be together again

TAINT MOVE (choose one and you have it)

NO ESCAPE

The power that returned you to life has its claws tight in the real world's skin. Whenever you take enough damage to kill you, do not mark a Condition. Instead, mark Taint, and you return to life the next sunset, fully healed. If you ever have to take your fourth Taint move, you become an insane monster on an out of control rampage. The character becomes an NPC; only death releases you.

EXPLOSIVE OVERCLOCKING

You can use Taint to fuel any action which would further your Compulsion. By taking one Taint, you upgrade the quality of success of another move by one level. A miss becomes a soft hit, a soft hit becomes a hard hit, and a hard hit becomes a critical hit. You must declare that you are using this ability and take the Taint before you roll dice for the move it affects.

BROKEN ACE

Even if, in life, you were an accountant or nun, once you have returned from the other side, you are an unstoppable occult killing machine. Any time you use a move that would do harm or resist harm you are taking, you may mark Taint to raise or lower the harm by 1, and may also add +2-forward to the appropriate move.

Grave-Kissed Moves

BIG REVEAL

You appear human. Your Compulsion can be ignored for a session if you don't use moves you gained from this playbook during the session. Use one of this playbook's moves, (including Taint moves), and you return to your deathly appearance. Your Compulsion is again in effect.

CAN'T GO HOME AGAIN

You can draw on your emotional pain of your past life; roll +fire.

On a hit, hold-2. On a 7-9, the effort is tiring and stressful; hold 1 and mark a Condition for the next 24 hours, or hold 1 and mark Taint.

On a miss, the memories are too much for you, and you are overwhelmed. Take s-harm, and the MC makes a hard move.

You may spend the hold from this move to ignore any one source of harm or Taint, even Taint you took to activate a move. Alternately, you may spend hold to automatically gain a 10+ hit on the **bang bricks** move. If you use the hold this way, you simply are gone the next time no one is watching, and you may reappear in the next scene wherever and whenever you would like, even if that wold normally not be possible.

FEARLESS FOOL

Having died once, you are no longer very impressed by it. When you are targeted by any MC move or hard move, or whenever an MC move would interfere with an action you are taking regarding your compulsion, you may take established harm to cancel that move. If the MC move had no harm involved, you may mark Taint instead.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ gain a Pony for your Family, someone you knew before your death
_ erase one Taint move



BELIEVER (S/A)

Lemme tell you something, brother. The devil is a lot closer than you think. Wanna smoke?

Men and women who have somehow been exposed to the raw power of Angels, Demons, or the Nephilim and managed to survive the experience, Believers are permanently changed by the experience. Some of the holy (or unholy) power remains behind in their mortal frame, empowering their bodies and minds at the cost of their health and sanity. Access to realms beyond what humanity was ever supposed to be exposed to in this life leaves the Believer a powerful ticking time bomb which may go off at any point.

There aren't many Believers in the Tribe, mostly because they aren't very reliable. Faced with a crisis, the Believer may manifest amazing miraculous powers. Or they may collapse into a weeping ball of useless. They typically find themselves in the role of auxiliary to the Headcase or Shaman, or as a wild card backup to whichever Family member is most expendable.

(S/A) When you make your character, or when your character survives a potentially fatal encounter with holy or unholy powers (damage enough to have given you a Condition) and you are able to go through the Sealing, you may take this advanced playbook. You are forever scarred by the experience, yet remain mostly functional and in possession of mystical powers. You must choose a Conviction from the list below; if you ever iolate that Conviction, you must mark Taint. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain one Believer move of your choice, and access to the new moves and advances from this playbook.



Conviction: punish those who harm the innocent, pursue any new pleasure or experience, never allow your desires to go unsatisfied, protect those who can't protect themselves, help others to believe, teach others to follow the right path, solve each problem by the easiest method

TAINT MOVE (choose one and you have it)

OVERREACHING POWER

At great risk to your physical and mental health, you may release a tiny fragment of the power which you were once exposed to. Mark Taint and a Condition to automatically get a 12+ hit on either **burning shit down** or **getting into a dustup**. This happens even if you have not yet advanced those moves.

MAKE A WISH

You have the demonic ability of relentless seduction. If you make an Influence move, you may mark Taint to add the following to any result you get, even a miss:

•Gain 2 Pull on the target; until you spend it, they are incapable of acting against you, or allowing anyone else to do so without warning you.

ABOVE GOOD AND EVIL
No matter the source, you are able to prevent the effects of any supernatural or psychic power by marking Taint.

Believer Moves

LEAP OF FAITH
When you trust in the infinite power of the universe, identify one question or situation outside your powers you would like resolved. Roll +signal.

On 10+, the answer comes to you or the problem is solved for you through a sequence of serendipitous coincidence and freak accident.

On 7-9, you gain an insight into the question or situation which will give you +2-ongoing to moves you make while attempting to resolve the issue. However, once you have solved your problem, you must give 2 Pull to "the universe" which the MC may spend to make moves involving your character.

On a miss, you have inadvertently angered mysterious forces; mark Taint or allow the MC to make a hard move.

I KNOW YOUR NAME
If you watch the natural world and environment carefully, you can read the secret messages of reality; roll +ice.

On a 10+, signs and portents are clear; hold-2.

On a 7-9, vague whispers and confusing forms take shape; hold-1 and the MC makes a move.

On a miss, hold-1 and mark Taint.

You may spend hold from this move to upgrade the result of any move for gathering information or using Pull to the next higher result. If the move is to run a go-to, you gain an automatic 12+ result, even if you haven't advanced that move.

TIME STANDS STILL
You are able to temporarily step outside the boundaries of time and space; roll +smoke.

On 10+, you leave the real world to do anything you could do in a day's worth of time in a single instant. You could walk ten miles to your home, get an item, and walk back, or spend a day's worth of time readying a ritual, or running computer programs to find something; whatever you can think of.

On 7-9, you gain enough time to perform one move of your choice outside of time. You could interrupt someone, and jam the system in that single instant.

On any hit, you may mark Taint to either reroll a miss on a move or bring one other person you are touching with you.

On a miss, nothing happens, you take s-harm, and the MC makes a hard move.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ heal all Conditions on yourself or someone you touch
_ erase one Taint move



SEEKER (S/A)

According to the Heinlein Codex, this ritual will bring wealth and power. Of course, the Brigetti Manuscripts say it'll summon Nyarlthotep. Cool, isn't it?

In a world where magic is real, there are plenty of people using mystical methods different from the Tribal *loa*. Their magic may be hermetic or shamanistic, improvised or strictly by the book. All are very dangerous, because for every "spell" that works, ten more are going to malfunction horrifically, and a hundred more will do absolutely nothing. Seekers are those who have figured out a path to magical power that works...sort of.

Seekers in the Tribe are treated sort of like attack dogs. If a Family feels comfortable with Seekers, they have a respected position as advisers and support. If the Family isn't so sure, Seekers are primed atomic bombs lobbed as a last resort. Depending on the source of their knowledge, Seekers can be wise counselors, or sanity-challenged madmen on a short leash.

A note to MCs: This advanced playbook is obscenely overpowered. That's intentional. If you don't want a player to mess with your game, don't let them take this playbook. All of the power comes with a wide number of ways the player can fuck up, either by taing so much Taint they write themselves out with their fourth Taint move very quickly, or by making enemies equally as powerful. The theme of this playbook is what happens to power when used irresponsibly.

(S/A) When you make your character, or when your character manages to learn from a reliable source of magical knowledge and you are able to go through the Sealing, you may take this advanced playbook. Your spells come from powers beyond reality which demand recompense; choose a Bargain from the list below. This Bargain powers your Seeker moves as described in the Reckoning move, below. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain the move Reckoning and one other Seeker move of your choice, and access to the new moves and advances from this playbook.

Bargain: sacrifices Pull to cast spells, must destroy in order to create or create in order to destroy, loses memories and pieces of herself with each spell she casts, pass on or keep himself the damage he heals or deals, allows something dark into the world with every casting, must undertake a move selected by the Bargain-holder after casting

TAINT MOVE (choose one and you have it)

AMONG THE GODS

Your power is almost limitless, and it's easy to get what you want with magic if you're willing to pay the price. Mark Taint to cancel ANY move or hard move; describe how you've handled it magically.

NOTHING'S SACRED

There are no sources of knowledge or ritual you won't try. Any time you are making a move which involves finding knowledge of any kind, you may mark Taint to get a 10+, or a 12+ if the move has a result for that. Describe what dark or forbidden lore you used, and how it helps.

SCREW THE RULES

Reality is a construct made by the shared consensus of humanity (maybe.) A person who's willing to violate the belief of the sheep can do almost anything for a while. Mark Taint to redefine one aspect of reality for one scene. You can cancel gravity, make everyone immortal, turn bullets into daisies, whatever you like; the effects last one scene only.

Seeker Moves

RECKONING

Every time you use any magical ability which triggers a move, describe how you are honoring your Bargain. **If the MC or anyone at the table feels you haven't done enough, fight the bonds of karma; roll +your highest stat, and take -1 on your result for every point of hold you've accumulated for this move.**

On 10+, you're fine, and the forces of the universe either ignore your transgressions or give you a temporary pass. Take 1-hold on this move in the future.

On 7-9, some sort of minor consequence rears its ugly head. The MC makes a move, and you take 1-hold on this move in the future.

On a miss, reality snaps back at you, hard. The MC makes a hard move, and you may erase all hold you have accumulated for this move.

SORCERER'S APPRENTICE

You have made connections with various spirits, supernatural beings, magicians, and holders of dark knowledge. **When you enlist the help of strange allies,describe the ally, how they are exceptional, and the bad part about getting their help; roll +Fringe.**

On 10+, they are willing and able to assist you with a problem. They gain Pull on you, and you gain either +2-forward on a move (either yours or someone else's of your choice) or may cancel an MC move or hard move as the ally acts to resolve the issue for you.

On 7-9, they are either not as willing, or not as able, to assist you. You may either give them Pull on you to gain a +1-forward on a move, mark Taint to cancel an MC move (but not a hard move) as they do something horrid to "help" you, or accept the MC making a move to gain +2-forward on a move of yours.

On a miss, they have no interest in helping you without a steep price; mark Taint or allow the MC to make a hard move, and then use the 10+ result for the move. Once you have introduced these allies, they are part of the story like any other NPC. Watch out.

BLUE COLLAR WARLOCK

You have mastered dozens of simple spells for everyday use. Choose any three rituals from the *loa*; you may cast these rituals as you like, and they do not count as needing to meet your bargain for the purposes of Reckoning.



GREAT WORKING

You have access to the highest levels of power, and can actually affect the entire world with your magic if given enough time and resources. To perform a great working to change the world, tell the MC what exact effect you are after. This can be anything you desire, no matter how disruptive or ridiculous, but the MC will choose 2 to 5 of the following:

- it will take weeks or months to arrange
- rare artifacts must be obtained at great risk
- you will require a small group of others dedicated to the same action to finish the work
- you'll sacrifice something you value greatly
- you'll expend all your Pull to achieve the goal
- the working draws powerful new enemies
- your goal is attained at great cost to others
- a pure innocent must die (willing or not)
- the casting causes severe harm or automatic Conditions to the caster(s)
- to cast the spell, you'll have to tear down the very walls of reality
- a specific unique place/time/item of power is required

Once the MC tells you what is required, there are always costs if you wish to continue. If you give up right away, nothing happens.

If you don't, first, you must mark Taint; the act of attempting to change the very nature of reality to suit yourself is about as prideful and dangerous an act as you can imagine.

Second, once you have achieved all the goals the MC set for you, you **must actually perform the ritual; roll +(#Taint Moves you have.)**

On a 12+, the ritual works exactly as you wanted, and whatever change you wanted comes to pass exactly as you wanted without any hidden catches or complications. You get what you want, and the rest of humanity has to live with it.

On 10+, you still get what you want, but there are unintended consequences; the MC may make a move against EACH OTHER CHARACTER, which can't be cancelled in any way.

On 7-9, you get something very close to what you wanted, but the MC may add any complications or changes you may not have specified.

On a miss, you must immediately take a new Taint move or you are instantly and irrevocably destroyed by the powers you lost control of. All others involved in the working take 5-harm mystical AP and mark Taint. The working fails.

Once a Seeker has cast a Great Working, they may not attempt to do so again for at least a full calendar year without risking their existence. If they try, ANY result less than 12+ instantly snaps their changes, and they are erased from reality without any defense.

This move really does allow the player to change the world ANY way they want. If they want every person in the world to be female, and they pull this off, then everyone is female. The rest of reality stays the same, so somehow women are able to have children together; reality works out the details. It's important to note that everyone in the world who was nt involved in the working, or not magically aware, is totally unaware anything has changed. For them, reality was ALWAYS that way. Memories and history are rewritten as needed. I suggest letting a successful great working achieve what the player intends as long as no one pulls the X-card, even if they haven't thought it through too well. You'll probably have lots of ways to screw them with their new reality.

New Advancements

_ take a new move from this playbook

_ gain +1 Influence with any two Influence groups

_ take three ritual moves from the loa; they do NOT count as moves for Reckoning

_ take three ritual moves from the loa; they do NOT count as moves for Reckoning



SHIFTER (S/A)

I used to be a professor of anthropology, you know? That was before the fur and the howling.

Whether they are born with lycanthropy, cursed by magic or a werewolf's bite when they were young, or bargained for their powers at the feet of a nature spirit, shifters are humans who are able to change their shape between human and animal form. When they go through the ritual of Sealing, their more dangerous tendencies are held in check, but they are still unpredictable and prone to causing complications for non-Shifters.

Even though they can sometimes tear a man in half with their bear hands (or because of it,) Shifters are very popular in the Tribe, and are the most likely Sealed to be allowed in. It is exceedingly rare to see them in anything but combat or scouting roles, although the rare shaman can be found on occasion.

(S/A) When you make your character, or when your character survives exposure to another creature or spirit who can pass on shape-shifting, once you go through the Sealing, you may take this advanced playbook. Choose a natural animal. The moves you take from this playbook define what changes you can go through, and how. All shapeshifters have Taboos they must maintain in order to keep their powers; you must choose a Taboo from the list below every time you take a move (even a Taint move) from this playbook. If you ever violate one of your Taboos, you must mark Taint and immediately are forced back into your human form for the rest of the scene. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain the Hidden Depths move, and access to the new moves and advances from this playbook.

Taboo: never touch silver, harm no innocents, violate no natural law, never run from a fight, punish hose who transgress against nature, use no complex tools, leave all natural places as you found them or improved, eat no flesh, protect the natural order of predator and prey, hunt and kill worthy prey every day

TAINT MOVE (choose one and you have it)

COLLATERAL DAMAGE

Whenever you are performing any move that involves harm, you may mark Taint and describe how your animal powers assist you to raise or lower the harm by 2.

MINE GOES TO ELEVEN

You are able to partially change your form in order to take advantage of natural abilities of your animal while still appearing mostly human. Define what ability you want, and how it looks; mark Taint and gain +2-forward on a move.

PASS THE TORCH

Your bite and natural weapons can spread the infection of shapechanging. If you would take Taint from any move, you may reserve that Taint and pass it to another mortal if you can bite them within 24 hours. If you fail to pass on your Taint, you must take a second point of Taint. You may only reserve one Taint at a time. If you pass Taint to an NPC, the MC may make a move involving that character as the curse takes hold.

Shifter Moves

HIDDEN DEPTHS

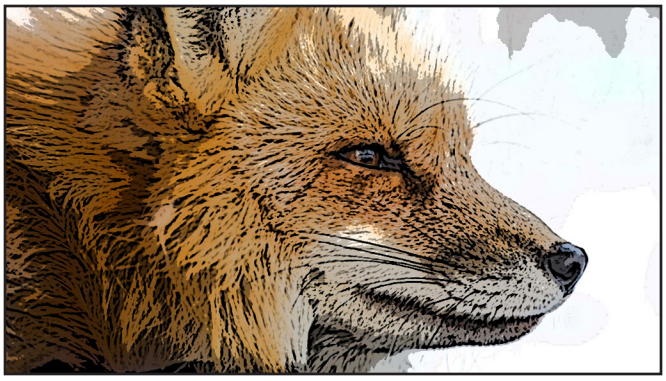
When you assume your animal skin, you mystically shift into your animal form. This is a natural animal of the type you declared when you took this playbook; roll +fire.

On 10+, your connection to your animal form is particularly strong. Gain +2-ongoing to any moves that animal would be good at.

On 7-9, annoying after-images of your human side make it more difficult to acclimatize; gain +1-ongoing instead.

With either hit result, gain the abilities the MC agrees would be normal to your animal form.

On a miss, you are unable to make the change for some reason, and lose access to this move for the rest of the session



LOSING IT

When you unleash the rage inside you heart, change to a monstrous warbeast version of your animal; roll +fire.

On a 10+, it is a perfect hybrid of man and your animal, with all the strengths of both. Gain +2-ongoing to any moves the MC feels would gain benefit from your new animal traits. You may do 3-harm AP with your natural weapons, whatever they are, and gain 1-armour. You retain your own personality, and may communicate and plan as a human normally would. If you want, you may downgrade this result to a 7-9.

On 7-9, you are mostly an enraged hybrid of animal with some man left over. Gain +2-ongoing on any moves the MC agrees an animal could do, but lose access to any moves which require human thought and intelligence. You are still aware (barely) of your human form and desires. Your natural weapons now do 4-harm AP messy, and you gain 2-armour. If you want, you may downgrade this result to a miss.

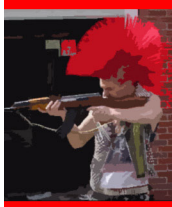
On a miss, you either fail to change and mark Taint, or you are entirely consumed by werebeast rage for the rest of the scene. You lose the ability to make any moves an extremely clever animal would not be able to use, and have no memory at all of who you are. Your natural weapons do 5-harm AP messy, and you gain 2-armour which reduces ALL forms of harm.

WOLF IN SHEEP'S CLOTHING

All natural animals and spirits of nature recognize you for what you are. Predators stay wary but neutral if you don't force confrontations, while prey animals either flee or submit meekly, depending on your actions. Any natural animals of your type will follow your instructions if they can and it doesn't violate their normal behaviors.

New Advancements

_ take a new move from this playbook
_ gain a move from the shaman or riper playbook
_ gain +1 to a trait of your choice
_ erase one Taint move



UNMADE (S/A)

I do not understand. Why are you crying?

With magicians and mad scientists walking the Earth, it's inevitable some try to create life, even if not in their own image. The Unmade are those poor creations who have found a home among the Tribe, either because their makers abandoned them, or abused them. Made from dead flesh, or arcane technologies, or alien nanites, the bodies of the Unmade are miracles. Their minds and humanity are poorly and roughly shaped.

Unmade are almost never seen in the Tribe, not because of any stigma, really, but because the creation of new life from nothing is so difficult and dangerous, and the results so flawed, very few Unmade have survived more than a few days once made. There is no standard role for them inside a Family, as every Unmade is virtually unique.



(S/A) When you make your character, or when your character's body or soul is used to create a new creature and you are able to go through the Sealing, you may take this advanced playbook. If you are taking this advanced playbook after play started, you keep all of the moves from your prior playbook, but lose all Pull, and all memories of your prior life. Your fragile psyche is prone to irrational responses; you must choose three Triggers from the list below, and a Response for each Trigger. If you ever experience your Trigger, you must mark Taint or immediately act out the Response for that Trigger, no matter how inappropriate it is. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain one Unmade move of your choice, and access to the new moves and advances from this playbook.

Trigger: humiliation, injustice, pain, fire, solitude, joy, desire, hunger, fatigue, harm to others, music

Response: violence, rage, sleep, hyperactive glee, impulsive outburst, flee, collapse, inactivity, devour, programmed response, follow orders as given

TAINT MOVE (choose one and you have it)

GUILTY PLEASURES

If there is something you want, you will do almost anything to get it, even things most people find socially unacceptable. Mark Taint to gain a 10+ result to scrounge for resources or to any other move which involves getting a thing you want for purely selfish reasons. Describe what horrible or inhuman thing you did.

RAMPAGE TRIGGER

Whenever you want to take advantage of the unnatural construction of your body, describe what you are trying to do, and mark Taint. You do it; if it requires a move, you gain a 7-9 result if you choose not to roll the move. If you are burning shit down, the result is always a 12+, even if you haven't advanced that move yet.

NEVER SAY GOODBYE

There are lingering intense memories from your past life or those who created you. You may mark Taint to use a move from ANY OTHER basic playbook; describe what you remember, then use the move once. If you want to do that move again, you have to use this move again.

Unmade Moves

BORN YESTERDAY

Purity is still a virtue for you. **When you take strength from wide-eyed innocence, roll +fire.**

On 10+, you may avoid the bad consequences of an MC move or hard move either by not understanding what has happened, or by being too innocent for anyone to harm.

On 7-9, you may gain +2-forward on any move you make in response to the MC's move, but must take the consequences of that move.

On either of these results, the move still happens, and only you are safe from its effects.

On a miss, your reaction to the move somehow makes things worse; the MC makes a hard move, and you mark Taint as your illusions are shattered.

BLANK SLATE

You are constantly watching the world and taking notes on what others do. Once per Session, you may declare a 7-9 result on any move another person has made in your presence before, any time since play began.

BATTLE ANGEL

You were designed as a weapon, or as a monster. No longer bound by your creator's wishes, you still bear the coding and gear deep inside you. **When you morph into battle mode, roll +steel.**

On 10+, you gain hold-3. On 7-9, you gain either hold-1, or hold-2 if you mark Taint as evil memories of past misdeeds flood your mind.

On a miss, you gain hold-1, mark Taint, and the MC makes a move.

The hold from this move may be spent to manifest one of the following abilities for the rest of the scene:

- a weapon of your choice projects from somewhere on your body
- 3-armour
- a new mode of perception
- a new mode of movement
- heal all harm taken so far
- a piece of gear that gives someone else +2-forward on an appropriate move when expended

New Advancements
_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ take a move from the Headcase, Gun People, or Whitesleeve playbooks
_ erase one Taint move



WYLDBORN (S/A)

Lie back and listen to my voice, sunshine, and I'll make your dreams all better soon.

The Fairy Folk have been playing cruel tricks, stealing away innocents, trading cursed objects, and occasionally helping those in need for centuries. The survivors of their tricks and schemes may love or hate their former masters and mistresses, but all are changed permanently by their sojourn beyond the pale. Many Wyldborn live in constant terror the creatures who once stold them away may come back for them.

Wyldborn show up fairly frequently in Families, seeking safety from the Goodly Ones. More than most other Sealed, they are commonly accepted even by Families who don't usually like the Sealed. After all, most Wyldborn are amazing at parties, and the powers they have are not significantly more powerful than the average Shaman. They tend to be seen performing basic magical work and filling in wherever needed.

(S/A) When you make your character, or when your character escapes from Fairy captivity and you are able to go through the Sealing, you may take this advanced playbook. Your form and mind are warped by exposure to the wonders and terrors beyond the Mists of Avalon. You must choose a Nightmare from the list below, and a Ban; you must mark Taint to act rationally when faced with your Nightmare, or when you violate your ban. When you take this advanced playbook, take one of the three Taint moves listed, which you already have. This does count toward the four Taint moves you can take before you are lost to Taint. You then gain one Wyldborn move of your choice, and access to the new moves and advances from this playbook.

Nightmare: captivity, restraint, enclosed spaces, an intense weather condition, a common item or material (forks, silver, salt, etc.), a type of animal, crowds, loneliness, darkness, bright lights

Ban: never eat meat, never touch salt, never do something three times in a row, never leave a lock locked, never touch iron, never tell the whole truth, never leave a debt unpaid, never break a promise

TAINT MOVE (choose one and you have it)

TROUBLE FOLLOWS

Whenever the MC makes a move which affects you, you may mark Taint to redirect it at a different target you have Pull on; erase all your Pull with them. You may mark Taint to redirect a move aimed at someone who has Pull on you; erase their Pull, and it hits you instead .

DISSONANCE

When you use a move involving rational thought or predictable action, you may mark Taint, do something crazy, and choose the result of your choice on that move.

LOTUS EATER

When exposed to any drug, intoxicant, mind-altering power, or sanity-damaging event, you may mark Taint to ignore the negative game effects for the rest of the Session. You are still affected by the source, and should roleplay being in a different frame of mind, but you are so used to being in alternate states of awareness that the game effects are ignored. An enemy can mind-control you, but if a spell gives you -1-ongoing, you ignore it.



Wyldborn Moves

FACE ON THE MILK CARTON

Your body and your appearance are covered in Fairy glamour. **When you hide behind false images, roll +smoke.**

On 10+, you appear for all intents and purposes to be whoever you wish to be. You can be a generic doctor, the local mayor, or even James Bond if you think anyone would believe that. This affects all normal senses, scrying or magical eavesdropping, and technical surveillance and cameras. The effect lasts for one scene, or until a mortal human touches your skin.

On 7-9, the effect works, but only if you are mimicking a general person, or if you only affect one sense.

On a miss, the effect doesn't work unless you mark Taint; if you do, count the result as a 7-9, and the MC may make a move that doesn't cancel your disguise.

PHILOSOPHER'S STONE

The nature of the Land of Dreams and Smoke is change, often irrational change. When you take this move, define three things that are different from human normal about your character. **If you rely on your otherworldly change, describe how one of these abnormalities can help you; roll +fire.**

On 10+, it works like you wanted, and you receive +2-forward on a move, ignore one harmful environmental effect, or gain a mystical attack which duplicates a weapon of your choice and ads +mystical. Alternately, you may mark Taint to declare another move a 10+.

On a 7-9, your dreamlike body modification is sorta helpful; either upgrade a miss on another move to a 7-9, or mark Taint to duplicate the effects of any ritual as a 7-9 result.

On a miss, you are impeded by the mutations the Kindly Ones forced on you. Mark Taint, and the MC makes a move. However, you may then choose one of the results from the 10+ result on this move.

BORN IN THE WRONG CENTURY

The Lords and Ladies of Forgotten Dreams live in a world of imagination and romance. Your time there has trained you in skills no longer used in modern life. Gain +2-forward on any moves you use that involve non-combat skills from bygone times: sewing your own clothes, chivalric knowledge, using a spinning wheel or anything else you could find at a Ren Faire.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ develop three more abnormalities you can use
_ erase one Taint move

The Eyes Of Michael Holt (Part Eight)

It had been almost a month since the debacle with the human terrorists, and the Masters had not yet lost their anger over his failure. The creature inside Marine Sergeant Nathaniel Peck had utterly dominated the stolen body by now, its control hooks and nutrient barbs running through every bit of the host form. The mind was utterly broken, nothing more than autonomic functions left, keeping the essential functions running for the invader. Peck's family had been a bit of a problem at first, since the creature, like all its kind, had difficulty assimilating memories and social patterns. The creature handled the problem as it always did; the bodies were now safely stored in the basement of the house, the adult female still barely alive, in case the invader needed to switch forms again soon. It had almost regained its full strength, but the tainted energies it needed to survive in this realm were already poisoning the host body, and it wasn't recovering from the damage it had taken when the creature had initially torn into it to seek a new host. It would need to abandon this form soon, and it was still unsure if the Masters would select it for Implantation. They were working on new goals, and it knew it had a place in those plans, and as long as it could curry favor with the right factions, it stood a decent chance of being chosen to evolve to the next instar. There was where the true power began, it knew, its sensory ganglia twitching in anticipation.

Inside it's host body's residence, the Peck-thing sat at the human's old mahogany work desk, the desk-top powered up, series of numbers and codes flashing by in a script no human knew. Uplinked to the Consortium's main hub, the Peck-thing was able to scan the data from dozens of other agents around the country. It was looking for patterns, for opportunity, for a way to impress the Master which called itself Mister Blue. If the Peck-thing was right, the human terrorists who had escaped the ambush at the meeting site must have known they were being targeted. That implied either that the Peck-thing wasn't as smart as it believed itself to be, which was obviously impossible, or that the humans had some form of advance notice about the raid. Assuming that to be the case, the Peck-thing extrapolated the possible failures in its plan.

First, the human DEA undercover might have been seduced and turned to helping the terrorists. This was, on the surface, the most likely of answers. Humans were notorious for letting their biochemistry rule their decisions, and the Holt human had been a calculated risk. It was always difficult to read the behavior of humans; they were unpleasantly selfless and emotional at times, and just when you thought you had them figured out, they'd do something foolishly bold and self-sacrificing. Stupid, really, when you considered self-interest was the best mechanism for survival and advancement. Keeping this fact in mind, the Peck-thing estimated a 35% chance this was the cause of the failure.

Second, the terrorists might have used their cursed magic to give them some form of advance warning about the raid. The Peck-thing wasn't sure exactly what humans could and couldn't do with magic; it had only experienced the cold sting of spell-casting a few times, and every time it was shocked by what the humans seemed to be able to achieve with their spirits and chants. A magical answer was always possible, but Mister Blue and Mister Grain had both assured the Peck-thing that the hive's Brains were providing constant psychic interference and cover against magical interference. Of course, either or both of the Masters could have lied; what would they have to gain by preventing the success of their own plan? The Peck-thing wasn't privy to the decisions and subterfuges of the Masters and the Overlords, but it had been a mostly loyal agent of Mister Blue's for many years, and it didn't make sense that the Master would sacrifice such a useful tool. So mark magic as a solid 20%.

The worst case was that the Peck-thing had been betrayed, but not by Mister Blue or Mister Grain. There were five other Masters in the hive, and any one of them might have decided to cut into Mister Blue's plan for their own reasons. It might be more useful to them to injure Mister Blue's operations, or to embarrass or even kill the Peck-thing itself to prevent it from being allowed to mature to the next instar. Was it possible another Outsider in the Peck-thing's own hive might have betrayed the hive to the humans in return for some as-yet-unknown advantage?

The Peck-thing hissed angrily without realizing it. Of course it was possible. All the hive knew the rules, and any of them might have seen an opportunity to move up by pushing the Peck-thing

down. In fact, it suspected that this was the most likely cause of the raid going wrong. After all, the humans' magic wasn't strong enough to penetrate the Brains' psychic static, and the Holt human was too stupid and useless to know enough about the Peck-thing's real plans to have warned the terrorists effectively. No, it had to be betrayal from within, it was the only thing that made sense. Its temper riled, the Peck-thing extruded claws through the host body's fingernails and began to pick absently at the wood of the desk, scraping long splinters onto the plush carpeting. It was agitated now, angry, and wanting revenge. But, without a specific target, how could it satisfy its hate?

It considered going into the basement to torture one of the captive humans, but quickly tossed that idea aside. It might need the female body within the next few months, and the two smaller humans were so frail that they wouldn't survive long enough to truly satisfy its urges. Instead, it flicked its talons across the keyboard, and called up another stream of data. This was the current projections for Master Blue's project, and everything still seemed to be on track, even if the terrorists had escaped. There was no sign that next month's delivery wouldn't go off as scheduled. The Peck-thing selected a video file and brought it up on screen, basking in the glow from the monitor. A shrill scream of pain and terror erupted from the speakers as the video showed a young human man being forcibly restrained inside a dark plastic container, a crew of human Consortium agents strapping the man in and gassing him into sedation for transit. This next shipment would be almost twenty new bodies providing for the implantation needs of the hive for the next year. The Peck-thing spent several minutes flipping from video to video, allowing itself the pleasure of imagining itself taking over one of those fresh, healthy, young human bodies.

It forced itself to concentrate, leaning back to look at the security monitor on the wall. Its human bodyguards were on patrol, and all the outer sensors were operating normally. The Peck-thing, like all its kind, valued nothing more than its own safety; satisfied it was being properly looked after, the Peck-thing opened the desk drawer and pulled out a small grey and black headband made of some form of pale tissue. Sliding its host body's hair back, the Peck-thing slipped the ban over its scalp, feeling microscopic tendrils piercing its skin, a thousand tiny pricks as the invading lines sought out sensory buds buried in the host body's brain tissue. There was a moment of disorientation, and then the Peck-thing felt the awesome power of Mister Blue as the neural connection was made.

[I await your orders, Master,] the Peck-thing though, its tone carefully subservient. Best not to assume a reason for the Master's summons to this meeting. The neural band was exceptionally rare, allowing a Master and its agents to communicate without any fear of their conversation being caught by other Outsiders. By wearing it, the Peck-thing was allowing the Master direct access to its own neural networks. It was a horrendous risk, and a sure sign of obedience.

<The Tribals escaped.>

[A minor setback, Master. They don't know anything. I believe it was interference by another hive.]

<Perhaps. The monkeys are more clever than we give them credit for, sometimes.>

[What are your instructions, Master?]

<Continue with the plan. The next shipment is vital to the hive's continued growth. I am preparing an operation which will allow us to strike at the heart of the judiciary; it will gain the hive much more influence and power, and it will hurt the moves the Fourth Circle Hive is making.>

[Yes, Master. I will make sure the transfer is concluded successfully.]

<Your own future depends on it.> The Master's thoughts were menacing, and the Peck-thing felt fear-chemicals racing through its host body. It fought the urge to respond, merely waiting for any other information the Master saw fit to impart. After what seemed like an endless amount of waiting, it felt the connection drop without anything else.

"Damn it," the Peck-thing cursed. It was treading on thin ice; it couldn't afford to make any other mistakes. It leaned back in the padded desk chair, and ran various scenarios until it felt confident it had figured out the best course of action. With a cruel smile, it pressed a button on a nearby intercom system. "Sergeant Olsen, report to my office," it barked in what it hoped was a suitably commanding

voice. Sitting back again, it noticed a reddish-brown seepage staining the abdomen of its shirt. The host body was still not healing, and the wound was beginning to rot. It suspected that the smell was probably pretty terrible to humans, and it made a mental note to clean itself fully before heading out for the next month's delivery. In the meantime, it would have to be very careful to shepherd its resources, in order to limp this form along until a suitable replacement could be identified.

There was a polite knock at the door, and it swung open before the Peck-thing could speak. It was the human Olsen, head of the Peck-thing's Consortium bodyguard. The human looked much the same as all the others, with a certain insolent air in its manner. These creatures really thought they were equal pertners in the Great Plan. What fools.

"You called me, Sir?" the human asked, standing at attention.

"Bring up the binder with the delivery schedule and plan in it," the Peck-thing snapped. "I want to make sure there are no mistakes this time."

"We HAVE made five deliveries over the last year without any issues, Sir," the human reminded the Peck-thing. "We have this down to a science now."

The Peck-thing's eyes filled with darkness, and its talons popped out again, this time puncturing the arm of its seat. The human paled, nodded, and spun on its heel, exiting quickly to get what its leader had asked for. The Peck-thing almost found its abrupt change in demeanor amusing. Almost. As it waited for the binder to be brought to it, the Peck-thing began thinking through each of the other agents in its hive, trying to determine which of them was responsible for betraying its attempt to capture or kill the Tribals. Whichever one it was, the Peck-thing was going to make sure they didn't get another chance. Imagining twisted horrific tortures for its enemies, the Peck-thing twitched and wriggled behind the mirror-like surfaces of its host's eyes.

VII: PANDEMIC

"How can you tell if someone is an Outsider? Really, you've got ALL my time and attention, and THIS is what you wanna talk about? Suit yourself, frisky. You got to realize there's no real sure way. Some folks say if you shine a light into their eyes, you can see 'em wiggling around back there. And some teller in Papa Double's Get-Backs said she heard if you rub salt on their skin, the skin will peel right away. I even heard a tech rat name of Pattern had worked out some kinda chemical test that causes their blood to react, like in that old John Carpenter movie. Tell you the truth, the only sure-fire way I ever found was to wait for them to pop out and attack you. It's not really a GREAT way to do it, but it is a technique."

-Moller, Facedancer in Mother Boudicca's Railside Rebels posse, making friends with a teller from another Family



The purpose of this chapter is to teach an MC how to run this little bundle of joy. We start with all the rules YOU will need, then discuss the principles behind Tribal sessions and how to set up Threats and Fronts in the ongoing war against the Bloats. We then spell out a little more about what the Outsiders are, what they're not, and what they might be if the MC likes the sound of it. This chapter includes the known answers (and questions) about the Outsiders and their history, and describes what the Consortium is. The agents of the Consortium are discussed, and basic Threats from their ranks are revealed. Possible supernatural enemies are outlined, if the Family will be fighting those. Outsider physiology and life cycle are revealed, along with the more dangerous Threats the Outsiders produce. Finally, the ways the Outsiders can infect or invade humans, and their methods for manipulating our environment to match their needs, are outlined.

HOW TO BE A TRIBAL MC

If you've run any game Powered by the Apocalypse before, you'll be in familiar territory, and you can skip most of the next few pages. Good on you for trying this one out, and if you like it, tell your friends. If you don't like it, you can tell me, I suppose.

If the last thing you ran was ***Dipshits and Dwarves***, boy, are you in it now, sparky. You have my sympathies. Good luck. You are about to try to wrangle a small pack of perverted revolutionaries into something resembling a role-playing game. There will be a lot of (fairly simple) terminology to learn, and some big differences in running this game and something more DM-facing.

Great. Here we go again. "DM-facing?"

Most older role-playing games involve a powerful DM or GM who comes up with the world, learns all the myriad different rules, and comes up with plots or adventures the players' characters are drawn into. While this is a perfectly wonderful way to run a game if everyone digs it, the DM must do much of the creating, and fill in the blanks for the players, trying to make sure the adventures is completed "correctly." We call games like this DM-facing, because the majority of the narrative and world-creation are in the hands of the DM, who is an all-powerful guide to the entire universe. She is the writer, director, and script consultant for the adventure.

Apocalypse World, and its various hacks, follow a different style. These games are player-facing, meaning that much of the narrative power is placed in the hands of the players, and the MC merely facilitates the game, keeping things moving and handling the administrivia that all tabletop games inevitably generate.

So, as an example, consider the following situation: the characters recently found a portable hard drive which needs to be decrypted.

In a DM-facing game, the DM will have developed a plan for who the characters need to go to, what equipment they will need, which NPCs they will deal with, and what complications may arise. Even if this plan is simply a framework, the DM will lay it out, controlling the flow of information and responses to the players' decisions. While the DM may ad-lib conversations or answers to questions the players ask. When a combat begins, the DM rolls dice for the bad guys and their attacks and defenses. If the players decide to try something the DM hasn't planned for, the temptation is to press the players back onto the path of the preplanned adventure. Even the best gamers are still dependent on the DM to provide them with answers she decides make sense and fit into her framework. The goal of the game is to solve the puzzle or challenge presented by the DM, and to earn loot or experience points or magic unicorn poop or whatever passes for currency in the game.

In a player-facing game, the MC probably has some cool ideas about what might happen, but it's the players who make the decisions and come up with ideas and goals they want to see. The MC asks the players what their characters are doing., and waits for them to answer. If they say they are doing something that would create action or drama, she continues to ask questions, pushing the story along with the same open-minded curiousity the players have. If there's a fight between the characters and an enemy, she may act to prevent an unrealistic or absurd plot from developing, and help "run" the game by providing rules and guidance, but she's not rolling dice against the characters. The goal of the game is to follow the characters and see what cool things they get up to. While the characters may grow and develop, it's the overall story that is the most important factor here. Characters may experience ups and downs, and may not even survive. If the ending of their story is good, then it's a win for everyone at the table.

Less talk. I'm gunna run this thing. What do I need to know?

Most importantly, this game is a conversation between you and the players. Each player will have chosen a playbook they like from their section of the book, and fleshed out their characters, probably with some assistance from you. You'll have fleshed out the Truf you own, the Family you have, who's in it, and what all the Pull is. By this point, you'll have lots of cool ideas on what to do next. It's time for you, and the players, to begin busting out all those cool moves with all their cool results.

Read through the rules on moves in the front of the book, and understand the basics of how they work. The central thing you need to do is to recognize when a player is triggering a move. Keep your eyes open for moves, and **if they say it, they do it.** They don't have to use the specific title of the move to trigger it, it's about their intent. If a player tells you their character is going to beat that annoying thug into the dirt, then that sounds an awful lot like a **beat-down**. If you feel like maybe the player isn't sure that's what they actually want to do, clarify. If they agree that's what they're aiming for, then that move triggers. If they don't think that's what they meant, then ask what they do mean.

However, once the player agrees a move was their intent, then the move triggers. No take-backs, no change of heart When the character makes a move, they're on the hook for the result. **They pick up the dice, roll, and resolve the outcome.** You may run into players who will fall back on the names of the moves when they tell you what their characters are doing. "I'm going to gaslight these guys." It's your job to then make them explain HOW they are gas-lighting someone. It's all about the fiction and the on-going narrative.

Whenever there's a choice to be made in relation to a character's move, let that player make the decisions. You can guide them if they have trouble, as can the other players at the table. Maybe one of the players has an awesome idea for what happens next. That's okay, as long as the person who made the move is happy with the result. **Wherever possible, you should be keeping an open mind; as long as the players aren't abusing the game rules, pretty much any answers they come up with will steer the story in interesting new directions.**

You can help shape answers to be more in line with the story or the facts you have already developed, or to prevent what you consider excessive reach by ambitious players. If the character issues that beat-down and does severe harm, the player might describe pulling out a sawed-off shotgun and blowing the target back to God. If they suddenly decide they have an small nuclear hand grenade, you may want to rein them back in a little.

Dont be afraid to improvise, and don't be reluctant to accept answers you may not have expected. In games like The Tribe, you're playing to be a fan of the characters, and you're playing to see what happens to them. Ideally, it will seem a bit like a game of catch. The scene's established fiction (what's already happened) will lead you to ask a loaded question to a player about what their character does next. They will then toss you back the results of their move, which may trigger your own moves and will develop the fiction even further.

Sounds kind of like a brainstorming session. Why bother?

In the original Apocalypse World rules, there's an awesome section titled Why To Play. In The Tribe, your reasons for playing read something like this:
1) Tribals are awesome engines of subversive destruction, crazy-sexy-cool. They're badasses, and we want to see them do cool shit.
2) The entire nature of the Tribe involves conflict, often violent and unexpected conflict. Whether they are fighting with other Family members over what to do about an Outsider infestation, dealing with a Chinese hopping vampire that's taken up residence in their neighborhood, or evading Marine patrols as they escape from an illegal detainment facility in the middle of the Nevada desert, the average Tribal ALWAYS has someone on their ass, looking to put them into a body bag. That's high drama there.
3) Maybe even more than after an apocalypse, the characters are banding together against a world that is teetering on the brink of a serious shitstorm. Every moment, they are staring disaster in the face. They're short on food, sleep, comfort, money, bandages, and self-preservation instinct. The characters are heroes because they represent the best their world can hope for. If they're bastards, they're still better than the guys they're facing.
4) Because they still have a chance, however slight, to actually make a difference. They can engage the problems they face in ways we only wish we could, and, in so doing, perhaps we can learn something about those problems, and better solutions.

Okay. What am I actually DOING here?

Your job is to make the world seem real, give the characters interesting lives, and play to find out what happens. This means you want to tell stories that make sense within the framework of the Situation and Family type your group decided on. You want to make sure all the palyers are engaged with the story, and have things to do that make their characters part of the situations that arise. And you do NOT want to plan too much in advance, so that you can be open to the players' input, and the ways they choose to drive the narrative.

There are some basic principles you will want to follow. Call them the MC's rules of the game.





•**PAINT THE WORLD WITH A TRIBAL LENS.** Read through the Tribal lifestyle sections, and the color text throughout the book. Whenever there's a chance, dip the scene in Tribal life, or contrast it with the world up top. The characters don't buy a generator to run their radio, they build one out of scrap parts stolen from military surplus shops. They don't pay a bill with a credit card, they abscond before the check comes. The police aren't just work-a-day citizens, they're nasty-tempered militarized basards who think anyone who isn't a rich white male must be a dirty commie.

•**DON'T LET GAME RULES RULE THE GAME.** Don't get overly hung up on whether a character is using the best move for a situation; half the fun is seeing them do something that ISN'T the best move at the moment. Don't use game terminology in character unless it fits; don't tell a player an NPC offers them 2-Pull for a favor. Tell them what the NPC is willing to pay, and then quantify it for the record keeping later. And try your best to immerse the players in their characters; if you keep breaking narrative to define which rule applies where, you'll drag the story down and make it harder for everyone to get into it.

•**EVERYONE'S EXPENDABLE, AND ALL THINGS FALL IN TIME.** The consequences in your story need to be real; if you run in to bail out the characters every time they fuck up, then they'll learn that they can't really fail. Nobody should be off limits, not on either side of a conflict. Try to avoid the common trap of having "favorite" NPCs. No one should have plot immunity. That said, also make sure the consequences are suited to the narraitve. If you scrag every single person who ever helps the Tribe, the players will stop engaging with NPCs and the story will suffer. Let the consequences of moves apply equally to everyone, PC or NPC, friend or foe.

•**THREE DIMENSIONS IS ALWAYS BETTER THAN TWO.** If those commie-hating bigot cops are nameless and faceless, they're cardboard cut-outs that bring nothing to the story beyond being expendable targets. If, when the character levels a magnum revolver at the guy's face, and sees the grey hairs, the well-worn wedding ring that hasn't left the man's finger in 25 happy years of marriage, and the partially completed text promising he'll bring home cake for Thomas' brthday, THAT adds something. Now killing this man is a moral choice, with consequences. Not every bad guy needs to be sympathetic, just as not every good guy should be likeable. But blowing a hole through Clyde, your bowling buddy, that's got power.

•**ASK INTERESTING QUESTIONS AND ACCEPT INTERESTING ANSWERS.** The players of the Tribe have a lot more freedom than in some other game systems, but they still have to depend on you for direction. Give them opportunities to build narrative by asking lots of interesting questions. If the Family just found a new gun dealer, ask them who it is, and what his reputation is. Then be willing to accept interesting answers, and work off those. Toss the ball back to the players as often as possible, and enjoy what comes up. Tribal MCs are more reactive than other referees.

•**NOTHING COMES FOR FREE, BUT THERE ARE ALWAYS OPPORTUNITIES.** Every move in the Tribe comes with consequences, and a truly pain-free victory is uncommon. Hold the characters accountable for their decisions, and the outcomes of their moves. Whenever the Family makes a move, come back with complications. The most useful answers to their questions will come with openings. or additional risk, and reward. They need to make a deal with that gang-banger? Sure, but he's got some powerful enemies who will now take an interest in the Family's actions. The ripper just failed her move to evade the attention of those enemies, and she wants to know if she's been caught? Yes, and now they've got her in a van headed God-knows-where. The shaman shakes the bones to find out where she is, and misses the check? Don't just say "nope, you can't find her." Instead, try "No, you don't find her right away, but you can feel the loa are riled up near the place where they took her." Now the Family has some new options, which also come with further complication. Just adding "but" or "and" to your answers makes a huge difference. One thing to resist, though: if the characters have done something cool or amazing, resist the temptation to shit on it. They're going to be fighting their asses off for every success, so play fair with them and let them get the rewards they've been promised. If they are willing to run to the rescue of an enemy agent who's promised to help them, if they succeed in pulling him out of the jam he's in, then the bargain should stick. It's not that betrayal can't happen; it often does. But don't let the betrayal negate what the PLAYERS are invested in.

•**BE A FAN OF THE PLAYERS' CHARACTERS.** This is NOT The Tribe: Watch the MC Be Clever. Playing this game means watching the narrative unfold on its own, showcasing these awesome complex people as they fight the powers that be. If a player tells you he's using an advancement to take a certain move, then that means he wants to use it. Give him the opportunity, and then see what he does with it. Make the Family look awesome. Make the characters the center of the story. This is their slice of the world, and the show is about them, not the cool NPC you came up with. If they find something cool or interesting or fun, add more of that. If they don't wanna go see the stuff you want to see, that's okay. You're guiding this story for the whole group, not as some sort of self-involved fanwank. It's okay to hurt them; in fact, the more you hurt the characters, the sweeter their victory at the end, or the more poignant their ultimate failure.

•**THE WORLD DOESN'T WAIT ON THE CHARACTERS, AND IT DOESN'T ALWAYS LET THEM MAKE THE CALL.** Get into the habit of forcing yourself to abide by the obvious motion of events. If an enemy of the Family seized some papers that hold Family secrets, then they're going to act on that, even if the Family doesn't. The world will keep moving and changing, even when the Family is asleep at the wheel. Things happen off-screen, new developments that have only been hinted at. Change happens, both good and bad. The local drug dealer they're after dies in a car crash, leaving

a void someone will fill. The homeless veteran they've been helping survive on the streets is gone one morning, and no one seems to know why. Close some doors, and open new ones. Don't let the Family feel complacent. And if a decision needs to be made, follow the narrative. If it makes sense that an NPC would react a certain way to a threat, then that's what they do. Yah, now they're pooched because they made a bad call; that's reality. If Dosh has been arrested and the Family can't get him out, he goes to prison. Don't say he escapes just because you dig the NPC. The more you let go of decision-making, the more naturally the story will develop.

So I'm supposed to let the players tell me what happens. Sounds like a recipe for disaster.

Yep, it can be. With the wrong group of players, with people who don't understand that the story being interesting is more important than winning, there's a lot of potential for abuse. Make sure the players understand where you and the game are coming from. And then come prepared to improvise.

That may not be my strong point. Should someone else MC?

If you're reading this, the chances are being the MC at least sounds interesting to you. That's really the most important part. **If you feel you need to, come to the game table with pre-stocked lists of things you might have to come up with on the fly.** Names, descriptions of NPCs, interesting quirks, possible dangers or complications, random events to bring in if things lag. And take lots of quick notes, so whatever you improvise can be consistent. There are some handy lists in the Busted Appendix, in the back of the book.



You mentioned my moves, but I don't roll dice.

You make a move either when the consequences of a charcater's move tell you to, or whenever the players are done with their scenes and the narrative needs to get going again. If there's a pause in the story, or the players don't sem to know what they want to do next, make a move. You can also jump in with a move any time the players roll a miss on one of their moves, if it makes sense. You don't roll dice, you just do whatever it is the move says. Using the principles listed above, you just say what's happened, and toss the ball back to the players. **MC moves cause complication, drive narrative, and get those cool characters to do cool stuff.**

What are my moves?

You'll usually have two sets, the general MC moves that always apply, and threat-specific moves brought in by the enemy the Family is facing, and the starting situation they chose at the start of the story. The general MC moves that are always available are:

•**CHALLENGE THEIR VALUES.** At its most basic, The Tribe is a game about the characters' values. What do they hold important, what do they think is right, and what are they willing (or unwilling) to do to achieve their goals. Use this move to challenge them on a personal level. Either give a choice which makes them question their values and goals, or that makes them face the moral and emotional questions hard choices create.

"Soso, you've got Harry the Hump in your sights. You can see every wrinkle and grey hair on his head, the tired look in his eyes. You know the Bloats are blackmailing him, but you also know he's the only guy who can keep the Bonatti crew in line. What do you do?"

•**PUT THEM IN A VICE AND SQUEEZE.** The Family is going to make a LOT of enemies, and have a lot of connections which will need to be protected. At any given moment in the story, they're going to have a lot of irons in the fire. This move takes one of those potential weaknesses and forces the characters to deal with it. This move works best when you can put them in a really tense spot.

"Magnum, as you're coming back to the safehouse, you notice a dark van parked on the corner. It's got tinted windows, but you see someone moving in the back. All of a sudden, you hear sirens from down the block, and see flashing lights. The back door of the van bursts open and an ATF tactical team starts barrelling out of the back. What do you do?"

•**EXCHANGE BLOWS.** When there's violence on screen, you can always use this move. Do the established harm for an enemy to one of the characters who could be targeted, and take the character's established harm and apply it to the enemy. This is the right move to use in stand-up fights where neither side is using any other moves to handle the consequences. Harm as established means whatever level of harm the narrative has shown would be likely.

"Happy, you manage to wrestle the gun away from Master Blaster, breaking his wrist for 1-harm, but he nails you right in the chest, breaking one of your ribs. Take 1-harm; what do you do?"



•**DEVELOP NEW CHALLENGES OFF-SCREEN.** This move announces to the players that something else is happening in their world which may or may not be related to them. Use this move to make the world breathe, and to set up future narrative. Activate any one of the various plans enemies may have, or have unrelated issues pop up to change the situation.

"Golem, while you were asleep last night, it looks like Brody slipped out, and you can't find him. His shop's not open, either. What do you do?"

•**FORESHADOW DOOM.** If you've got nothing else planned, tell the players about something that may be coming for them. Trust me, they'll react if the threat sounds bad enough. Another great move to use when the current narrative is stalled. You don't even have to have a clear idea what the new problem is; just announce it, and then find out as you play.

"Dreamer, as you're browsing the market looking for some veg for dinner, you see two well-dressed business men who look really out of place. The bulges in their shirts indicate they're carrying, and you see them slip quietly into an empty storefront across the street. The for-sale sign that used to be there is gone. What do you do?"

•**HURT SOMEBODY.** It's a dangerous world, and bad things happen. Issue the established harm to someone, either a character or an NPC. When using this move, be careful not to seem too arbitrary, though; it's cool to have a sniper shoot someone, but avoid asteroids from space randomly falling on someone. Unless that makes sense in your narrative. (Rough game, that one.)

"Random Bob, you're pulling up to the stop sign when the whole world seems to explode. Shards of glass from the driver-side window scratch your face, dealing 1-harm, and a tall man in a hoodie shoves a long-barreled Colt pistol through the hole and into your cheek. What do you do?"

•**ACTIVATE ONE OF THEIR NEEDS.** Every starting situation and Family type has a list of needs that the characters have to worry about. (The list is coming up later in this chapter.) Make one of those needs important, and if they don't deal with it, escalate the need to a vulnerability as per the rules. This is also a great way to reemphasize that these are Tribals not citizens who can run to the corner market for whatever they need.

"Gadget, as you're working on that code, you hear a loud bang, the screen flickers, and then all the lights go out. Looks like that generator you guys cobbled together has given up the ghost. What do you do?"

•**ADVANCE A TIMELINE.** You'll learn more about timelines in just a second. For now, a timeline is the steps an enemy or event is going to go through in the narrative. When you advance a timeline, you're making a move to head into the next step of an enemy's plan or a developing crisis. The goal is to make sure the players realize the world is still moving, even when they aren't watching. It also drives the plot when you feel it's time.

"Bushbaby, as you're passing the corner newstand, you see Whiteface Billy's picture on the cover of the paper. Looks like those photos you were trying to buy back from Galen are out in the open now. The police and the Silver Dragons are definitely going to be pissed off. What do you do?"

•**MAKE THEM ENGAGE.** The world is full of people, places, and things, all of which are rolling along with or without the characters. Don't let the characters exist in a vacuum; force them to deal with the world and all that's going on. If you've got no other plans, bring forward a new face or place, and thrust it into the characters' lives. Ideally, make it something that they will care about, or someone new they'll really hate. Get them involved in the story, and the story will thank you.

"Thrush, you've finished with the surveillance on Dirty Maggie's place; as you're leaving, you catch a glimpse of a striking redhead with long colt-like limbs and a bright smile. She's got a cluster of young men around her, and the group looks like they're having a great time with some spray cans and the local wall. You've never seen them down here before. What do you do?"

•**PRESENT THEM WITH A HARD CHOICE OR AN IRRESISTIBLE OFFER.** When in doubt, give the Family something to struggle over. It can be a hard choice between two unpleasant alternatives, or maybe offer up a great opportunity that carries risk. Set up a situation that brings an opportunity of any kind, possibly with reward, or possibly with dangerous consequences for failure. The Family needs to be busy to keep things moving; if they haven't got at least two differing issues at any given time, hit them with this move and press them to figure out how they can cope with the added pressure.

"Gopher, you and Daisy are heading out to get that replacement battery for the van, right? So, when you get to Murphy's, he's really excited to see you. Seems he's come across an old Shelby Cobra in real bad shape, but he thinks he might be able to fix it up with some help and effort from you guys. It could be a real sweet ride, or a bottomless pit of parts. What do you do?"

•**ANNOUNCE UNINTENDED CONSEQUENCES FROM THEIR MOVE.** Nobody ever thought Tribals were good at impulse control, so they're bound to make a few bad calls now again. They may back the wrong horse, or cripple the wrong guy, or burn down the wrong person's hideout. Just when they think they've gotten through the worst of it, spring this move on them, and dredge up an unexpected consequence of something they did earlier. THIS IS NOT REVERSING THEIR MOVE, OR MAKING IT FAIL. This is presenting them with something they didn't see coming, and it's best used on moves they did earlier, maybe a session or two back. It doesn't have to be bad, just surprising.

"So remember when you guys broke Old Titch out of County last week? Yah, seems like his face is on the post office wall, and it's listing Croup as a known associate. And it looks like they're hunting him for the robbery you guys pulled in Frisco. What do you do?"

•**THREATEN THEIR FAMILY STATUS.** Later on, you'll be told how to use this move in more detail during a session, but for now, this involves identifying something the Family needs to be healthy and successful in the narrative. Then, using this move, you tell them that need is under threat , and if they don't act, they're going to get stuffed. (Don't worry that this doesn't make sense yet. We explain it later.)

"Instance, I know your Family is all about Discipline. You've all been feeling a lot of stress and conflict recently. This morning, when you wake up, you notice Treaty hasn't been bothering to clean or maintain his shotgun. If Family begin slacking off on important tasks, it's gunna come back on you guys later. What do you do?"

•**MAKE A THREAT MOVE.** This can be any of the moves from a threat you have in play, or from the starting situation or Family sheets your story is using. Use this move when you want to refocus the group on the current threat, or on a part of the narrative they aren't paying enough attention to.



Makes sense. I notice every example ends with "what do you do?"

Those four words will be the most useful storytelling tool at your disposal. Every move you make drives characters to make their own moves in response. Often, moves will cascade into other moves in a natural sort of back and forth. **Another good technique is to turn a player's question back on them and have them or the group answer it. Or ask a player at random for additional detail about something that's come up.**

"Gee, Susanne, I don't know. What DO the Children of Brown want to do in the neighborhood?"

"Hey, Mama Treat, tell me what you and Gravity found in the basement."

Hey, I noticed several of the players' moves mention when the player rolls a miss on a move, the MC makes a hard move. What's that?

A hard move is a move the MC makes where the consequences are now unavoidable. It's the same as a regular move, except the characters have no chance to avoid it. Whatever happens , the characters can respond to it, but not prevent it. Here's an example:

Bonedigger, a shaman of Baron Guede in Mama Lupe's Crowdsurfer Keepers, has been tasked with finding out more information about a mysterious occult manuscript they've heard of called the Ferdinand Codex. Here's two ways he could go about that task, with examples of what the MC response is.

(MC MOVE)

Bonedigger decides to contact other occult students and see what they know. The MC says this sounds like the Influence move sniff out hidden answers. After Bonedigger rolls +Influence, the result is a miss; he gets nothing, and the MC makes a move. The MC decides this is great time to **present them with a hard choice or an irresistible offer**.

"Nobody's talking, Bonedigger. You hear rumors that someone else is asking questions, too, but everybody you know seems too scared to talk. There is one gal, a grad student out at Miskatonic, name of Lisbeth Galt, but the word is she's kinda nuts. She might know something more; word on the street is that she got a look at a copy once. But whoever's asking after the Codex might know that, too. What do you do?"

(MC HARD MOVE)

Alternately, maybe Bonedigger decides to use the relic his Family guards. The Crowdsurfer is an alien neuro-organic lattice which allows someone to connect to the psychic gestalt and surf for answers to questions. Bone digger is going to use the Family move May Contain Evil. When he rolls +signal, it is, of course, a miss. The MC makes a hard move to **hurt somebody**.

"Bonedigger, at first, everything seems okay, as you drift in the psychic winds looking for anything on the Codex. But then, slowly, you begin to feel as if you are being watched. Without much warning, you suddenly feel a sharp pain, and you begin to have a seizure. Blood starts coming from your nose and ears; you can feel an Outsider presence watching you, drilling into your brain. Take 3-harm AP, and what do you do?"

You can see the first move warns the player that something bad is coming, but allows them some sort of choice or response BEFORE the bad news hits. The second move, however, pounds the character right in the gut right away, and then asks him what he wants to do about it.

Be aware that not every hard move needs to bring damage, or even be bad for the characters. It's just a done deal, something the Family is going to have to accept as done. It could be a Family member making a decision about something without the rest of the Family's input, or the inevitable outcome of a plan they laid a long time back.



So I kinda think I'm getting the general gist of this. But how do I start a campaign off?

Most importantly, DO NOT MAKE A PLAN FOR THE CAMPAIGN. The first session should be your chance to meet the characters and get to know them. It's also the players' chance to figure out what they want to explore, and what parts of the world are interesting to them. Make characters, and the Family. As this is happening, take notes on what you are curious about. What questions do you feel will make for interesting answers? **When the characters are done and the game is set up, toss the Family straight into something. It doesn't have to be a dangerous scene, or an action sequence, but it should draw the Family in right away. You want to set them up to make moves, so the starting scene will need to be something that requires moves to occur.** I can't tell you what that's going to be, but you'll probably know it when you see it. Let the players drive around without a solid goal for a while, and let them take you where they want to go. When you hit a good stopping point, close out the first session, and then go contemplate what happened so far. That will lead you into detailing your first real Front, and the Threats involved with it.

Fronts and Threats?

These are terms from Apocalypse World, and they are really appropriate, so we're gonna use them here.

At its most basic, a Front is a looming problem that the Family will have to deal with, or suffer the consequences. It's a way to figure out what will be important in the narrative, and for you to have some general ideas you can use in play for your moves. A Front is composed of the following parts:

- The basic urge driving the Front
- 2 or more threats involved with the Front
- The approaching doom that unfolds if no one stops it.
- 2–4 victims of that outcome.
- A cast of important NPCs involved with the Front.
- A couple of suggested complications that may arise.
- What's the timeline? Come up with a a trigger, a flashpoint, and a climax, along with up to 2 twists if you like.

Let's break that all down. Each Front has one of the following **basic urges**: desire, hunger, fear, power, revenge, envy, ambition, knowledge, or justice. You can interpret these words however you like; the key to the need is to figure out why it drives that Front to intrude on the characters' lives.

(You CAN make up your own urges, MC. It's cool. No one will report you to the Gaming Police.)

We'll circle back on **Threats** in just a moment; just be aware for now there are six general types of threats.

The **approaching doom** is what happens to the world, and by extension to the Family, if they don't act to prevent it. If the Family ignores the threats and lets the Front move to the Climax, this is the worst possible outcome.

The **likely victims** can be NPCs, members of the Family, organizations, places, or anything else you might decide could be adversely affected by the Front. It's very important to make all these victims something the characters and players will be concerned about.

The **cast** is the essential NPCs who will be needed to flesh out the Front. How many people this is will be up to you to decide. A criminal empire moving on the Family's turf may need a loose network of members of that group, including the boss, a few powerful lieutenants, and the major enemies who will come at the Family. A single evil spirit may be all for a Front about a hungry ghost trying to revenge itself on a character.

Having a few **complications** on hand to throw at the players will help when you are playing and need to develop the narrative. **Complications are an ideal way to slow or speed the pace of a session.** If the players are breezing through the story, a complication can make things harder and slow them down. On the other hand, a Family that is struggling to stay on target can be refocused into dynamic action by a complication as well.

A **timeline** is your set of reminders about what the Front is doing if the players either don't engage or fail to stop it. The **trigger, flashpoint, climax, and twists** are how you're going to determine when a Front is done, and whether or not it's successfully defeated. The **trigger** is the first sign of the Front's arrival, the starting point at which the Family becomes aware something is wrong. This is a great piece to use when you make a move to foreshadow doom. The **flashpoint** is the point at which you feel the Family must get involved or begin to suffer consequences. This is the point when the Front begins directly affecting the victims in ways the Family may not be able to undo. The **climax** is the ultimate resolution point for the Front, the time at which it will have fully developed and be resolved, for better or worse. The **twists** are extra optional events that you may use if you feel like they could be interesting. They represent changes to the situation that neither the Front nor the Family had seen coming. Twists are not strictly needed for a good Front, but it can help to have a few on standby in case it seems like the players are rolling along a little smoothly. **The difference between a twist and a complication is that a complication comes from the actions of the Front or the Family, while a twist represents something inherent or hidden in the situation that radically changes the direction of the Front and the Family's responses to the Threats that are involved with the Front.** You can see one of the MC moves is to advance a Front or Threat. That's what you do when you roll from one step on the timeline to the next, or to a twist or complication.

If you want to slow your timeline down so it's got longer to develop, just add up to three crisis points in betwen other points on the timeline. You could have a trigger, then a crisis point, then the flash point, then two more crisis points, then the climax. Each crisis point is merely an extra event tied to the developing Front ot Threat.

There's the Threats again.

Yah. **A Threat is a danger involved with a Front, an active agent of the Front's approaching doom.** Threats have an general impulse which drives their actions, and a separate list of cast they involve. They also can have their own triggers, flashpoints, and climax, as well as twists. Be careful not to overdo it, though; **the more you detail in advance, the less able or willing you'll be to improvise as the narrative develops based on the players' choices and the consequences of moves.** The six kinds of Threat and their moves are:

ORGANIZATION

An Organization Threat involves a powerful group or individual and their allies. The organization seeks to achieve their goals as part of the ongoing development of the Front they belong to. Choose one:

•Criminal (impulse: expand profits)
•Conspiracy (impulse: conceal and manipulate)
•Overlord (impulse: seize more power)
•Militia (impulse: take down targets)
•Fanatic (impulse: destroy unbelievers)
•Control (impulse: enforce the rules)

MC Moves for Organizations include:

•Entrap someone with your power.
•Single out and hurt an enemy.
•Set up a target for a fall.
•Infiltrate another organization.
•Threaten something someone cares about.
•Buy off or bribe someone.
•Offer a tempting resolution to a problem with hidden consequences.
•Take over someone else's domain with guile or manipulation.
•Expand in an unexpected direction.
•Produce a surprising new ability or advantage.

MONSTER

A Monster Threat isn't always an actual supernatural creature. This threat is about someone or something acting outside normal moral rules, doing things that will horrify most right-thinking people. Choose one:

•Assassin (impulse: kill the target)
•Destroyer (impulse: wreck and ravage)
•Beast (impulse: devour victims)
•Scourge (impulse:punish the guilty)
•Deceiver (impulse: mislead and cause chaos)
•Corrupter (impulse: seduce and betray)

MC Moves for Monsters include:

•Display discomforting power.
•Reveal hidden evil.
•Deal harm from a hidden source.
•Brutalize someone.
•Sow terror through horrific actions.
•Take advantage of their distraction.
•Take hostages.
•Shit all over something beautiful or pure.
•Reveal unexpected depths or humanity.
•Transform into something worse.



ENVIRONMENTAL

Environmental Threats are the impersonal forces of the world around us. It can be man-made or natural, planned or spontaneous. The Threat is created by or amplified by the Front it is part of. Choose one:

•Illness (impulse: spread the infection)
•Disaster (impulse: widen the destruction)
•Encroachment (impulse: push others out)
•Obstacle (impulse:impede progress)
•Transformation (impulse: alter status and foundations)
•Taint (impulse: spread the poison)

MC Moves for Environmentals include:

•Impose weakness.
•Endanger an innocent.
•Shut down a path.
•Expose hidden secrets.
•Impose unexpected limits.
•Destroy a needed upgrade.
•Call in unwanted attention.
•Stampede the locals.
•Provoke desperate decisions.
•Break down a barrier.

INTERNAL

Internal Threats come from inside the group itself. It's about dealing with the interpersonal problems and dangers of Tribal life. The Threat may only be happening due to the Front, or the Threat may have brought out underlying weaknesses in the Family and its allies. Choose one:

•Shortage (impulse: make the need desperate)
•Exhaustion (impulse: prevent initiative)
•Friction (impulse: amplify conflict)
•Breakdown (impulse:avoid the cause of the pain)
•Loss(impulse: take away resources)
•Misinformation (impulse: misdirect and mislead)

MC Moves for Internals include:

•Someone fails to do what they were supposed to.
•Someone isn't where they are supposed to be.
•Provoke allies to violence.
•Inflict harm from a trusted source.
•Isolate or impair someone.
•Place someone outside the boundaries of comfort.
•Someone they care about is in crisis.
•Desperation breeds bad decisions.
•Provoke desperate decisions.
•Drive the weak to self-harm, through action or risk.



SOCIAL

Social Threats come from groups the Family identifies with, or in the area where the Front is gathering.. Organizations actively work against the best interests of others; Social Threats are about conflicting ideals and goals.. Choose one:

- Excess (impulse: go beyond the acceptable limits)
- Defiance (impulse: provoke and defy those in power)
- Dominance (impulse: force others to submit)
- Subversion (impulse:fracture the social norms)
- Riot (impulse: break out of control)
- Entanglement (impulse: entrap and ensnare)

MC Moves for Socials include:

- Explode into unwarranted violence.
- Indulge distasteful desires.
- Ruin an ally.
- Alienate someone they need.
- Defy common sense and the rules.
- Rally around a new leader.
- Absorb someone into the group.
- Someone acts without thought.
- Drive out those who do not belong.
- Violate an outsider.

ALIEN

Alien Threats are those connected to the truly inhuman. This Threat may be supernatural, or it may be directly related to the Bloats; whatever it is, it's not of this world. An Alien Threat can be from inside or outside the Family. Choose one:

- Intrusion (impulse: break through from beyond)
- Forbidden Knowledge (impulse: compel dark actions)
- Enigma (impulse: hide the truth)
- Whispers (impulse:test sanity)
- Dark Birth (impulse: create monsters)
- Perversion (impulse: defile and convert)

MC Moves for Aliens include:

- Disrupt the status quo.
- Transgress against purity.
- Violate someone .
- Drive them insane.
- Release monsters .
- Pervert someone in power.
- Expose the strange and disturbing.
- Provide unexpected power with hidden costs.
- Reveal an ally as your agent.
- Warp and shatter reality.



Wow. That's a lot to absorb. How's this actually look when it's all put together?

Let's examine a sample Front and Threats. Bob's group are playing a Hard Tribe which moved into a bad neighborhood they suspect houses a Bloat base. As the MC, Bob has run a session or two and has some ideas where the narrative is heading. He wants to prep a new Front for the next series of sessions. So far, play focused on the Family's arrival, meeting the neighbors, and doing basic surveillance and research to determine what the Bloats are doing. Bob reckons it's a good time to connect those threads and introduce tension.

FRONT: Downtown Problems

• **The Urge**: Knowledge. *The Family is trying to discover what's really going on in the Drowntown district.*

•**The Approaching Doom**: Infiltration and control of the District by the Outsiders.

•**Victims**: Clever Sue, an NPC Family member, will be devastated by failure. Ronni Chains, the local Mafia capo, will lose control of his crew and they'll do a lot of damage before they can be put down. The Lucky Badger, the pub the Family likes, will be put out of business.

Note that Bob doesn't know HOW these outcomes may occur. He doesn't even know WHY. These are NPCs or places he knows are interesting to the story as established so far, and he's going to use them as targets to see what the Family does about the danger to those victims.

•**The Cast**: Miss Vera, the owner-operator of the Lucky Badger. Ronni Chains, the capo of the B Street Crew. Ronni's rival, Anthony "Tony Bangs" Billotti. Clever Sue and her ex-girlfriend Jennie, a girl she loved from before she became Tribal. The Bloat who has taken over Patrolman Murray, the local beat cop in the district.

Again, Bob is just brainstorming here. He is picking out established NPCs he knows are likely to be involved in the Front, or that may be interesting to bring into the plot.

•**Possible complications**: What does Clever Sue do if she finds out Jennie may be an Outsider Host? What happens to Miss Vera if the Bloats take over her building, and she has nowhere else to go? What do the local police at the Precinct do if the Family moves against Patrolman Murray?

Bob may use all, some, or none of these extra issues to affect the Front as it develops. They aren't essential to the narrative, but might make interesting ways to deepen the players' involvement and mess with their carefully laid plans.

• This Front triggers when: Patrolman Murray is taken over by the Outsiders, and his behavior changes.

The flashpoint: The Family executes a plan to interfere with the Outsiders in the District.

The climax: The Outsider infestation inside the local police force allows them to activate their final plan, per their Threat.

A possible twist: one of the cops the Outsiders need to take over turns out to be protected somehow, and this exposes a possible weakness in their plans.

What's protecting the cop, and what's the weakness? The MC has no idea. He figures on filling those answers in if he uses the twist, once the session is rolling.

THREAT ONE: **The Outsiders of Mister Bleak's breedline (an Organization conspiracy)**

Impulse: to conceal their activities in the District and to manipulate the police force into acting against the Family on their behalf

Description: The Outsiders are trying to spread their control of the city's infrastructure into the Waterside district, known to the locals as Drowntown because of the frequent flooding. The Bloats have targeted the police force, and begun taking over officers and staff of the local Precinct.

As the MC, Bob has outlined a general plan. Notice he doesn't go into detail on the actual plan. That will develop as the Family investigates.

Additional Cast: Mister Bleak, the Outsider Host who's in charge of putting the plan in force. The conflicted head of the Bloats' security, a human executive named William Beacon.

This Threat needs the big bad identified, and Bob throws in a reluctant agent of the Outsiders as well, in case he needs him later. Again, remember, these are just preparation for the actual game. He may not use them all.

This Threat triggers when: locals begin mentioning there's been an increase in police harrassment and brutality.

The flashpoint: The Family witnesses a citizen being stopped, beaten, and hauled away by Outsider-infected police.

The climax: The Outsiders kidnap Precinct Captain Arabella Artois, a one-time friend of one of the characters. They intend to take her to a local underground surgery for implantation.

THREAT TWO: Precinct 31, Drowntown's Worst (Social domination)

Impulse: to assert their authority and control over an increasingly chaotic and belligerent district

Description: Even though they aren't sure exactly why, the officers and staff of Precinct 31 can tell they're losing control of the area. Street violence and petty crime are up, arrests are getting harder to make, and major cases against the criminals in the district seem to be falling apart more often. Officers are divided over what to do about it, but they know they have to do something. They're feeling the pressure from above, and the targets on their backs.



Additional Cast: Detective Lionel Hollywood, homicide detective with a heart of gold. He's an outsider of sorts, as he's openly advocating less use of force and more community policing. Against him, Desk Sergeant Kevin Cho, head of the local Policemans' Union; Cho's been a cop for 40+ years, and believes cracking skulls will bring compliance. He doesn't hit the streets any more, but all the young patrolmen report to him, and he's kind of a legend.

Bob's goal with this Threat is to focus on the moral crisis inside the police force, and the alternate views of the officers. He wants to emphasize that both sides have some valid points, so he doesn't want Cho to come off as a rubber-stamp bad guy.

This Threat triggers when: two different police cars respond to a crime scene call-out, and the two groups of officers somehow descend into a brawl over some sort of disagreement on how to handle the crime.

The MC figures he can make this happen off-screen if he needs and have NPCs involved with the Family describe the action. Or, if an appropriate scene presents itself, maybe it's the Tribals stuck between the conflicting groups of cops.

The flashpoint: Increasing tensions inside the Precinct boil over into open rebellion, as police allied with the Union stage a walkout and picket the Precinct house. Law enforcement throughout Drowntown suffers.

Bob envisions riots by the citizens as police control disappears. Over-worked cops who stay on the job begin making bad mistakes due to fatigue and frustration. Throughout the district, chaos rules.

The climax: Detective Hollywood, responding to a call, is targeted by Union members; the Family has to pick a side.

This climax may not come to pass, depending on the actions of the characters and the level of importance the Threat takes in the narrative. If it seems like the players are more invested in one of the other Threats, Bob will drop this quietly.

A possible twist: one of the cops, Barry Linderman, becomes aware something weird is going on with his partner, and approaches the Family to ask questions

At this point, Bob could stop if he wants; he's got two Threats which will conflict and drive story and player moves. Or he might choose to add a third Threat to ramp up the complexity of the story. Maybe an Internal Threat based on Clever Sue's response to the news her ex might be involved. Or a Monster Threat set up around Ronni Chains' mob rival, Tony Bangs; if the cops are out of action, there's going to be a lot of opportunity for an earner, and the narrative so far has established Tony Bangs is a violent shit with a hard-on for power.

The goal with laying all this out is to be prepared to head in whatever direction the players take the story. Fronts and their associated Threats are a way to sketch out quick broad strokes on the map, with a few hints and rumors to guide you when the rubber meets the road. I'll say it again; as an MC, less is often more. Trust yourself to improvise responses on the fly, and pass over as much narrative control to the players as you can. If you kick back and play The Tribe to see what cool shit the characters get into, you'll be able to relax and enjoy the game a lot more than if you're the dice-rolling puppetmaster who handles the accounting and drags the players by the nose through your complex three-act structure hero's journey set pieces.

Got it. What if I suck at improv?

That's the beautiful thing about this system. If you seriously can't improvise (and I doubt that; you're a role-player, improv is the entire point) you always have the ability to toss the decision back at the players and make THEM answer their own question. And you will appear to be clever and cutting edge, too. In practice, here's what that looks like:

"Hey, MC, I need to find out who can decipher this magical text we recovered. Who do I know who can do that?"

"Who's someone in your past that might know how?"

"Umm, let's say Doctor Hannibal Armitage., he's a professor who works with old texts."

"How do you know him, and what's he like?"

"Since I used to work at the University in Antiquities, maybe an elderly scholar type. My old mentor. "

"Uh-huh. And why doesn't he talk to you anymore?"

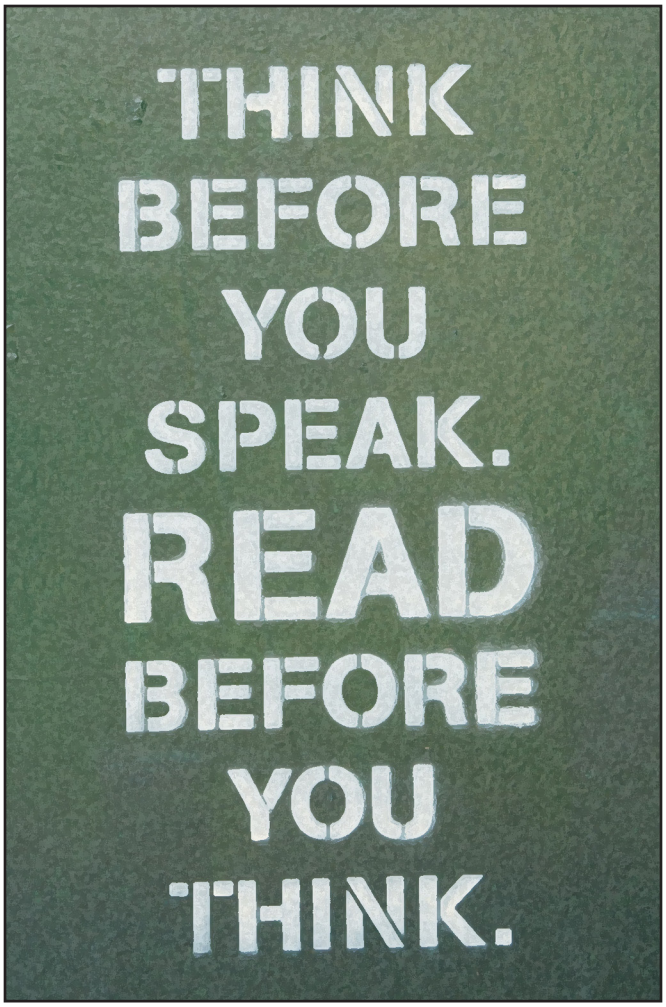
"He doesn't? Okay, how about this? When I joined the Tribe, I had been engaged to his daughter, Marion."

"And you broke her heart. So you think maybe Armitage could help you, but you're going to have to figure out a way to approach him without the book's previous owners hearing about it."

Okay, I see what you're doing there.

Yep, now we've engaged the players in the decision, brought in a new NPC we can use to complicate the Family's life, introduced potential conflict, and also dangled opportunity in front of the Family. Notice that, when the player gave the initial name, we didn't then leap in with the rest of the answers as we imagined them. By continuing to ask the player questions, we are building their investment in that NPC, and getting information that we can use in the narrative to take it places we will be surprised by. I generally find, when using this technique, getting an initial answer and two additional answers gives enough to get moves flowing. You can even use an advanced technique by asking a different player one of the questions, so that their answer adds surprises for the first player as well.





You know, I'm used to more DM control, and it seems like all this power in the hands of the players is just asking for trouble.

At the end of the day, in a good game, everyone is there to have fun, and everyone trusts each other to make the game fun for everybody, not just one or two people. I'm not asking you to agree with any fool thing that the players say when you ask them a question. If you, or someone else at the table, thinks the answers you're getting aren't good enough, that's where your power as MC comes in. You are the arbitrator at the table; use your authority to handle problem cases.

Like?

It's obviously impossible to list every problem situation that might come up. However, there are three specific situations where you should exercise your authority to corral players before bad situations develop.

Imagine you're running a session, and the Family discovered a powerful elder vampire took up residence in the steam tunnels under the city hospital. The Family's working on identifying the vampire's powers and weaknesses, and they're about ready to go after the creature and end its murder spree. As part of the aftermath of a move one of the players made, Jeffery, playing the gun person Tiger, has asked you what the best way into the vampire's lair will be. You tossed it back to him to answer.

Bad responses:

1) "I'm going to put on a clown suit and rubber nose, and get a bunch of balloons. I'll knock on his front door and yell 'Singing Telegram!' When he answers the door, I'll blast him with my shotgun. Case closed."

This is a bad answer because it SPOILS THE MOOD. Unless you've established in the narrative that this kind of approach makes any kind of sense whatsoever, it's just a silly response that would be unrealistic as an answer. If you accepted this response, you'd be endangering the mood for the rest of the session. Explain to the player why you're not going to accept that response, and ask for a different, more appropriate answer.

2) "Okay, so Karen's character Jammer has a crush on MicMac, right? So Jammer finally gives it up when they're on stakeout duty. The vampire sees MicMac dragging Jammer into the back seat and gets ready to take them out. I jump it when it's watching them getting steamy ."

This is a bad answer because it TAKES AWAY SOMEONE'S AGENCY. (It's also misogynistic rubbish.) Jeffrey has the ability to say what Tiger is doing, but, unless Karen agrees, Jeffrey can't dictate what Jammer does, or who. If you accept this response, you're taking away Karen's control of her own character's story. Just remind Jeffrey it's not his character, and maybe ask Karen if she thinks Jammer would do that at this point; if Karen says she likes the idea, then you can go with it.

3) "I know the vampire is targeting young men. So I take the time to get dressed up really hot, and I walk down his block until he takes the bait. I'll drag him into an alley with the promise of some heavy petting. As we slide into the shadows, my fingers trace down his washboard stomach. I lick my lips as I begin to drop down to my knees in front of him, running my hands...(and so on.)"

This is a bad answer because it MAY BE OVER THE COMFORT LINE. The Tribe is obviously a very adult game, with tons of sex, drugs, and violence. These characters are going to get into all sorts of fucked-up shit, okay. However, before you run scenes with answers this graphic, you need to make sure everyone at the table is okay with it. Some players, when given narrative control, will want to explore topics someone else might not feel comfortable with. If three of the five people at the table are Wiccans, the player insisting on preaching a fifteen minute sermon from good ol' King James in character may fly as well as a submarine. And this can get just as offensive going the other direction, too. If the Christian player keeps having to listen to the atheist character explain endlessly how Christ is simply a mental construct, it will be equally game-damaging.





For this sort of situation, we're going to use **the X-Card**. Invented by John Stavropoulos, this is a tool to assist in protecting everyone at the table from content they might not feel up to. I quote herein his words on his invention. **For more on the X-Card and what it is, go to http://tinyurl.com/x-card-rpg**

"The X-Card is an optional tool that allows anyone in your game (including you) to edit out any content anyone is uncomfortable with as you play. Since most RPGs are improvisational and we won't know what will happen till it happens, it's possible the game will go in a direction people don't want. An X-Card is a simple tool to fix problems as they arise.

"To use, at the start of your game, simply say:

" 'I'd like your help. Your help to make this game fun for everyone. If anything makes anyone uncomfortable in any way… [draw X on an index card] …just lift this card up, or simply tap it [place card at the center of the table]. You don't have to explain why. It doesn't matter why. When we lift or tap this card, we simply edit out anything X-Carded. And if there is ever an issue, anyone c an call for a break and we can talk privately. I know it sounds funny but it will help us play amazing games together and usually I'm the one who uses the X card to protect myself from all of you! Please help make this game fun for everyone. Thank you!'

"The X-Card speech above can be more useful that the X-Card itself. It makes it clear that we are all in this together, will help each other, and that the group of people playing are more important than the game.

"Use the X-Card early, even on yourself, to lead by example, and model the behavior.

"The X-Card does not have to be a tool of last resort. The less special it feels, the more you use it, the more likely someone will use it when it really is badly needed.

"The X-Card is not a replacement for conversation. If you prefer to talk about an issue that comes up instead of using the X-Card, please do. Just because the X-Card is available does not mean it has to be used. But when it is used, respect the person who uses it and don't ask why or start a conversation about the issue. The X-Card is optional.

"The X-Card is a safety net, but not everyone will feel comfortable using it in all situations. If a player had a problem with the game and wants to talk to you about it afterward… please listen. It it not okay to say "but you didn't use the X-Card" as a defense. Don't use the X-Card offensively. Listen and talk it out.

"If you aren't sure what was X-Carded, call for a break and talk with the person in private.

"Don't use the X-Card as an excuse to push boundaries. It's not a Safe Word.

"Some GMs (usually those who haven't used the X-Card) fear that the X-Card will limit their creativity. Many GMs who use the X-Card find the opposite is true. Since the GM doesn't have to be a magical mind reader, it frees up their energy to focus on other elements of GMing.

"The X-Card is not an excuse to try to get back to the game as soon as possible. People matter more than the game. If you need to take a break, take a break."

Again, like everything else in this book, the X-Card is not a requirement. But Mr. Stavropoulos has invented a brilliant thing here, it will make your games better, and it's a handy tool. I can't require you to use it. But if you don't, figure out something you can use to protect the players and yourself. In a game with as many potentially hot topics as The Tribe, you need to have something ready.

What else do I need to keep track of, in addition to the Threats and Fronts?

Remember back when you were using the setup Traits to choose as a group what the starting situatio and Family were? Well, that's going to give you some extra tools to drive the story. You will have three Traits form the starting situation, and three more from the Family type. Each of these Traits will give you some more custom MC moves you can make, and will also help determine the Family's Status both at the start of a Session, and after a move has affected the Family's overall readiness.

To use these, there will be a special routine you will use at the start of each Session after the first. So let's go over the Session moves you will use every time you sit down to play.

First, at the start of each Session, you may change the experience highlights you want to see . This is not required, but it's a handy way to gain a little control over the speed the characters are advancing. If you see a character falling behind, highlight a stat they use all the time; if they're getting ahead, challenge them to use some moves they might not typically bring out.

Second, make sure to address any time-sensitive issues that might be hanging out from the last time you played. In particular, check everyone's harm and conditions to see if anything has healed or cleared away. Also, do any of your timelines advance? If they should, make the move now, and bring it on screen. Let the Family see it coming, and foreshadow doom if you think you should.

Third, it's time for the Family to handle their business. This is the special session move every Family makes whenever the MC thinks they should at the start of a Session. As a group, the players will pick two needs, and two different characters who are going to be responsible for taking care of that need.

HANLDING FAMILY BUSINESS

When there has been significant downtime since the last Session, the Family may select any two needs they want to attempt to improve. If the Family currently has a need that is In Crisis, they must attempt to improve that need or suffer its consequences at the end of the Session. For each need, they must assign a character to be responsible for working on that need. A single Tribal may not try to handle more than one need at a time.

When a Family member tries to handle their business, the player selects one of the two stat options listed as good for fulfilling that need. Roll +that stat.

On a 10+, you may describe how your character has improved the Family's ability to cope with their need; either spend one Pull on someone who can help, or someone who can help gains one Pull on you. Raise that need's level by one, and note the new effects on the story listed for the appropriate level of the appropriate need.

On a 7-9, you tread water. You may either leave the need where it is, or accept a devil's bargain from someone who can help, and you are in their pocket. You want their help, you're doing whatever it is they want. Do that successfully, and you can still level up the need.

On a fail, you're pooched; describe how you screwed things up, or how someone or something screwed it up for you. Either that need drops a level, or the MC makes a hard move you can't cancel in any way.

Each trait has a basic **need** which is essential to the Family's survival. For each of these needs, the Family will have one of five ratings at any given time. **The basic level a Family wants to maintain is Adequate.** This means the Family is currently meeting that need, without any bonus or penalty. If a Family is at this level, they are in no imminent danger, but they are also not totally safe from bad luck or enemy action targetting that need.

Should a Family gain an advantage in one of their needs, they have Surplus. The specific affects of Surplus are defined for each trait, below. **One more step up from there, and the need is Satisfied.** At this level, the Family may either use the excess they've accumulated to earn the Family an upgrade from the lists included for each trait, or to handle another need they are currently not meeting. To do either of these things, the need drops from Satisfied back to Adequate, and the Family either adds the upgrade to their Family Assets, or they may raise one other need by one step.

If a Family which had a need rated as Adequate runs into trouble, it can drop to Wanting. While a Family has a need Wanting, they take a penalty as listed for the specific need, below. **Another step down, and they are In Crisis.** The MC makes a hard move from the list under that need's list of moves. In addition, if the need is still In Crisis at the end of a Session, the Family suffers an immediate loss, as described in the appropriate need. The need then resets to Wanting at the start of the next Session.

The levels of need and their general effects are:

- **SATISFIED:** The Family has an abundance of the resource they need, so much so that they may use that excess to either gain a new upgrade from that need for their Family, or raise another need by one level. This need then immediately goes back to Adequate.
- **SURPLUS:** There's enough of the right resources to go around. The Family recieves +1-ongoing on certain kinds of moves as long as they are here.
- **ADEQUATE:** The resource in question is available; rationing and attention will keep enough coming in to balance what's getting used. Times may feel lean, but nobody's going without.
- **WANTING:** Everyone's feeling the shortage of the resource. What there is is strictly rationed for use only when it's essential, and the Family members are feeling the crunch. The Family takes -1-ongoing to moves as listed for the need.
- **IN CRISIS:** Disaster strikes as the resource runs out. The MC makes a hard move related to the need; if the need is still In Crisis at the end of the Session, the Family must take a downgrade from the list for the resource. They then reset the need's level to Adequate.

What oes each need look like, and how do I know what each one does?

Each need is composed of the following information:

- **What sorts of things help fill that need:** Doing these things in play might warrant the MC improving the level of the need.
- **What sorts of things will worsen the need**: If these things happen in play, the MC could threaten their Family status.
- **What stats are good when someone is trying to fulfill the need with the handle their business move.**
- **What moves get a bonus for Surplus, or a penalty for Wanting.**
- **Available upgrades for Satisfied needs.**
- **Downgrades for needs which ended a session In Crisis.**
- **A list of MC hard moves related to the need.**

The next few pages are oriented so you can print out the Needs your game has and keep them available at the table. Copy the pages, cut them in half, and keep the six needs your Family has there at the table for use as fancy bookmarks. Or don't, if you think you can keep all this in your head.





For **Infiltration**, the basic need is **SOURCE**. In order to infiltrate enemies and maximize the impact of the Family's plans, the Family must gather information about their enemies.

Fill the need by interrogation of captives, surveillance on targets, or interception of communications,.

The need gets worse if the enemy successfully detects Family plans or activities, eliminates Family sources of information, or protects and repairs a potential breach.

The best stats to fulfill a Source need are smoke (to sneak in and out with the information) or ice (to break the information down and figure out the bests ways to use it.)

Surplus/Wanting: moves which involve planning or infiltrating

Upgrades:

•your Family are surveillance experts. +1-ongoing when trying to **sniff out hidden answers**.

•The Family has a sacrificial goat, a person or place that can be used to divert enemy attention; you may erase this upgrade to cancel one MC hard move

•you have a near-endless supply of "rats in the walls", low level informants and spies so weak and harmless they are effectively invisible; +1-ongoing to Influence moves inside one group

Downgrades:

•Your Family has a bad reputation with one Influence group; -1-ongoing to **sniff out hidden answers** or **weave strings** for that group

•name one enemy you have; they've got you pegged, and you take -1-ongoing to all moves against them until this issue is resolved

•your sources of information are drying up; -1-ongoing to all moves to gather any info from non-Tribal sources

MC Source hard moves:

•Someone is caught while trying to infiltrate a place.

•Someone acts on faulty intelligence which leads to severe harm.

•Something you wanted to stay hidden is publically revealed.



For **Urgency**, the basic need is **TIME**. The Family is constantly being challenged to make the best use of the time they have, and the clock is always ticking.

Fill the need by creating a safe place to take a breath and think, passing responsibility for tasks to a reliable ally, or identifying a short-term solution that will push off the bigger issues until you are better prepared.

The need gets worse if the enemy pressures the Family into making bad decisions, by panicking and losing sight of the bigger picture, or by ignoring a serious problem until it boils over.

The best stats to fulfill a Time need are fire (to press ahead boldly with quick solutions) or ice (to identify better ways to handle issues efficiently.)

Surplus/Wanting: moves which involve speed and efficiency of action

Upgrades:

•your Family are fucking fast on the response; +1-ongoing to all moves which involve quick reaction to an enemy's move

•The Family has a secret travel network in place which allows safe secure transportation once per Session for up to six people

•improvisational masters; once per Session, you may reroll a move you just missed and take the better result

Downgrades:

•your Family always seems pressed for time; -1-ongoing to moves which involve caution or patience

•things are falling apart; the MC may downgrade one 10+ hit on a move to a miss once per Session

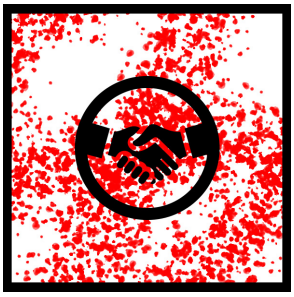
•your impulsive reputation gives your Family -1-ongoing to Influence moves

MC Time hard moves:

•You miss the deadline on an important event.

•Someone jumps the gun on an action that they should have taken more time with.

•A debt comes due at the worst possible time.



For **Support**, the basic need is **TRUST**. If the Family wants other groups to assist them, they're going to have to make allies, and be there when those allies need them.

Fill the need by performing important tasks for allies, placing others' goals above your own, and being open and forthright even when that exposes weakness.

The need gets worse if the Family fails to deliver on a promise, acts against an ally's best interests without excellent reasons, or betrays or appears to betray an ally's dangerous confidence.

The best stats to fulfill a Trust need are fire (to be charismatic and trustworthy) or steel (to be solid and dependable even through hardships.)

Surplus/Wanting: moves which involve convincing others of your intentions

Upgrades:

•Most of you are hard-working, no-nonsense. Erase one Pull someone has on a Family member each session without consequence.

•your Family is extremely close to their allies. Choose one Influence group; you now gain +1-ongoing when making Influence moves with them.

•The family gains patronage over another group. This **Job** is either from thankful citizens (gain Pull on the locals each session but the MC may make moves against them) or a more violent and energetic group (roll +steel each session; on a hit, gain Pull on them, but on a miss the MC makes a hard move)

Downgrades:

•your Family is in significant debt to another Family. That Family has three Pull on you.

•No one quite believes you can be trusted; the highest result you can get on Influence moves is 7-9, unless you spend Pull on the target or give them Pull on you

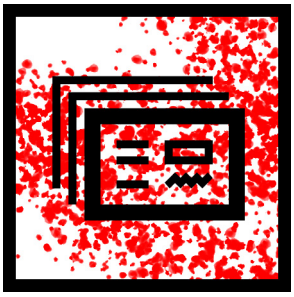
•your Family's paranoid; -1-ongoing to all Influence moves on someone you don't have Pull on; -2-ongoing if they have Pull on you

MC Trust hard moves:

•Betrayal is in the wind.

•Someone you trusted is not who you thought.

•A Family member takes severe harm from an enemy trap or trick.



For **Secrecy**, the basic need is **COVER**. A successful secret requires a bodyguard of lies and believable stories to explain the Family's actions.

Fill the need by developing new identities and safehouses, creating opportunities to lay smokescreens over your actions, and misdirecting enemies off your trail.

The need gets worse if the enemy tracks the Family to one of their safehouses, exposes dangerous secrets, or breaches the methods the Family uses to cover up their activities.

The best stats to fulfill a Cover need are smoke (to dissimulate and distract enemies) or steel (to withstand interrogation and hardship.)

Surplus/Wanting: moves which involve concealing your identities

Upgrades:

•you have a ready supply of burnable false IDs; once per Session, you may switch all your legal paperwork to new names

•you have a pristine safe house which you can retreat to if you **bang bricks** and get a hit; you can remove this upgrade to heal fully and resupply; you may also erase one Taint and one Condition

•the bewildering numbers of false reports and cover identities your Family uses gives +-1ongoing to **shine someone on** or **gaslight**

Downgrades:

•your Family's made the government watchlists; -1-ongoing to all moves involving Authority and Nemesis groups

•evidence chains are starting to tighten around you; -1-ongoing to **bang bricks**

•you've been publically revealed once before; the MC may erase this downgrade to make a hard move to have someone recognize you

MC Cover hard moves:

•There's a dangerous flaw with one of your identities.

•An enemy exposes you publically. And the authorities are after you.

•Someone you lied to about your past finds out an ugly truth.



For **Violence**, the basic need is **GRIT**. Every violent action confronts the Family with the realities of broken bodies and shattered lives. To survive, they must be tough.

Fill the need by getting time to heal and recover your senses, developing a strong healthy coping strategy., or surviving experiences that prove you are following the right path.

The need gets worse if the Family suffers a disastrous and personal loss, causes an atrocity involving innocent people, or breaks when confronted with a horrific example of violence.

The best stats to fulfill a Grit need are steel (to bear through the consequences of your actions) or fire (to vent the pain and horror through a cathartic emotional burst.)

Surplus/Wanting: moves which involve causing or resisting harm

Upgrades:

•your Family's deadly. +1harm to ALL harm dealt

•your Family is defensive and suspicious. +1armor

•your Family is hot-tempered and quick to anger. +1-ongoing when you **burn shit down**, but -1 armor from your group.

Downgrades:

•Exhaustion and depression threaten. -1-ongoing to attempts to **pack your gear**

•Your armory and gear situation is for shit. Your Family can no longer deal severe harm with any moves; deal established harm instead

•your Family's violent reputation scares those who aren't used to violence; -2-ongoing with all Influence moves with peaceful or mundane groups

MC Grit hard moves:

•A Family member responds with inappropriate violence.

•Someone cracks under the horror of what they have seen.

•A trusted ally or Family member dies for your sins.



For **Weirdness**, the basic need is **SANITY**. The stranger the world gets, the more the Family must seek to balance the answers they seek and the power they hold with their humanity.

Fill the need by grounding yourself in reality and responsibility, surviving supernatural experiences without damage to your sense of self, or avoiding temptation from power and signal.

The need gets worse if the Family succumbs to other-worldly seduction, misuses mystical or psychic power, or survives supernatural experiences which warp perceptions and beliefs.

The best stats to fulfill a Sanity need are signal (to internalize and accept challenging paradigms) or steel (to rationalize horror and mind-shattering truth.)

Surplus/Wanting: moves which involve the supernatural or unworldly

Upgrades:

•your Family is tied to supernatural forces. +1-ongoing when **petitioning the *loa***

•your Family is well-supplied with occult tools and materials; every member starts each Session with a free charm

•you're hardened to the mysteries of this world because of your experience of others; +1-ongoing to **pack your gear** with non-supernatural sources

Downgrades:

•you're beginning to go off the rails; -1-ongoing to **pack your gear** with supernatural sources

•the edges are beginning to fray; the MC can erase this downgrade to mark Taint for every member of the Family

•madness and instability plague you; any time a Family member misses a move involving signal, they must also mark Taint along with other effects of the miss

MC Sanity hard moves:

•Someone loses their mind irrevocably.

•Something which should not be escapes.

•An ally or friend is taken by the supernatural.



For **Resources**, the basic need is **STOCK**. If it's ammo for guns, fuel for bikes, or that special radio for the tech rat, a Family has to have supplies if they want to thrive.

Fill the need by developing new sources of supplies, seizing supplies and valuables from enemies, and locating new places and ways to scavenge what you need.

The need gets worse if the enemy destroys or neutralizes a supplier, the Family is unable to pay for needed material, or wastes or loses valuables they were counting on.

The best stats to fulfill a Stock need are smoke (to dissimulate and distract enemies) or steel (to withstand interrogation and hardship.)

Surplus/Wanting: moves to find or replace supplies of any kind

Upgrades:

•The Family is involved in theft and criminal activity. This **Job** can run cons and petty thefts-(+1-ongoing to **scrounge resources** but the MC can make moves against street allies) or hit the big time heists and raids (give someone Pull to gain +1 to any sort of violent move)

•You have access to a workshop which allows you to repair and resupply when you can get to it; +1-ongoing to moves to fix or create gear)

•you have a treasure trove of goodies hidden away; erase this upgrade to change a miss on any move to a 10+ result

Downgrades:

•your Family's gear is in bad shape and needs constant attention. Start each session giving someone who fixed your gear Pull, or the MC may make a move related to your equipment

•you have lost contact with your best suppliers; -1-ongoing to **scrounge resources**

•a lack of medical supplies, food, and water gives you -1-ongoing to all moves involving survival or resisting environmental effects

MC Stock hard moves:

•A piece of gear you needed breaks and there's no way to repair it.

•Something important goes missing; who took it?

•Lack of resources drives someone to a desperate solution.



For **Privacy**, the basic need is **COOL**. People crammed into close proximity and forced to deal with each others' unique stresses causes even slight friction to run hot.

Fill the need by bonding over shared experiences, gaining some much needed time alone, or settling complex personal issues in the Family.

The need gets worse if the members of the Family are forced into even closer confines than normal, if private issues and concerns are forced into harsh spotlight, or if the Family is hurt by invasive drama from Up Top.

The best stats to fulfill a Cool need are smoke (to distract and reduce friction in the Family) or fire (to strengthen bonds and affection between people.)

Surplus/Wanting: moves involving emotional control

Upgrades:

•your creative use of space makes your crash space a warren; +1-ongoing to moves to resist enemy actions against your base of operations

•everybody's got their own small area to keep their shit; +1-ongoing to **scrounge resources**

•your Family is particularly tight-knit and used to each other; erase this upgrade to ignore any MC move involving inter-Family friction or conflict

Downgrades:

•small cracks are starting to form in the Family; -1-ongoing to moves involving teamwork within the Family

•your tempers make things difficult around normal people; -1-ongoing to all Influence moves with Civilian groups

•another Family has some of your angry cast-offs; the MC can erase this downgrade to have that Family intrude on your plans

MC Cool hard moves:

•Someone gets so sick of things they disappear on you.

•A private feud blows up.

•Someone is humiliated to the point of using their feet.



For **Individuality**, the need is **HARMONY**. When everyone has conflicting beliefs and their own ways of doing business, the Family has to be able to get along.

Fill the need by finding a satisfying resolution to differing beliefs, giving positive expression to alternate views, or resolving Family disputes fairly and peacefully.

The need gets worse if the members of the Family are openly antagonistic to alternate views, the Family suffers an internal conflict without successful resolution, or a Family member targets another member's conflicting beliefs or ideals.

The best stats to fulfill a Harmony need are ice (to utilize intellect and negotiation to find common ground) or fire (to get along and accept people of diverse backgrounds and beliefs.)

Surplus/Wanting: moves involving teamwork with other members of the Family

Upgrades:

•your Family is motivated and passionate. +1-ongoing when **packing your gear**.

•No one can tear you apart; erase this upgrade to prevent any move or hard move which involves Family acting against their own, even involuntarily

•your Family's obvious respect and affection for each other helps you through the tough times; +1-ongoing to **dig deep to survive**

Downgrades:

•your Family's suffered a recent catastrophe which has left them badly shaken and loose-knit, with members thinking of using their feet. -1-ongoing to **follow the rule of twos**.

•The Family has a VERY strong and inconvenient belief which they can't violate. Anyone who does gives every other Family member Pull immediately. What is that belief?

•your Family can't let go of its pre-Tribal roots. +1-ongoing to Civilian Influence rolls, but someone in your Family gives Pull every session to someone from their old life.

MC Harmony hard moves:

•A disagreement erupts into unexpected violence.
•Strong feelings force decisions at the wrong time.
•Someone goes off in an inconvenient sulk.



For **Discipline**, the basic need is **DRILL**. A well-planned training schedule and chain of command assists the Family in operating under extreme stress like a well-oiled machine.

Fill the need by rough real-world training for possible problems, enforcing military-style precision and authority, or developing and enforcing clear-cut standards and expectations.

The need gets worse if the members of the Family 's leaders make a bad call which brings harm to the Family, if subordinates disrespect the authority figures inside the Family, or if the leaders fail those under them through improper or abusive discipline.

The best stats to fulfill a Drill need are steel (to live up to demanding standards and professionalism) or fire (to earn the respect and acceptance of those around you.)

Surplus/Wanting: moves involving intricate plans or urgent response to crisis

Upgrades:

•your Family has a dozen well-planned immediate action drills; +2-ongoing to **start a dust-up** if you strike first and keep the initiative

•everybody knows the planned responses for common emergencies; +1-ongoing to gain control of or combat dangerous emergencies

•you have a detailed set of fall-backs for emergencies; once per Session, a Family member who rolls a miss on a move may reroll and take the new result

Downgrades:

•You particularly disdain law, peace, reason and society. -1-ongoing to all moves involving Authority and Civilian groups

•your Family is rigid and uncompromising; -1-ongoing to moves involving negotiation or acceptance of others' views

•you've got nothing but hammers, so this problem must be a nail; the MC may erase this downgrade to spring a hard move on you you should have seen coming

MC Drill hard moves:

•A failure to maintain the standards causes harm.
•The leader is challenged for control.
•Someone revolts for perceived unfair treatment.



For **Survival**, the basic need is **SHELTER**. A Family wants fresh food, clean water, protection from the environment, and a safe place to sleep; things are rarely ideal.

Fill the need by locating a decent safe space the Family can use for a while, making significant improvements in existing hideouts, or finding or seizing a ready supply of food and water.

The need gets worse if the Family abandons their safe places, their enemies or the environment ruin a source of food or water, or members are exposed to environmental threats to their basic health and safety.

The best stats to fulfill a Shelter need are ice (to wisely and intelligently parcel out limited resources) or signal (to utilize Tribal rituals and magic to better your position.)

Surplus/Wanting: moves involving resisting environmental effects

Upgrades:

•your Family's main hideout is excellently protected. +2armor when fighting in its defense.

•extensive small private herbs and crops allow you to heal 2-harm each once per session

• you have a secret stockpile for rainy days; erase this upgrade to gain a 10+ hit on **packing your gear** or **digging deep to survive** for ALL members of the Family who have to make the move

Downgrades:

•your Family is unhealthy or exposed. At the start of each session, each character must roll +steel. On a miss, they are sick; mark 1-harm that can't be healed this session.

•The Family is living in a shithole. -1-ongoing to all rolls to **scrounge resources** if it's related to finding gear, food, or fresh water.

•Your compound is mostly tents, lean-tos and wooden walls. -1armor when fighting to defend it.

MC Shelter hard moves:

•Someone gets dangerously ill (severe harm.)

•Desperation causes a fight over food or water.

•An unspeakable act is commited to satisfy hunger or thirst



For **Access**, the basic need is **CONTACT.** Managing a complex network of friends, Ponies, spies, sources, and allies, all with conflicting goals or methods, means constant work to balance them all.

Fill the need by protecting an allied group from serious harm, making a profitable arrangement with a new ally, or fulfilling a potential ally's needs at cost to your Family.

The need gets worse if the Family fails to protect an ally from enemy action, betrays an ally's secrets or exposes them needlessly, or trusts someone who ends up betraying the Family.

The best stats to fulfill a Contact need are smoke (to conceal and protect those who are aiding the Family) or signal (to gain aid from powers beyond human understanding.)

Surplus/Wanting: moves involving forming or maintaining alliances

Upgrades:

•Your Family has valuable technical expertise or trades in some valuable local commodity. As a **Job**, you can broker deals (+1-ongoing to **weave new strings** or to **go-to**), or fulfill needs (gain Pull each session from one of your clients).

•Your Family are manipulative butterlies. +1-ongoing to **gaslight** or **jam the system**

•you make new friends; select a new Pony and gain two Pull on them

Downgrades:

•lost connections inside an Influence group give you -1-ongoing with them

•ingering problems with your communications networks are making it difficult to get in touch with people; each time you spend Pull, you have to spend one extra or the MC may make a move

•your reputation is muddied; the MC may erase this downgrade to turn one Influence move result into a miss; if she does, every Family member marks experience

MC Contact hard moves:

•An important contact is placed in jeopardy.

•Communications fail at an urgent moment.

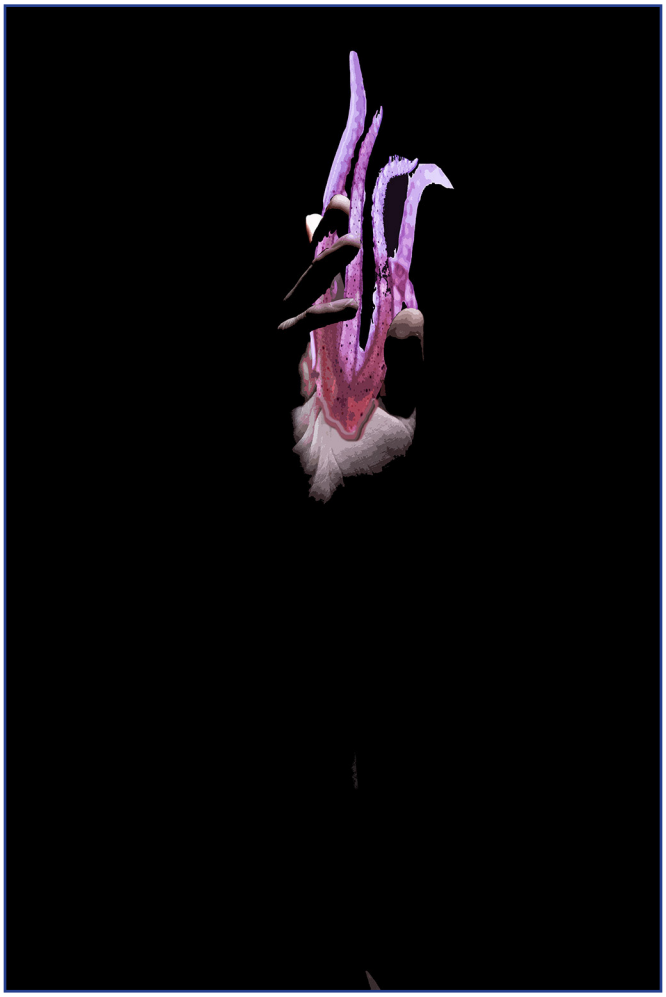
•Spirits act out in dangerous ways.

Show me, don't tell me.

There's an extended example of how needs and **handling your business** work in the Busted Appendix.

All right, I've skipped ahead and seen your example first session. I kinda think I'm good. What else do I need to know?

The heart of ***The Tribe: HLH*** is the basic Apocalypse World system. You can use bits and pieces from any game that uses the same rules system (and there's more on that later in the book.) But the WORLD of the Tribe, that's got its own specific challenges. So it's time to introduce the main bad guys of the piece.



A BLEAK GLIMPSE INTO THE ABYSS

Just as there are a dozen different stories about how the Tribe came to exist, there are a dozen ghost stories about how the Outsiders cam to be, and what they really are. There are a few points all the origin stories agree on:

1. The Outsiders do not come from this reality. They have been heard to refer to their home as the Abyss, the Qlippothic Realm, or the Old Realms.
2. The Outsiders' home and their very existence produces a biological, mental, and metaphysical corruption known to the Tribals as Taint. The more Tainted something is, the less human or Earthly it is, and the easier Outsiders can interact with it. Continued exposure to Taint is cumulative and hard to get rid of.
3. Outsiders are partially unearthly in make-up. Their physical forms are full of strange chemicals and fluids alien to Earth. These chemicals are essential to their long-term survival on this planet. Their natural forms resemble various varieties of gray-green slugs or slimes.
4. Outsiders can infect or invade human forms. They have several different ways to do this; the more time and preparation they have before attempting to enter a human, the more likely they will be successful. To occupy an Earthly creature for more than a few minutes, there must be Taint present in it.
5. Outsiders' technology is well beyond human normal in several key areas, including biological, industrial, and weapon technologies. Their science is almost impossible to understand, and their gear is twisted and biotech in appearance. Humans can use their gear, but only at the risk of Taint
6. Outsiders appear to have no ability to form any emotional or personal bond with any other living thing, even other Outsiders. They are absolutely amoral and self-serving, and care nothing for anything beyond their own wants and desires.
7. Outsider culture revolves around serving those above you in development, and lording it over those below you. Since a large part of moving up in development appears to be based on how well an individual Outsider can achieve its goals, there is an unbelievable amount of backstabbing and betrayal among them.
8. Outsiders are afraid of almost nothing except their own demise, their superiors, failure, and the supernatural. Whatever the Signal is, Outsiders can't perceive it, or use it in any way. While they appear to have various mental powers, they seem to operate on some other wavelength humans cannot perceive either.
9. Because they are cunning and evil, Outsiders prefer to subvert and manipulate humans to do their dirty work. Their ultimate goal is the seduction and destruction of this entire reality, and its resurrection in their own image. How close they are to their goals is determined by the initial Situation set-up described at the start of the book.

THE CONSORTIUM

While there are little to no solid truths known about the Outsiders, their main agency in America is well-known to the Tribe. The Consortium appears to have started as a small group of scientists, politicians, and military men who were in on the discovery of the first Outsider arrivals on Earth somewhere around the end of World War Two. Most Tribals tie this event to the crash at Roswell, but that may be a lie told to Consortium recruits to give them answers they can accept. This early conspiracy took some time to really get going, but the death of the few people in the Federal government who could actively resist has effectively allowed the Outsiders to accelerate the spread of their influence through human power groups. How far they have spread in your story is up to the Situation generated by your group.

The Consortium tries to maintain its distance from public activity under its own name in most cases. There is no central Consortium base anymore; the last one was destroyed by Mitchell and the Stone Tribe during the Valentines' Day Massacre long ago, and the Outsiders have never made the mistake of centralizing their control since. There are many different Consortium front companies and facilities, always operating under some form of cover story. Many if not most of the personnel in these facilities are unaware of the existence of the Consortium and the true purposes of the facilities. Security guards are very rarely Consortium hitmen or agents; they are much more frequently private security guards or military personnel simply doing what they're told.

Any cell of actual Consortium agents will report directly to one central Outsider leader, who directs their actions and monitors their progress. Agents serve the Consortium for all sorts of reasons, which are discussed a little more in the individual entries below. Almost none are total fanatics, and with enough pressure or the right leverage, they can be reasoned or bargained with. Not many Tribals bother, however.

The biggest strength of the Consortium in America today is the vast amount of power held by the very few oligarchs currently running the power groups of the country. The biggest weakness of the Consortium is that it is still incredibly outnumbered by regular men and women who would rise up in horror if they knew about its goals.

AGENTS OF THE APOCALYPSE

The Outsiders do much of their evil through the use of human agents who may or may not know what it is they serve. Here are some members of the Consortium, presented for your use as threats. Choose whichever options you desire for each category. Where there are moves listed, the MC can also use other moves appropriate for the type of threat they are. Select a Threat you think matches their use in your story. For instance, Unknowing Security could be part of a Vampire's Social Subversion Threat. You would add the Security's moves to the other moves you get from your threat, and they can be used as goons when needed.

Unless other wise noted, all the agents listed in this section are a small gang, taking 3-harm before being disabled or driven off. If the harm it gives isn't listed, assume it's 2-harm hand or by the weapons the gang has.

UNKNOWING SECURITY

Usually part of various private government contract firms, the most common being Hackworth.
Motives: paycheck, survival, sense of duty
Why They Serve: don't know they are, don't suspect the truth, scared to resist
Impulse: to do the minimum to get the job done, to survive at any costs, to intimidate and bully lesser people, to get ahead to a more powerful position, to avoid conflict and danger

Moves:
•Gang up on a weaker target (small gang, 1-harm hand, cowardly)
•Seek cover and panic fire at anything that moves (characters must **shine them on** to get by, a miss can cause 2-harm)
•Reveal uncomfortably human needs and desires in response to an attack.



PROFESSIONAL MILITARY

Well-trained, well-equipped members of a military unit, usually involved without any awareness of what the Outsiders and the Consortium are.
Motives: avoid letting the team down, get home safe, protect their team
Why They Serve: don't know the real score, orders are orders, patriotism
Impulse: to minimize friendly casualties, to engage the enemy, to find cover and return fire

Moves:
•Set up a deadly ambush (medium gang, 3-harm, 1-armour, gains an extra harm with surprise)
•Lock an enemy down with covering fire. (**dig deep** or suffer 2-harm.)
•Blanket an area with overwhelming force. (You must **bang bricks**, be captured, or take severe harm)

SPECIAL FORCES

The men and women you call in when you need the best the military can offer. Might be Navy SEALS, Army Rangers, Delta Force, or Russian Spetsnaz. As with their professional brothers and sisters, they probably don't know exactly what it is they're serving. But they MIGHT have some experience from other missions.
Motives: achieve the objective, be the best possible, overcome obstacles
Why They Serve: enjoys the challenge, lifer, knows too much to quit
Impulse: to hit and move, to keep the enemy off balance, to gather info and make a solid plan

Moves:
•Engage with overwhelming force. (You must **dig deep** or take severe harm, then they become a small gang, 3-harm, 1-armour, skilled stealthy well-armed.)
•Infiltrate a secure location and find dangerous info.
•Take down Family allies in a sudden assault.





FEDERAL AUTHORITIES

All of the big government three-letter agencies have members serving the Consortium. The FBI investigates Tribal criminal enterprises, the CIA is listening to their calls, and Homeland Security is tracking them on terrorist watchlists.

Motives: national security, professional pride, power and authority

Why They Serve: money, a chance to move up, enjoys the lifestyle

Impulse: to seek the truth, to protect the innocent, to make the arrest

Moves:

- Spring a major series of arrests in an area or ally group the Family needs to use.
- Detain and question someone at an inconvenient time.
- Use Federal laws to disable, distract, or destroy a Tribal asset, intentionally or not.

RESEARCHERS

Sometimes, the people making trouble for a Family will not even know. With social media and net-enabled content gaining ground on conventional media, amateur or semi-professional journalists are out there looking for content. Researchers could be private investigators, a blogger interested in the higher number of violent crimes here, a jaded war correspondent looking to expose police brutality, bounty hunters, or independent individuals searching for someone or something. Whatever it is they're looking for, a Family can have a real problem with investigators, even if the subject of the investigation has nothing to do with the Tribe. Researchers can cause a lot of secondary chaos.

Motives: get a good story, dig for the real answers, expose the "bad guys"

Why They Serve: enjoys the investigations, eternally curious, political or personal agenda

Impulse: to gain better access, to go where they're not wanted, to ask hard questions

Moves:

- A researcher's questions threaten to expose the Family's activities.
- Work on an unrelated story adds chaos or complications to a situation.
- Dangerous evidence gets to an unknowing journo.

PROJECT DREAMLAND

A top-secret government project composed of agents trained in investigating occult and paranormal cases. The historical source of tales about Men in Black showing up to cover up UFO visits, Dreamland is tasked with investigation and handling of any case which might reveal the existence of the supernatural to civilians.

Motives: hatred of the occult, concern for victims, desire to know the truth

Why They Serve: access to power, best use of their skills, under orders

Impulse: to conceal dangerous facts, to recover occult tools, to eliminate or discredit witnesses

Moves:

- Witnesses or allies in an area are detained or even disappear.
- An area the Family needs to use is flooded with Dreamland security and investigators.
- Mysterious figures enter the area, motives unknown.



SWORD TEAM

Dreamland investigates, SWORD (Special Weapons Occult Response Division) hunts, contains, and captures or kills occult or paranormal threats. Highly trained Special Forces aware of some of the truth behind the lies, SWORD agents are excellent combatants, and a major risk to a Family in their sights. Each one of these agents is a dangerous enemy all by themselves.

Motive: personal loss, professional pride, increased power inside the Consortium

Impulse: to contain and destroy their enemies

Maximum Harm: as a PC, each (they are not a gang)

Harm given: by whatever weapons they choose to use, or with **Outsider special weapons**

Moves:

•An area where occult activity has occurred is isolated and secured.
•Black helicopters bearing SWORD teams are overhead.
•A target is disappeared with a minimum of warning and no evidence left behind.

BLUE FLASH

If a SWORD team targets you with special weapons, roll +steel.

On 10+, you avoid any immediate damage.

On 7-9, you can resist some of the effects, but take either 2-harm AP or 1-harm and mark Taint. You also suffer a -1-ongoing to all moves involving one of your stats until the end of the session.

On a miss, you suffer 3-harm AP and mark Taint, and the MC may specify a special effect which causes -2-ongoing to all moves involving one of your stats until the end of the session..

CONSORTIUM HENCHMEN

The rank and file of the Consortium are secretaries, technicians, political functionaries, and other low-level everyday workers who are aware they have been accepted into the Consortium, that the pay is fantastic, and that the security clearance needed is above Top Secret. They rarely know anything substantial about the Consortium's true goals or capabilities; they are often used as a walking body farm for potential Outsider Hosts. Tribals argue over whether or not they are legal targets for violence. If they are, it can cause some serious drama when Tribals realize what they've done.

Motives: get paid, impress the boss, keep your head down
Why They Serve: it's a job, sense of being special, gain of power
Impulse: to do as you're told, to discover what is next, to make more money



Moves:

•A Consortium employee gets in the middle of a situation.
•Someone the Family cares about is hired by the Consortium.
•A worker wanting to get out of the Consortium contacts the Family. Is it a trap?



CONSORTIUM FIELD AGENTS

At this level, the Consortium's personnel are in on the score, aware of the alien invasion and subornation of authorities. Anyone serving here has full knowledge of what they are doing, and the Tribe considers them legitimate targets. Of course, being trusted agents, they are also very good at their jobs, and have all the training and equipment they need to succeed.

Motives: impress the bosses, achieve objectives, move up at all costs
Impulse: to complete their mission and protect Consortium assets while avoiding failure and "demotion"
Maximum Harm Taken: as a PC, and has 2-armor (they are not typically part of a gang)
Harm given: as per their weapons, or with **deadly technology**

Moves:

•Swarm into a Family area in overwhelming force. The Family must **bang bricks** or suffer severe harm.
•A Tribal ally or supporter is attacked, and must be rescued.
•Unexpected extra security appears at a scene.

OMNICIDE TRIGGER

If Field Agents hit you with deadly technology, roll +steel or +smoke, whichever is better for you.

On a miss, suffer either 5-harm, 3-harm AP, or 3-harm close area messy. (MC's choice.) You may reduce the harm suffered by 2 by marking Taint as Outsider toxins course through you.

On 7-9, you take 3-harm or 2-harm close area messy. If you are required to take a Condition, you must also mark Taint.

On a 10+, escape harm, but -2-forward to your next move.

The MC can only use this special move once per scene.





CONSORTIUM GREYFACES

Officially, Section 7 of the Consortium's Security Directorate. The true Men in Black, the most dangerous human agents the Consortium fields. Trained for years, indoctrinated thoroughly in the Outsiders' mission on Earth, and morally bankrupt and willing to do anything to advance the conspiracy's goals, the Greyfaces are the teams the Consortium sends when they are intent on murder and cover-up.

Motive: follow orders wherever they lead
Impulse: to destroy the enemy and advance conspiracy goals
Maximum Harm Taken: as a PC, and has 2-armor
Harm given: as per their weapons, or **beamed thought induction**

Moves:

•An Outsider facility or target completely disappears without trace.
•Somewhere safe is no longer safe, and lost for use by the Family.
•Someone the Family trusted is revealed as a Greyface plant.

MOUTH OF MADNESS

If you are targeted by beamed thought induction, roll +ice.

On a miss, your thoughts are controlled as if you owed Pull to the Greyfaces. You may not refuse or resist, and have no memory of your actions afterward. This effect lasts one scene. Alternately, if the Greyfaces want, you are immediately incapacitated and captured. In either case, mark Taint.

On 7-9, you are resisting, and take 1-harm AP and -1-ongoing to all moves until you **bang bricks** or eliminate the threat. You must also mark Taint.

On a 10+, you avoid the effects, and gain +1-ongoing to any future attempts to resist this move this Session.

REAVERS

Most Tribals would rather die than give in to the Outsiders. Occasionally, however, a Tribal has been known to switch sides. Either they have done something so horrid the rest of the Tribe wants them dead, they are so corrupted they have switched sides, or they have been manipulated through pain or threats to work for their enemies. In any case, Reavers are incredibly dangerous because they know the Tribe, and they know what its weaknesses are. Reavers captured alive are killed, so they never surrender.

Motive: survival, unforgivable crimes, revenge
Impulse: to hunt down and eliminate the Tribe so their Outsider Masters will let them live a little longer
Maximum Harm Taken: as a PC
Harm given: as per their weapons, **anti-Tribe atrocities,** or **cleverly targetted seduction**

Moves:

•One of the Family's assets is neutralized or destroyed.
•The Family's operations are compromised by Reaver surveillance.
•Reavers seize a Family ally or friend as a hostage, threatening to kill them.

JUDAS GOAT

If you are targeted by anti-Tribe atrocities, the MC details what Influence Group the Reavers are using against you. Roll +Influence.

On a miss, lose all Pull in that group, mark 2 Taint, or take a condition, your choice. Also, someone or something you value from that group is horribly destroyed and the MC may make another move immediately.

On 7-9, you mark Taint, take 3-harm AP, or the MC makes a hard move involving someone in that group.

On a 10+, you avoid the effects, and gain +1-ongoing to any moves in response, as the Reavers' actions give them away.

MUTINY MANTRA

If a Reaver is able to identify a source of friction in your Family and call it out to you, take -1-ongoing to all moves involving that problem until it is fixed or catastrophe happens.



SUPERNATURAL FOES

Just as the Outsiders and their agents are dangerous enemies, various supernatural creatures also can be deadly foes. There are many different myths and legends about the creatures that roam the world, and it is up to the MC to determine what myths he wants to use. The following enemies are there for you to use as you see fit.

VAMPIRES

Of course, everyone knows all about vampires. They are probably the most popular of all supernatural beings; walk by any movie theater or book rack and you will see dozens of stories featuring dark conflicted hero vampires gathering together in intimate hidden social groups. Sometimes, they fall in love with fragile mortals, and have angsty romances. But the truth is often much nastier. They do not pass along vampirism with their bite, and the only way they can create another of their number is through an intentional ritual act which creates a subordinate vampire under their domination. These thralls are much less powerful, and are usually used as expendable guards or gophers. A thrall whose master is killed will gain independence, and begins to become more powerful as they age.

The Elder Evil

These are vampires as apex predators; they live alone, and it is very rare for them to socialize at all, since they compete for resources. They can pass for human, although they may seem colder or deader than we are. They are a supernatural version of mankind, always hungry for human lives. They drink our blood and usually take victims who are awake and aware; the more frightened and innocent the victim the better the "flavor," but any human will do. These vampires will have enormous resources and centuries of experience in staying hidden among us, and they will tend to have many human servants, volunteers or not.

Impulse: to extend their power

Maximum Harm Taken: as a PC, and has 2-armor against all attacks, even AP

Harm given: 2 hand AP (claws), or **using their bite**

Moves:

•Appear or disappear without warning or trace.

•Reveal your far-reaching insidious influence on humanity.

•Unveil an evil and far-reaching plan.

STOCKHOLM SEDUCTION

If you are bitten by an Elder, roll either +steel or +ice, whichever is worse for you.

On 10+, you take 2-harm but can break free without any further physical effect; you are all right other than being upset and light-headed.

On 7-9, take 1-harm AP continuing-4, and the creature has you in its grasp. You are touched by the elder's influence; take -1-ongoing on all moves against the elder or his minions.

On a miss, you take the ongoing harm and also 1 Taint, plus the elder is still able to make moves while feeding on you. The elder has psychically marked you, and knows where you are and what you're doing at all times. You also take the move penalty.



The Poisonous Spider

Vampires as social creatures, part of the whirl and excitement of a city's night life. While they prey on humanity, they are still recognizable as former mortals, and will have many of the same motivations we do. They congregate in groups and fight prolonged complex battles over turf and recognition. This kind of vampire is sexy and has great presence, although they are less dangerous individually than the elders. The biggest threat they are is to a person's well-being and sanity, as they often take control of others to use as tools in their own plans and schemes. They may break your mind and leave you a shattered husk of your former self just to score a few points off one of their fellow vampires.

Impulse: to score social victories over their peers

Maximum Harm: as a PC, and has 1-armor against all attacks, even AP

Harm given: 2 hand (claws) or **use hypnotic gaze**

Moves:

•Offer them something they really want in exchange for considerations.

•Influence a group in a direction you want them to go.

•Show up with a posse of other vampires (2-harm 1-armor small gang mystical stealthy) or minions (2-harm medium gang fanatic unskilled).



PLEASE DON'T LEAVE ME

If you are exposed to their hypnotic gaze, roll +signal

On 10+, you resist without any further effect.

On 7-9, you are disoriented and distracted, taking s-harm and -1-ongoing on all moves until you have had a chance to sleep.

On a miss, the vampire has been able to seduce or manipulate you; the MC makes a hard move involving your character. It can't be self-destructive for you, but otherwise the sky's the limit. (MCs need to remember the X-card here, and avoid taking away the player's agency.

The Brutal Maniac

This is a vampire as the ultimate monster, a depraved and corrupted beast of pure evil. Whether or not this is due to their choice or not doesn't matter. This creature can't function among normal society, and must hide and pick its targets carefully. It sneaks and strikes from the shadows, leaving death and horror in its wake. At the MC's discretion, it may be possible to reason with it, but it may not be trusted.

Impulse: to devour and destroy

Maximum Harm: as a PC, and has 2-armor against all attacks, even AP

Harm given: 3 hand AP(claws) or **ravenous assault**

Moves:

- Intrude into an area that was supposed to be protected.
- Lead your enemies astray with a false trail.
- Abduct an innocent for nefarious purposes.

EXCESSIVE CARNAGE

If you are ever alone with this thing, you may be the victim of a ravenous assault; roll +steel.

On 10+, you are battered by its teeth and claws but manage to escape; take 4-harm.

On 7-9, you are badly mauled and left for dead, taking 5-harm.

On a miss, you've been worked over so thoroughly it's unbelievable you're still breathing. Take 6-harm, and, if you're still alive, take a Condition which can never be naturally healed.



DEATH-TOUCHED

Sometimes, the things which die don't stay dead. Tribals have long recognized that there are ways in which the dead can return from the grave; they call these creatures death-touched. Whether they are mindless zombies summoned by an enemy, murderous revenants seeking revenge, or reanimated bodies carrying the spirit of long-dead beings, all the Death-touched are viewed with a mixture of dread and suspicion. Their motivations are often at odds with humanity, and their methods frightening and cruel.

The Walking Dead

Everyone knows zombies, whether they are the fast assaulters or the slow shamblers. The walking dead are rarely encountered in public, but they are not uncommon in hidden government testing labs or plagued small towns near quiet hillsides.

Impulse: brains!

Maximum Harm: as a regular NPC, MC's choice if they are hard to kill (1- or 2- armor) or only vulnerable in one way (-2-ongoing to moves to harm them)

Harm given: 1-harm hand (unless they're ganging up on you), or either **infectious bite** or **mobbing an area**

Moves:

- An NPC bitten or injured now becomes one of them.
- Spring out of somewhere no one checked
- Groan loudly, attracting the attention of others. (raises the number of walking dead into the next sized gang)

The walking dead are either infectious or come in very large numbers which seem to be able to coordinate their actions as if able to still reason. The MC chooses which you've found.

DEATH BY INCHES

If you are bitten by an infectious zombie, roll +steel.

On 10+, there's no effect other than fear and horror. Take s-harm, and your body fights off the infection within 24 hours.

On 7-9, you take 1-harm AP, and must reroll every hour until you either get a 10+ result, or die.

On a miss, you take 2-harm AP, are sickened (-1-ongoing to all moves until you receive medical attention) and must reroll this move every hour until you either get a 10+ result, or die.

If you die from this move at any point, rise within five minutes as one of the walking dead. For NPCs, assume ANY bite might cause conversion.

ALAMO FLASHBACK

If you are caught in a zombie-mobbed area, roll +smoke.

On 10+, you can move and act normally as you cut through them quickly enough to avoid trouble.

On 7-9, although none of the zeds have gotten to you yet, scrapes and bruises accumulate. Take 1-harm, and you are still surrounded.

On a miss, the MC makes a hard move, and you're still surrounded.



The Vengeful Returned

Sometimes when someone dies with anger and vengeance on their mind, they can return from beyond to wreak havoc on those they believe have wronged them. These revenants are deadly opponents, clever and skilled, with full human abilities and immortal fury. In some rare cases, the Tribals might even want to help the revenant, but the creature will often be excessively violent. Even by Tribal standards.

Impulse: to gain brutal and final revenge

Maximum Harm: as a PC, and no weapons do more than s-harm, regardless, unless they are part of the revenant's vulnerability

Harm given: 2-harm hand or by whatever weapons they choose to use

Moves:

- An NPC that might have given offense to the creature is brutally murdered.
- It enters a secure area or gets to an enemy who thinks he's safe.
- Perform a stunt that would kill a mortal and walk away fine.

Every vengeful returned has a vulnerability the MC chooses. This can be an item, a type of weapon or energy, or an action which harms or banishes the creature.

TRIAL BY ORDEAL

If you are trying to discover its weakness, after the creature has hurt someone, roll +ice.

On 10+, the MC must give you a hint about what the creature's weakness is. On the third hint you recieve, you figure out what it is if you haven't already.

On 7-9, you aren't quite sure what it is, but you gain +1-forward on your next attempt to figure it out.

On a miss, the MC makes a hard move.

The Possessed Corpse

Where the vengeful returned is on a mission, the possessed corpse only wants to survive by any means possible. Whatever is animating the corpse doesn't want to return to where it came from, and will fight not to do so. In the worst case scenario, the creature can actually switch from body to body, much like the Outsiders, leaving a trail of corpses behind it.

Impulse: to survive no matter what the cost to others

Maximum Harm: as a PC, and only a specific action or ritual can banish it permanently; MC's choice on what is needed

Harm given: by whatever weapons they choose to use, or by **discharging baleful energies**

Moves:

- Escape, leaving harm behind to innocents.
- Disguise yourself and pass unnoticed.
- Corrupt or poison an area or person.

NAUSEA FUEL

If you are exposed to its baleful energies, roll +signal.

On 10+, you take 3-harm close.

On 7-9, everyone in the area takes 2-harm close area.

On a miss, the damage is 3-harm AP close area, and -1-ongoing to all signal moves in the area until sunrise.

All damage taken by this attack can be reduced by 1-harm if the victim takes 1 Taint.

NEPHILIM

Nephilim are the warped and abandoned spawn of angels and demons who once walked among mankind, taking human brides to carry their seed. Partially divine or infernal in nature, Nephilim appear human to others, but they are possessed of tremendous powers which risk the destruction of their semi-mortal frames. They are immortal if they don't get themselves killed. Some are content to watch us, and hide, and wait for the end of time when they will be called upon to answer for their extended lives. Others actively serve either the Creator or the Adversary, acting on secret symbols and messages only they can see. All their kind appear to be imbalanced and possibly insane; all their kind are physically disfigured in some way. And all of them are walking timebombs.



Soldier of God

The Creator's goals are unknown to anyone, but the soldiers of God are the closest thing to direct agents of its' desires on Earth. Children of mortals and angels, they can sometimes read the will of the Creator in random signs or symbols. The problem is that sometimes they're wrong. Many wrap themselves in righteousness and holy fury, love us with a detached condescending paternalism, or hate us with a tired disgusted weariness. They are products of energies unable to be contained safely among mortals. And, when they get angry, very bad things happen to anyone who gets in the way.

Impulse: to answer to the Creator's inscrutable desires
Maximum Harm: as a PC, and all reduce any non-magickal source of harm taken by 2
Harm given: by whatever weapons they choose to use, or by **unleashing the raw power of creation**

Moves:

•Turn a wicked person to a pillar of salt or ash. (if an NPC, they're dead. If a PC, take 6-harm mystical.)
•Take control of the natural world around you.
•Expose someone to the full consequences of their sins.

CAMEO BY GOD

If you are struck by the raw power of creation, everyone in close range roll +signal.

On 10+, choose 1, and the Soldier takes 1-harm from her own power.

On 7-9, choose 1 and the MC chooses 1. The Soldier takes 2-harm.

On a miss, the MC chooses 2, and the Soldier takes 4-harm AP.

•Take 3-harm AP from warping energies.
•Gain a condition.
•Your mind is overwhelmed with visions. You are unconscious. +2-forward on a move of your choice this session
•You are changed. Swap two stats permanently.
•You are warped and broken. Lose 1-steel, gain +1 signal (max +3)
•Your personality is radically altered.
•Your form is changed permanently (repick your gender, look, hair, eyes, your choice.)
•You gain beneficial awareness. Reroll a miss on a move of your choice in the future.
•You are purified and healed. Recover all damage and conditions.
•You are energized and uplifted. +1-ongoing to all moves until sunset.

This move can be used as either an offense of defense, or to "buff" allies of the Soldier of God. In general, good results will happen to "good" people, but the definition of good is highly subjective.

Watcher

Some of the children of angels and demons choose to remain neutral in the battle over Creation. They are content to sit back and watch the world, intervening only when they feel they must to protect themselves or the ones they love. Although less likely to use their powers, watchers are just as powerful, and just as dangerous, as their more aggressive cousins.
Impulse: to protect their own interests
Maximum Harm: as a PC, and all reduce any non-magickal source of harm taken by 2
Harm given: by whatever weapons they choose to use, or by **manipulating the events around someone**

Moves:

•Know something you should not be aware of.
•Leave no trace of your presence behind.
•Arrive in time to interfere with someone's plans.

DOMINO THEORY

If you are the victim of a sequence of manipulated events, roll +ice.

On 10+, you are able to avoid the consequences of the watcher's plot.

On 7-9, you catch on just in time to avoid harm or serious difficulty for yourself, but the MC can make a move.

On a miss, something bad happens to the watcher's target. The MC makes a hard move.



Wicked Corrupter

The children of demons are absorbed by their own desires and goals, and may not seem like much of a threat. But these nephilim are inevitably going to want more of whatever they desire: bigger thrills, better highs, more lovers. And they tend to ruin hearts, minds, and lives around them even when they have good intentions.
Impulse: to get what they want at any cost
Maximum Harm: as a PC, and all reduce any non-magickal source of harm taken by 2
Harm given: by whatever weapons they choose to use, or by **offering dangerous trades**

Moves:

•Find a person or group's secret weakness or shame.
•Seduce or manipulate an ally of the Family.
•Reveal an exquisite betrayal.

RESIST THE BEAST WITHIN

If you are offered a dangerous trade, roll +fire. On 10+, you can resist the corrupter's offer without any consequence. On 7-9, you want it, and can either accept their offer with all its hidden entanglements, or refuse with regrets, taking 1 Taint. On a miss, you either take it and all it entails along with 1 Taint, or refuse and the MC makes a hard move.

SHAPESHIFTERS

Much like vampires, everyone has pre-conceived notions about werewolves. There are several varieties of shapeshifter: those who have been cursed to change forms and become monsters, spirits of the wild places in mortal form, and the ravenous beast who lives only to destroy. They all share a frightening level of proficiency with combat, a wild and unruled temper, and a distinct lack of self-control. Tribals have been known to like weres as allies, but only if they can make sure they have a way to put them down if things get out of hand.

Involuntary Beast

Of all the monsters the Tribe may face, this poor sod is the one most likely to gain some pity. Whether from an infected bite, a terrible curse, or a ritual gone wrong, this person is bound permanently with the spirit of a murderous beast of prey. Locked into involuntary changes, whenever the beast wins, death and destruction follow.

Impulse: to avoid harming anybody by losing control

Maximum Harm: as a PC, and all damage caused by anything other than silver is reduced by 4 and healed the next round

Harm given: in human form, by whatever weapons they choose to use; when they are in beast form, claws and teeth do 4-harm hand messy area AP, or the beast can **perform powerful feats to reach its prey**

Moves:

- Change at an inconvenient time.
- Infect someone else with your curse.
- Destroy something or someplace utterly beyond repair.

PRIMAL TERROR

If the beast uses its power to reach you, roll +steel. You may roll +smoke instead, but must mark Taint to do so as your terror builds.

On 10+, you can temporarily avoid its' notice as it hunts for you. You can either hide from it and allow it to go after someone else, or you can try to **bang bricks.**

On 7-9, it gets to you, but doesn't quite finish the job. Take four points spread between harm and Taint.

On a miss, it's got you. Take damage from its teeth and claws, and gain 1 Taint. The MC makes a hard move. Better hope you've got a medic nearby.

Spirit of the Wild

When men, or Outsiders, are poisoning the world, sometimes the spirits of the world strike back. This is a spirit of the wilderness, either possessing an existing human or manifesting in physical form. They are avenging creations of pure aggression, maddened beasts which live to destroy their targets.

Impulse: to destroy the target of the planet's rage

Maximum Harm: as a PC, and all damage from any source is reduced by 2; additionally, even if killed, the creature can come back

Harm given: claws and teeth do 4-harm hand, or the beast can **summon natural forces to attack an area**

Moves:

- Return from the dead if not properly laid to rest.
- Ambush someone in a natural area or wilderness.
- Slither into some area normally beyond reach.

FORSAKEN CHILDREN

If natural forces attack the area, everyone within close range roll +fire. On 10+, choose one. On 7-9, choose 1 and the MC chooses 1. On a miss, take three, but at least you can choose which ones you don't take.

- Take severe harm.
- You are entangled and entrapped. -2-ongoing to all physical moves.
- Something unnatural in the area is destroyed.
- You lose something of value to you.
- Remove all Taint you currently have marked, taking 2-harm AP for each point removed. This can't remove existing Taint moves.

Devouring Monster

This is the werewolf as a total villain. Whether he's bargained with dark forces for his powers or is simply misusing a natural gift, this were wants nothing more than to satisfy his basest desires. Whatever he lusts for, he fucks, and damn the consequences. Whatever he hungers for, he devours, alive if he can. Whatever he hates, he must kill without pity or mercy.

Impulse: to take what he wants

Maximum Harm: as a PC, and heals 3-harm every turn, even from death if not killed with a special ritual weapon

Harm given: in human form, by whatever weapons they choose to use; when they are in beast form, claws and teeth do 3-harm hand AP, or the monster can **brutalize a victim**

Moves:

- Call in unlikely or unexpected help.
- Hide your villainy behind a pretty face.
- Leave a sickening calling card in their safe places.

KILL CHASER

If the beast brutalizes you, roll +steel. On 10+, choose 1, and you escape for now. On 7-9, you choose 1, and the MC chooses 1. You then can attempt to **bang bricks**. On a miss, the MC chooses 2, and you're still stuck unless someone else rescues you.

- Take 5-harm hand AP.
- Take 1 Taint and the beast can always track you now.
- Take a Condition which can't be healed until the beast is dead.
- You are marked by the beast. -1-ongoing to resist any of the monster's moves.
- Sacrifice a friend and mark Taint, or take 4-harm.
- Take 3-harm hand messy AP, and someone else at the scene takes it, too.
- Take 4-harm AP messy hand, but you are also able to get someone else away safely.
- Trigger your Death Move; everyone else gets away safely, and the monster's weaknesses are exposed.





CONSTRUCT

Sometimes, whether through runaway magic, forbidden research, or just misfortune and tragedy, a being can be created from inhuman sources, fully fleshed if poorly formed. These constructs are possibly the out-of-control monsters released into the world to wreak havoc and destruction, strange beings who have used technology to transcend the limits of mankind for hidden reasons, or just the sad refuse of experiments lost and alone in a world which hates them. None can be considered truly human, and many never were.

Rampaging Golem

Shambling out of a destroyed lab where illegal experiments were conducted on unwilling subjects, or erupting fully formed and enraged from the center of a magical summoning circle, the golem is a construct created for a task. They are unbelievably powerful, unleashed on the unaware and the egotistical. The golem may be controllable in the right circumstances; when it breaks free, it is destruction incarnate, releasing its pent-up rage on anything in its path. If it has a master, they may be dangerous in their own right, but they are often going to be its first target if it does slip the leash.

Impulse: to complete the task it is set (if controlled) or enact its rage (if free)

Maximum Harm: 12 (yes, you read that right)

Harm given: 3-harm AP fists (controlled) or 5-harm loud messy close area (if free)

Moves:

- Misinterpret instructions in a way that leads to harm or danger.
- Display human traits at an awkward time..
- Leave an erratic and obvious trail of destruction in an area the Family values.

MURDER BY MISTAKE

When you try to slow or redirect the golem's train of fury, roll +fire. On 10+, choose 2. On 7-9, you choose 1, and the MC chooses 1. On a miss, the MC chooses 2.

- You are able to lead the golem away toward a target of your choice.
- You temporarily calm the golem's rage.
- All those at the scene can escape harm, even if the area is toast.
- You gain insight into what will stop the golem for good.
- The golem suffers no harm.
- You gain a lead on the persons who controlled the golem.
- The consequences of the golem's rage are minimal.

For this move, the default result of a rampage is that everything in close range takes severe harm, all property in the area is basically ruined, and there are severe causalties among innocents people nearby. Imagine a bomb going off; that's what you get.

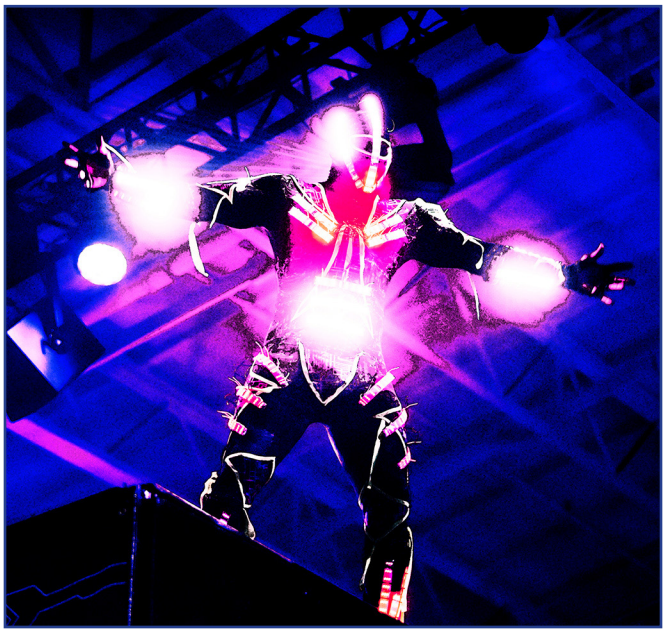
Inscrutable Transhuman

Sometimes, a construct makes themselves. With alien technology, cybernetics, strange forbidden magicks, or secret government black science, a human can transcend the boundaries of what it means to be mortal. Transhumans have merged themselves with some other source of power, becoming both more and less human in the process. They are manipulators with all the time in the world to achieve their ultimate objectives. They play chess with human society, with people as the pieces. Their goals and motives are their own, as they often no longer consider themselves one of us. The danger from a Transhuman lies not in their desire to harm us, but in the fact they don't care if they do.

Impulse: to achieve otherworldly goals beyond our understanding

Maximum Harm: as PC, and they heal two harm every time anyone makes a move, even if they are dead

Harm given: as per weapons they have at hand



Moves:

•Seduce, infect, or control an ally of the Family.
•Sudden random changes occur for reasons no one can understand.
•Reveal a long-hidden consequence of earlier moves.

UNCANNY VALLEY

When interacting with Transhumans, you can try to recognize reason in their serpentine thinking. Roll +ice.

On 10+, you can predict their next move.

On 7-9, you can't quite see the bigger picture, but get +2-forward to any move you make in response to their next actions.

On a miss, the MC chooses 2.

•Someone takes severe harm.
•An NPC who owes you Pull now works for the Transhuman.
•Something happens to benefit the Transhuman's plans.
•An agency or ally you could trust is removed from the playing field.
•A fact you had come to count on suddenly changes.
•Another enemy is dragged across your path.
•You receive some unwanted assistance or benefit from the Transhuman, and now owe him Pull if you don't mark Taint.

Pitiful Marionette

Not every construct is better than human. The marionette is a slave to the whims of their master, or a broken and discarded toy. They are marked by neglect and tormented by a longing to be safe and accepted. Their story is tragic, with nothing in their future but suffering and loneliness. Maybe they hurt others out of spite, or maybe it's because they don't know any better. Maybe you can save them; maybe they don't want you to.

Impulse: to stop the pain
Maximum Harm: as PC, and heal all harm in between encounters
Harm given: as per whatever weapons they have at hand, or 3-harm intimate messy

Moves:

•Accidentally harm or expose someone to disaster.
•Lash out against people in an unexpected location.
•Draw out inconvenient sympathy from an ally of the Family.

TEARS IN RAIN

When you find the marionette exposed to the intricacies of human society, roll +fire.

On 10+, you can head off any harmful consequences from their inappropriate actions.

On 7-9, you can mark Taint and protect either the marionette or the people around them, or take established harm to protect both and someone gains Pull on you.

On a miss, disaster strikes and the situation turns into a nightmare; the MC makes a hard move, and you must mark Taint as the horror strikes home.



FAIRY FOLK

Whatever the Fairy Folk are, they aren't from around here. They may be the cold and distant magical Lordly Ones of ancient Celtic lore, warped and sanity-challenged shadows of our world, or deformed renegade survivors of horrible abuse at the hands of their other-worldly kidnappers. Whichever type of fairy they are, they all share a common heritage of folk magic and madness, coming from a world where goblins and sprites play malicious tricks on innocent victims.

Otherworld Nobility

They have many names throughout history: the Lordly Ones, the Fair Folk, the Kindly Kin. All of these are polite ways to describe creatures which take what they want and live in a brutal parody of feudal society. They are impossibly beautiful, unnaturally passionate, and uncaring in their attitudes to mortals. The only salvation for mankind is that they need us to dream for them, because they can't do anything new or original. They live by ancient rules they must follow or die, and if you can figure out those rules, it can protect you from the worst of their depredations.

Impulse: to enjoy the games you play with mortals
Maximum Harm: as a PC, and if "killed" you are only banished for a year and a day
Harm given: determined by the **glamours they cast**

Moves:

•Transform something into something else. It transforms back at the next sunrise.
•Complicate someone's personal life with witchery and passion.
•Summon a horde of goblin minions to aid you (medium gang, 1-harm, 1-armour enraged cowardly unpredictable)



MADE OF DREAMS AND SHADOWS

If a Lordly One tries a glamour on you, roll +fire. On 10+, choose 1. On 7-9, you choose 1, and the MC chooses 1. On a miss, the MC chooses 2.

- You take 2-harm AP hand/close from a glamour weapon, but all wounds fade at sunrise.
- Gain a condition of the MC's choice. It disappears at sunrise.
- You are enchanted and believe what the Fair Folk tell you.
- An object the Fairy wants comes into existence until exposed to sunlight.
- You use a move of the MC's choice on a target of the MC's choice.
- You suffer heartache and emotional confusion. -1-fire until the next full moon.
- You are intoxicated with passion. -2-ongoing all moves not related to enjoyment until you can sleep it off. +2-ongoing to all moves involving hedonism or pleasure for the same period.
- The surrounding area is obscured and changed for all but the Fairies.
- A modern-day convenience malfunctions disastrously.
- You make an extremely bad decision about something non-fatal.

Twisted Reflection

Because they can't create anything original, the Fairies must steal their ideas from us, and they never quite get them right. This creature is anything you might have seen in nightmares, dreams, or fairy tales. They must follow the same rules as the story they come from, and obey their Fairy masters. They are nothing more than stories brought to life, with no more substance than smoke or shadows. Still, they can be very dangerous, as the damage they cause can be quite real.

Impulse: to enact your story to its dramatic conclusion

Choose one from each or Maximum Harm and Harm given

.

Maximum Harm:

- As PC, twice over
- As PC, plus it heals 2-harm per turn
- As PC, but invulnerable to all but one kind of harm
- As NPC, but there's a medium gang of them
- As NPC, but the creature is VERY hard to hit (-2 all harm moves against it!)

Harm given:

A **special magickal attack**, plus one of

- 3-harm hand AP
- 2-harm close AP
- 2-harm close/far
- 4-harm messy area

Moves:

- Bring chaos and destruction to an innocent area.
- Burrow deep and lair somewhere inconvenient.
- Bond with an inappropriate partner, causing danger and excitement.

HERO KILLER

If a reflection attacks you with fell magicks, the MC describes a desired effect; roll +signal. On 10+, choose 1. On 7-9, you choose 1, and the MC chooses 1. On a miss, the MC chooses 2.

- You take harm.
- Gain a condition of the MC's choice.
- The desired effect works on you until the next sunrise.
- A relic falls into someone's hands.
- Someone is stolen away.
- Terror takes hold of you. You must **bang bricks.**
- The area is permanently changed by the monster's presence.
- Lesser monsters are released to hunt the area.
- You gain unlikely insight from the effect.

Victimized Survivor

The Fair Folk are unimaginably beautiful and terrible at the same time. The Lordly Ones abduct humans for all sorts of reasons, but mostly it's to have a fun thing to play with. When they get bored, they toss their abductee over for the next thing they come across. Abusive love gives way to cold disdain; the unfortunate mortal is dumped back into the world with nothing but lost time and psychic scars. They are changed by the experience, given powers or talents they didn't ask for, and no longer fit into our world. And, having experienced the choking "affection" of their former masters, they either live in terror they may be taken again, or vengeful disgust at the Fair Folk's games.

Impulse: to hide from the Fair Folk at all costs, or to hunt and destroy them

Maximum Harm: as PC

Harm given: as established, or through **warped form**

Moves:

- Discover hidden Faerie plots and schemes.
- Strike out against someone who triggers fear or anger.
- Action by Faerie enemies sucks the Family in as well.

POOR MAN'S MONSTER

If a survivor uses her Fae-warped form and powers against you, the MC describes what the desired effect is, and you roll +signal. On 10+, choose 1. On 7-9, you choose 1, and the MC chooses 1. On a miss, the MC chooses 2.

- Someone takes 3-harm AP close/far.
- The desired effect happens as described.
- Someone takes minimal harm.
- The environment is affected to someone's benefit.
- Someone is exposed or revealed.
- Someone is able to escape.
- There is an unpredicted complication later.





WILLWORKER

Often called magicians, ritualists, or even wizards, willworkers have discovered how to alter reality through various arcane methods. The best-intentioned magicians use their power sparingly, and keep a close eye on the possible after-effects of their actions. The worst are mad with power, raping reality to fulfill whatever whims they have. In the middle, there are those who have just enough power and knowledge to be dangerous. All the willworkers are powerful allies, but even more powerful enemies; attracting their attention is much like waving a hunk of raw meat in front of a lion. You'd better hope they aren't hungry.

Guardian of Secrets

They have learned at the feet of masters, their wisdom developed over decades or centuries of study, their skills honed in conflict with earth-shattering beings. They have power to spare, and the responsibility to use it wisely. That doesn't make them good people; no matter what they may value, the ability to change reality at will changes even the most pure-hearted over time. If your goals align with theirs, they may assist you without even asking for anything. If you interfere with them, they think of crushing you with the same amount of concern normal people have for stepping on an ant.

Impulse: to gain knowledge and advance their plans

Maximum Harm: as a PC, but can only be harmed by mystical attacks

Harm given: as much as you want

Moves:

Change the area to benefit yourself.

Alter someone's personality or abilities.

Offer dangerous knowledge at a steep price.

EDUCATIONAL ASSASSIN

If a secretive mage exposes you to mind-shattering knowledge, the MC tells you something dangerous but valuable to your character and you roll +ice.

On 10+, you rationalize or cope with the information, and are able to make a move in response to this new knowledge. The magician gains Pull on you.

On 7-9, the knowledge is enough to shake or harm you; you must either mark Taint or take a Condition, then you may act on the secrets you have found by making a move. The magician again gains Pull on you.

On a miss, it's too much to deal with; you lose any possible benefit from the knowledge imparted to you, and must either mark Taint, or allow the MC to make a hard move.

Would-be God

Power for power's sake is the ultimate goal of these people. The ultimate solipsist, nothing and no one else in the world matters to them, except as tools or obstacles. The only advantage in facing them is that they have a tendency to over-reach themselves and wipe themselves out. Of course, when they explode, they usually take a few city blocks with them.

Impulse: to use your power to get whatever you desire

Maximum Harm: as PC, but without special weapons or rituals, they can't be hurt

Harm given: 6-harm messy close area mystical

Moves:

•Cause massive chaos and suffering through unthinking action.

•Trample something or someone the Family values.

•Release magical side-effects with unintended consequences for others.

FOLD SPINDLE MANIPULATE

If a rogue magician changes your personal reality, the MC describes what the desired effect is, and you roll +ice.

On 10+, you are able to resist that change through the power of your own will. The magician instead takes (3+your signal)-harm from the backlash of their own desires.

On 7-9, you can resist, but only if you **bang bricks**, make a deadly bargain, or mark Taint.

On a miss, the effect takes place and is permanent.





New Kid On The Block

Someone new enough at using magic that they haven't yet figured out how dangerous it is, or how much power they really have. Maybe they're an apprentice, or maybe they stumbled across a magical grimoire, or maybe they were just elevated to mystical power by accident. However it happened, they are still thinking like mortals, and not like the monsters they aspire to become.

Impulse: to learn how to use their power

Maximum Harm: as PC

Harm given: as established

Moves:

- A magical mistake leads to unplanned consequences.
- Accidentally reveal a secret or forbidden lore.
- Entangle others in mystical events you aren't ready for.

WASN'T THAT FUN?

When a new willworker tries to create a mystical effect aimed at you, the MC describes what the desired effect is, positive or negative, and you roll +signal. On 10+, choose 2 and the MC chooses 1. On 7-9, you choose 1, and the MC chooses 1. On a miss, the MC chooses 2.

- Someone marks or removes Taint.
- Someone takes +2 or -2 forward on a move.
- Someone takes severe or minimal harm.
- The environment is affected to someone's benefit or detriment.
- Something important is lost or found.
- Someone is able to escape or imprisoned for the scene.
- A player's character can make a move of their choice a 10+, or the MC can make a player's move a miss.



AND WHAT ARE THE OUTSIDERS?

So you, the MC, would like to decide what the Outsiders are in your game. Well, first, there's a few things they definitely aren't:

1. They aren't demons or devils. They don't collect souls or bargain for them. (There COULD be demons and devils in your world, they just aren't Outsiders.)
2. They aren't a part of the natural world AS IT CURRENTLY EXISTS.
3. They aren't the good guys. (Although there are often rumors that they aren't always the bad guys. See the Synthesis chapter.)

So, if that's what they aren't, then what are they? Here are a few suggestions you can choose from, or you can always invent your own explanation.

- The Abyss is an alternate dimension which is the antithesis of our own world. The Abyss and our reality are like night and day, and both can't exist in the same place. The Outsiders have come, or been forced to come, to our reality to escape some horrible disaster in their own realm.
- The Qlippothic Realm is the broken and faulty shadow of our reality, left behind after God created the world. While they aren't demons, the Outsiders are beasts from this broken world, and they hate ours with a passion. They have come here to destroy all of our reality in a cosmic act of vengeance.
- The Outsiders are natives of the Old Realms, the reality that existed before ours. They were locked away many aeons ago, and are now escaping their bonds to reenter and reclaim the world they were forced out of.
- Who was powerful enough to get rid of them the first time is unknown.
- The Outsiders are alien parasites from the farthest reaches of our galaxy. They have made their way across the galaxy like interstellar locusts, and our world is merely the most recent to be devoured.
- The Outsiders are what we will become in many years, and they have come back through time to enter our reality again after having been accidentally cast out from their own time. They are trying to turn our world into theirs, and ensure it stays that way.
- The Outsiders are the physical manifestation of humanity's darkest desires and nightmares, twisted through the psychic maelstrom, which is slowly being poisoned by our own destruction of the rightful natural balance of nature and community. They hate us because that is how we have dreamed them to be. They may or may not know they are creations of our horrors.
- The Outsiders are a Nazi genetic experiment gone hideously wrong. While their origins are human, their power and control has moved them from former servant to rightful (in their eyes) master.
- The Outsiders are actually the next step of evolution for humans who have given themselves over entirely to feeding on the psychic maelstrom's Taint. They hunger for more, and are converting others to increase the amount of Taint available to feed on.

•The Outsiders are a mutated species of life from millions of years ago which has only recently reawakened from its abyssal homes in the black smoker crevices at the bottom of the ocean.
•The Outsiders are the product of an unholy union between men and the Nephilim. Just as the Nephilim hate their forbears, the angels, so too do the Outsiders hate the supernatural. They are working to destroy all magick so that they can finally be free of their own curse.

OUTSIDER TRAITS AND WEAKNESSES

All Outsiders have certain traits in common. First, **Outsiders are naturally resistant to damage from firearms without the messy tag.** Reduce all firearm damage by -2-harm. Blades and melee weapons, and any weapon with the messy or fire tags, do their normal damage, although many Outsider forms are armoured.

Second, **Outsiders are tremendously resistant to all known Earthly toxins and diseases.** Assume the Outsiders are immune to anything except extremely hazardous toxins that would kill humans instantly. Outsiders exposed to these agents would take some harm, but probably not enough to kill them in any reasonable amount of time.

Third, characters may take penalties to certain kinds of moves against various Outsider lifeforms. These are listed when they apply. **ALL Outsiders are absolutely immune to seduction, although manipulation works fine on them if you can find something they need or want bad enough.**

Fourth, because they are truly alien, all attempts to **jam their systems** or **sniff out hidden answers** suffer -2-forward. This penalty takes effect no matter what form the Outsider is in.

With all these strengths, what are their weaknesses? First, **Outsiders require Taint to survive**. Without it, they will die. This means they have a supply line they must maintain, and when in a body, they can be forced to leave their current body if they run out of Taint. As a general rule, any form Outsider must have regular weekly access to a place with a Taint level equal to or greater than their instar. Remove the Taint, the Outsiders will have to react.

Second, **Outsiders can't use any form of supernatural abilities or gear.** And they can't gain any bonuses from them, either. Also, many forms are actually easier to harm with magick or the psychic maelstrom. Those forms are noted below.

Lastly, Outsiders don't understand humans any better than humans understand them. Any Tribal attempting to **shine on** or **gaslight** an Outsider takes +2-forward on the move.

SPREADING THE LINE: OUTSIDER TAKEOVERS OF HUMANS

Outsiders rely on their ability to possess human forms to allow them to spread their contagion through our reality. Without human forms, Outsiders are doomed to stay in the lower instars, and every Outsider which has taken a human form will eventually have to move to a new body as the ravages of Taint and their alien chemistry slowly and unavoidably destroy each host form. With that in mind, Outsiders have three main ways to take over a body.

When Outsiders have plenty of time and a restrained and helpless host body, they will attempt surgical Implantation. Outsider agents will prepare the human body just as a doctor would prepare someone for regular surgery. Utilizing their own specially developed tools and advanced science, the Outsiders carefully open up the body with great care and precision. Over the course of about six hours, the slug is inserted into a cavity inside the abdomen. The stomach and intestines are reduced, as the Outsider will not need regular food to survive once implanted. Major nerve bundles are interfaced with the Outsider's control hooks and nerve ganglia, a spaghetti-like maze of extra muscles and nerves which slowly grow throughout the host body. When the surgery is completed, the resulting Host needs about 48 hours to assume full control and decentralize its main form. Within that time, a major surgical effort with skilled surgeons in a trauma hospital could remove the Outsider with a slight chance of saving the host, assuming the angry Outsider could be dealt with (larvae can simply be killed, but older instars can fight even outside a body.) After the 48-hour assimilation time, any surgical attempt to remove the alien will kill the host. A body taken over by Implantation is fully healed and under the Outsider's full control, and lasts for up to ten years if not damaged. The more an Outsider uses Taint-related abilities, the faster the body will burn out.

An Outsider in a hurry who has a helpless victim can attempt Invasion. With about five minutes' time, the Outsider can release its control hooks and crawl through the body to any orifice (the mouth is the most common, though an ear or someone's genitalia would work just as well in a pinch.) It heaves itself free and then scrambles toward a new host, again making an entry through an available orifice. This is a very obvious method and any sane conscious target is going to fight like Hell.

ASSAULT WITH INTENT

If a victim is awake and able to resist, they may roll +steel or +ice to fight back.

On 10+, take minimal harm for that type of Outsider, and you are able to prevent it from getting in; it is now loose on the ground within arm's reach of you, and probably in danger.

On a 7-9, take harm, and it can try again to get in.

On a miss, take severe harm, and you are Invaded unless you ark a Condition as well (in other words, take the harm AND the Condition, instead of erasing the harm when you take a Condition.)

As a side note, Outsiders can use Invasion to flee a host body within five minutes, even if they don't go to another body. Some use this as a last-hope escape mechanism, sliding away to wait for reinforcements.



After an Invasion is complete, the host body will be able to heal its harm, but the body will only last a few years, burning out faster with Taint usage. It takes the Outsider about five more minutes to gain enough control of the new form to move; assume the five minutes is spent twitching and flopping on the floor making random ugly noises. After the five minutes of control time are over, the Outsider in its new host can act reasonably normal, but all moves against it gain +2-forward for the first day it is in its new form.

In desperate or angry moments, the Outsider can attempt a Blitz Transfer, attacking a target with tentacles and claws which erupt from inside the original host body. This destroys the host body, reducing it to a shattered wreck which may last a few minutes before expiring. There is no saving the body, and the Outsider can't retreat back into it if the attack goes wrong. If the Outsider can successfully pull this off, the new body has obvious wounds which take about a day to heal. The new body can only last for a few months before a new body must be located. Obviously, this is only used in emergencies.

LAST CHANCE TO DANCE

If an Outsider targets someone with a blitz, roll +steel.

On 10+, you take severe harm, but the Outsider has failed to gain a hold on you. It must drop to the ground, and is unable to move more than a slow walking pace. While it can still make attacks in hand range, it loses its armour and its resistance to firearms, and is pretty easy to kill with any ranged weapon.

On 7-9, you take severe harm, and also mark a Condition as it forces its way partially into you. It can continue the Blitz as its next move, gaining full control of your body unless you manage a 10+ result; most Tribals at this point kill themselves with the few seconds they have left.

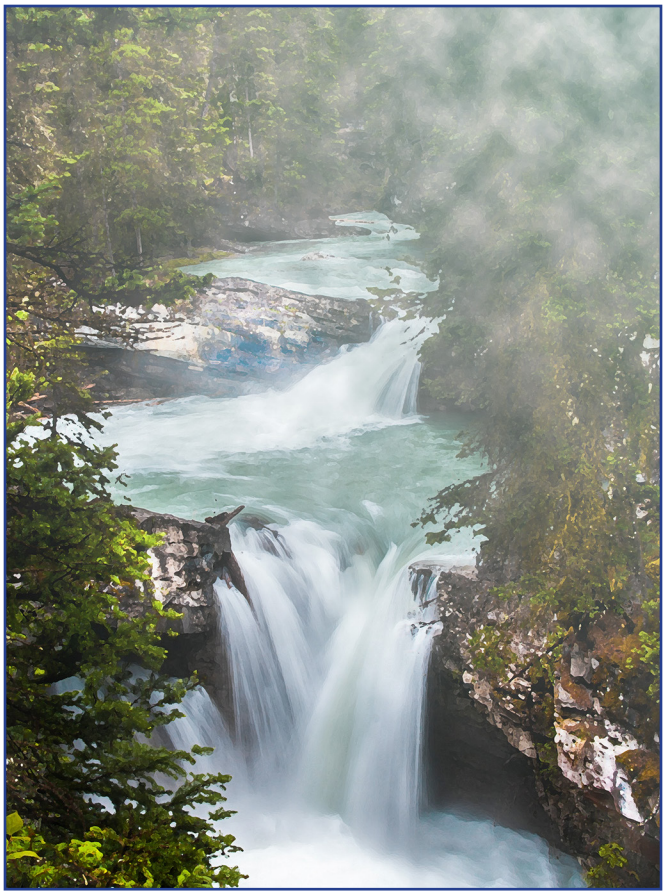
On a miss, you take severe harm and mark a Condition, and the damn thing is inside you. For the remainder of this scene, any time you want to make a move, take -2-ongoing. If someone can use magick to force it out of your body or to kill it inside you, you mark all your Conditions remaining except for one and are now free of it. Good luck.

If your character is taken over, the Outsider has the ability to use your body after a 30-second adjustment period; all moves against it are at +2-forward the first day after the Blitz.

Any of the above three methods of transferring bodies are automatically successful against unaware or restrained NPCs. A fourth way Outsiders can be created is **through microscopic infection**. This is a side effect of high levels of Taint or exposure to carriers, not intentional action. Infected may rise as an Outsider when they take enough harm to die, and be sensed by any Outsiders within close range. The victims carry the Outsider genes deep inside their bodies without any other obvious effects. Once Infected, only magic can cure you.

SPREADING TAINT AND CLEANING IT UP

So how do you know what level of Taint a place has, what are the game effects, and how does it go up or down? In general, there are five levels of Taint normally found on Earth, and seven overall levels possible:



Taint Level 0 (Pure): Untainted, pristine virgin land. Finding such a place on modern Earth is almost impossible without magical assistance. The purest of mountain streams, untouched by human hands, might be a Taint level zero. So would a magical circle or border which had been ritually cleansed and then kept from any Taint entering its area. In game terms, unless you want to have something this rare available to the players, it's rare enough to be impossible to find. Making a place like this would be the subject of multiple Sessions of effort by a Family.

If you are inside an area of 0 Taint, you can heal all harm and erase one Condition every sunrise. You also lose one point of Taint every day until you have none left. If you have any Taint moves, you erase one after four days, but the Taint level of the area then raises to Taint 1. Any Outsider except an egg which enters a Taint 0 area dies. Instantly. The area then becomes Taint 1. Rituals cast inside a Taint 0 area gain +1-ongoing, but any result which causes Taint automatically raises the Taint level to level 1. Also, any move which causes Taint instantly raises the Taint level to Taint 1.

There's a rumor that an Outsider egg brought into a level 0 area DOESN'T die. (See the Busted Appendix.)

Taint Level 1 (Faint): Rural areas of natural beauty and healthy environs. These are true wilderness areas, deep in the jungles, forests, deserts, and oceans. Still rare in the modern day, as more and more places are overrun by humanity. If you would consider a place a wild and dangerous place to go camping, it's at Taint 1. These places exist, and can be found with some travel and effort.

Areas of Taint 1 remove one Taint from you every week until you have none left. They do NOT erase Taint moves. Also, if you stay in a Taint-1 area for at least seven consecutive days, you may also erase one Condition. As long as you leave the area in the same condition it was in when you got there, the place remains at Taint 1. Anything which causes you to gain Taint (through a ritual or move) causes the area to rise to Taint 2. Should you be in a Taint 1 area and cast the right cleansing rituals, you could get it down to Taint 0 with effort. If an Outsider enters a Taint 1 area, it becomes horribly ill, losing 1-harm per hour until it dies. Should an Outsider die in the area, raise the Taint level to Taint 2.



Taint Level 2 (Light): Average rural areas that have some human habitation but no real environmental damage yet. Your average American farmland, small towns, and backwoods settlements. If you leave a big city, odds are there's still several areas nearby with Taint 2. Even in large cities, you can find these spots in parks, religious buildings, areas where magical energy exists, or places not usually visited by lots of people. Equinox is always held in a Taint 2 area. Finding a Taint 2 area might take a little scouting, but it's not hard. If a place makes you feel better by being there, it's probably a Taint 2.

Areas of Taint 2 don't really do anything special, beyond giving +1-ongoing to all moves involving healing or rest. Fortunately, it's harder to raise the level of Taint here, also. Unless actions are taken to intentionally ruin or corrupt the area, it will stay Taint 2 indefinitely. If Outsiders or their agents make an effort to taint the place, or if a suitably destructive or wicked act happens there, raise the area to Taint 3. To lower the Taint to Taint 1 requires major effort and resources, but a Family could make that happen as the result of a Session's worth of concentrated effort.

Taint Level 3 (Moderate): A bog-standard city street with lots of people. Any place where the daily minor evils of human life happen regularly will have this level of Taint. Inside cities, this is the baseline for Taint now. It's so common that the average human takes this level of Taint for granted, and we as a species are no longer capable of noticing something is wrong. Tribal Firstborns, Breeds, and Headcases can sense this level of Taint when they enter it, which is why so many Firstborn hate being out on the streets among the citizens. If the area is outside a city, it's going to be polluted or corrupted in some way. A lot of lairs belonging to supernatural creatures become Taint 3 over time if no one forces them to clean up or clear out. Another reason the Tribe can't make up its mind about supernaturals.

This is the level that Outsiders start to feel safe in. They still have to be in host bodies to survive, but they can figure out lots of ways to further the spread of Taint from here. Any Outsider clade that puts in effort for about a month can force the Taint in these areas up to Taint 4. Backing it down from this level requires long-term dedication to cleaning up by a Family or altruistic agency, or a successful operation which destroys Outsider or Consortium influence in the area. As a general rule, if the Family can pull off something which seriously cripples a major Outsider plot, it makes the Taint drop. There are no positive or negative effects for this level of Taint.

Taint Level 4 (Heavy): Now we're in the realms the Outsiders want to make Earth into. These places are thankfully still uncommon, requiring both a steady source of Taint to "top up" the levels, and ongoing action by Outsiders, their agents, or uncaring human s to maintain the supply. The supply is any regular source of evil, pollution, or hate; the group which maintains the Taint only has to want the place to stay the same, and doesn't have to understand what they are doing. For instance, a neighborhood afflicted by drug addiction and violence, with dealers who are happy making a profit off the neighborhood's pain, qualifies as Taint 4. The worst inner city slums, war zones where atrocities have happened, pollution sites where dangerous or vile substances are easily found, and all Outsider bases have Taint 4 as their basic level of Taint. In general, if you wouldn't want someone you love to live there, it's Taint 4.

Anyone who has less than two Taint moves takes one Taint if they stay inside the area for more than an hour; this only happens once per day, however. Outsider sin this area are stronger; moves against them take -1-ongoing. As long as the supply of Taint continues and the group maintaining the Taint is still in power, the area can't get any better. To lower the level of Taint, both problems would have to be solved and stay solved for at least a year. Fortunately for humanity, raising the level is equally difficult; only a concentrated long-term Outsider plan to further ruin the area would be able to raise the Taint level. It would require actions and resources which will be easy to recognize to anyone who cares and knows what to look for (read Tribals.)





Taint Level 5 (Total): A nightmare area of total pestilence, pollution, violence, and corruption. Human life becomes almost impossible inside the perimeter. Naturally occurring Taint 5 locations on Earth include a few rooms in old Nazi concentration camps, the inner sanctums very powerful supernatural evils, heavily polluted areas like toxic waste dumps, and the private spots where serial killers and monsters lurk. Any right-thinking person in one of these places will feel so uncomfortable they will want to leave as soon as they can. In Outsider strongholds, there is usually at least one Taint 5 area.

Entering a Taint 5 for the first time instantly causes you to gain one Taint; if you don't have any Taint moves at all, you immediately take one. If you stay in the area for 24 hours, you gain another point of Taint each day. Once you leave, that particular area won't affect you again if you reenter within the same week. Any Outsider in the area will feel excellent, and gains an additional 1-armor against all attacks, in addition to the bonus for Taint 4. Any attempts to use magic of any kind fail instantly, and every Outsider within a mile is instantly alerted. The only way to raise the Taint level from here is for the Outsiders to succeed in a long-term project to cause a gate break, opening a portal to their dimension. The amount of effort this takes would be a campaign-long plot by the Outsiders, requiring many different parts, all ideal targets for Tribals. It's actually fairly easy to lower the area back to Taint 4; destroy the area's Tainted inhabitants, most commonly by a big fireball. Tribals love big fireballs.

Taint Level 6 (Gateway): Once Outsiders have succeeded in opening a gate, this becomes the base Taint within close range of the gate. As long as the gate is open, the Taint will slowly spread, causing higher Taint levels nearby as well if given enough time. The immediate area around a gate no longer supports human life without very powerful magical protection. Assume his area's immune to any activity by Tribals, and a safe haven for all Outsiders. Gates can only be built and kept secret deep within large, well-defended Outsider bases.

While preventing a gate from being opened is a great Tribal objective, closing one would likely be the end of an entire campaign, requiring months of planning and preparation with a slight chance of success and a high likelihood of it being a suicide run. If a Tribal tried to get into one of these areas, it's best to assume they die. The real question is would they last long enough to do anything helpful to close the gate. The second a gate is closed, there's a huge psychic backlash in the Outsider signal; all Outsiders within a mile are killed, and the entire area explodes in a flash of light and fire as the Tainted energies pouring out of the gate consume themselves and the natural ecosphere of Earth reasserts itself violently. Think a small nuke going off; everything within that mile is probably levelled, good or bad. After the fallout settles, the Taint level drops to Taint 4. If nothing causes it to go up from there, after a year it will drop to Taint 3. It can't ever go lower than that, no matter what you try. There are rumours in the Tribe that Chernobyl was actually a collapsing gate.

In play, you don't need to really track Taint levels much. They are great motivators for Tribal adventures, but you can usually assume a Taint 3 and just move on. If the Family asks what they can do to help an area, or how the Outsiders might hurt it, you can use the above guidelines to figure out what to tell them.

THE OUTSIDER LIFECYCLE

The Outsider's life-cycle goes through several stages, called instars. They are basically unintelligent lower animals for the early part of their lives. Outsiders consider anything below the third instar to be a pest at best. Until the fourth instar, Outsiders don't have names of their own, and are the property of their particular Master and his Hive of other minions. Each hive functions as a separate entity, with their own goals and schemes. They are not predisposed to cooperation with each other, and it's not unusual for inter-hive squabbles to cause casualties among the hives' agents and employees. Only the fact the entire species' ultimate goal is the same for all hives makes the Consortium work.

Each entry below includes the possible ways the Outsider can spread to a new body, what forms it can mature into, and the Moves it has.

Instar Zero: Birth Forms

EGG

An Outsider egg is a small oval leathery purse about six inches in size and weighing about two pounds. It must be kept warm and moist (above 90 degrees and near 80% humidity.) Eggs are laid in clutches of several thousand, dumped into holes in secure facilities where they are reluctantly tended by slaves. Any deviation below ideal temperature and humidity can kill the eggs within an hour, and they can be crushed under foot with a good stomp. If properly kept, and within an area of at least moderate Taint, the eggs will slowly mature over the course of several years. (For what might happen if the eggs are NOT exposed to any Taint, see The Busted

Appendix.) Maturing eggs darken and become translucent, revealing the slime coating of whatever is inside. In a clutch, there will be eggs ranging all over the timeline to maturity, so eggs are constantly hatching one or two an hour over time.

Less than one in a thousand eggs will actually mature and hatch properly into an instar one form. The rest either die, are eaten by instar ones, or go dormant and sit for years without either progressing or shriveling.

Possible Spread: None
Matures To: Larva, Eater

Moves:

•Hatch into an eater or larva while someone is nearby.
•Spontaneously pop into a blue-black goo; everyone in close range marks Taint.
•Outsider security arrives to check on the eggs' safety.

Note for the MC: when making moves for an area where there are eggs, don't bother keeping track of how many eggs there are. A huge cluster makes moves the same way a single egg would. And killing one or one hundred eggs takes the same effort: a little fire or some stomping.

BLOOM

Rarely, if the Taint in an area is Taint 3 or more, a small gray-blue slime appears, usually about four to six feet in diameter. Appearing much like a Terran slime-mold, blooms can move very slowly (inches per hour), and devour any and all organic materials in their area, growing bigger as they feed. Very rarely, a particularly large bloom can develop seeming animal-level intelligence, but other than moving (very slowly) to avoid contact with danger, they are incapable of real action. You can kill a bloom with any corrosive, fire, or temperature below freezing.

Unless killed, blooms will never develop further, except in the VERY rare case that a human or animal is somehow restrained long enough for the bloom to invade their body. In that case, after several days in a coma, the victim becomes a carrier.

Blooms have no moves, really. A Tribal who touches one could suffer 1-harm from caustic burns, if the Tribal didn't break contact within a few minutes or so. More intelligent Outsiders have been known to use blooms to torture bound and restrained humans. If this is done to a restrained character, they will take 1-harm per ten minutes for the first thirty minutes, and then need to **dig deep** to avoid becoming a carrier. In addition to that move's normal results, on a 10+, the Tribal's bonds have been broken by the bloom's acids, and the Tribal is free to act. On a 7-9, the Tribal resists, and does not have to check again; they take no more damage from the acids, as the burns have gotten as bad as they can. Until freed, however, they cannot heal. On a miss, the character must take a Taint move, or they are either dead or a carrier, MC's choice.

ANY magickal item, even a charm, will cause blooms to shrivel and die on contact. So will any sort of ritual.

Possible Spread: None
Matures To: None, can cause creation of a carrier

Moves:

•Grow throughout an area, spreading into every nook and cranny.
•Leak corrupted liquids into a close area; all in it **dig deep** or mark Taint.
•If both other moves have been used this Session, spread Taint into a new area. If it is less than Taint 3, it is now Taint 3, and the original area rises to Taint 4 if it isn't already there.

CARRIER

If a human is unfortunate enough to be taken over by a bloom, the resulting carrier resembles a badly burnt human whose skin has begun sloughing off. If dressed in enough clothes to totally cover exposed skin, the carrier can pass for a bedraggled and very drunken shambling man-shaped figure. Carriers' human brains are destroyed; they have only basic self-preservation instincts and the urge to find someplace safe to curl up and die. If they find a place that's warm, wet, and dark, they lie down and slowly degrade into a pile of chemical bio-goop made up of pure Taint. The area they die in has its level of Taint raised by one level.

Attempts to notice or pick out a carrier are automatically successful if the character is a Tribal; any other adult observer will know instinctively that the carrier is very, very sick and confused. If an attempt is made to restrain or fight with the carrier, it will erupt immediately, causing 1-harm and giving one Taint to anyone touching it. The only way to prevent a carrier from spreading its Taint is to burn it.

All carriers automatically avoid all magick, and if touched with a magickal item or effect, will erupt instantly.

Possible Spread: Infection (see the move, below)
Matures To: None

Moves:

•Shamble drunkenly toward the nearest hiding hole.
•Moan miserably and erupt.
•Scrabble at a target, slowing and obstructing him (-2-forward to next move)

TOXIC EMBRACE

If you are touched by a carrier, roll +steel.

On 10+, you are fine, no worries.
On 7-9, choose one.
On a miss, the MC chooses one.

•Residual Taint makes it easier for Outsiders to sense you. (-1-ongoing to all stealth moves for 48 hours)
•The stench and decay makes you sick. (-2-forward to next move)
•Your wounds become infected, and can't be healed without major medicine or magic.
•Tainted energies linger around you; -2-signal for 48 hours.
•If you have more than 2 Taint moves, you become Infected.



Instar One: Larval Forms

LARVA

Once an egg hatches, it releases a small sluglike creature about six inches thick and up to eighteen inches long. A larva's base is slightly moist, like a garden slug, and it moves about that fast, too. A larva has no need to eat or breathe, and as long as it is in an area of at least Taint 3, it will survive. Higher Taint levels increase the larva's chances of maturing to the second instar; normally, less than one in a hundred larvae mature enough to be implanted.

A larva can't do anything but crawl slowly and absorb Taint. They do respond to external stimuli, attempting to avoid danger or magick by sliding away from the source. They are more resistant to damage than eggs, but can be killed by any attack which does at least 1-harm. They do not need moisture or heat any more, and could survive in any normal Earth-like moderately Tainted environment.

Outsiders will send minions through the egg clutches to collect any hatched larvae, moving them to special incubator bays where they can be bathed in Tainted materials and nurtured toward implantation.

Possible Spread: None

Matures To: Scuttler, Slug

Moves:

•Outsider agents select a place nearby to store larvae.

•An untrustworthy source knows where a larva pit is. Is it a trap?

•A nearby hidden storage site for larvae leaches Taint into the area.

EATER

Sometimes, an egg hatches and releases something other than a larva. Eaters are insanely fast and eternally hungry creatures which resemble a nightmare mix between a cockroach and an amoeba about the size of your hand. They have dozens of legs, wickedly sharp claws and mandibles, and voracious appetites. Eaters will try to eat any organic matter in their area, scouring the place clean of all life, including anything that isn't an Outsider. If left alone too long, they will even eat other eaters, larvae, and eggs, so they are treated like unwanted vermin by most Outsiders. Still, every egg clutch will have a few eaters lurking around the edges, searching for food. Rarely, Outsiders will capture them and release them into areas they want to keep safe from human intruders.

When an eater senses food is near, it will go berserk, racing that direction as it makes a low wailing screeching sound. This sound calls all other eaters in the area toward the waiting meal. Other Outsiders will totally ignore it, however, so it's not much of an alarm system. What is of more concern to Tribals is the occasional larger groups of eaters which can swarm into dangerously large packs.

A single eater can take two harm, and do 1-harm. A swarm can take five harm, and does 2-harm.

Possible Spread: Infection

Matures To: None

Moves:

•Race toward the nearest meal and **latch on**.

•Scream food calls, developing into a swarm if not killed quickly.

•Your filthy bite carries Infection; one wounded person sickens and all moves must be preceded by successfully **packing your gear** until the sickness is cured with magic. Failure does 1-harm.

TEETH LIKE GLUE

If you are latched onto, roll +steel.

On a 10+, you get the beast free without taking additional damage.

On 7-9, you are slowed and inconvenienced; -1-ongoing until the beast is killed, but it no longer does damage.

On a miss, it has dug its claws in, and you take 1-harm continuing-5 until it dies.

Instar Two: Juvenile Forms

SCUTTLER

Larvae which mature fully without being implanted can rise to the second instar on their own if enough time goes by. They develop a hard armored shell, similar to an armadillo's plates, and ten multi-jointed spindly legs which end in sharp tearing hooks which double as inadequate feet. Scuttlers are apparently intelligent, being about the level of a human child. They can run about as fast as humans can walk, climb any surface which isn't perfectly smooth, and compress themselves to about an inch thick, allowing them to crawl through pipes and cracks in walls. As long as there is Taint in an area, scuttlers can survive without food or water in temperatures above freezing.

Scuttlers are the first Outsider form which can invade a human, although they would have a hard time doing so to anyone who was mobile and aware. If they DO invade a person, the person's mind is actually not destroyed, and, if caught, with surgery and a lot of luck, the scuttler may be removed. Inside Outsider facilities, scuttlers are allowed to roam freely, but are not protected or nurtured in any way. If they can survive long enough, they mature into the third instar.

Scuttlers can take three-harm, have one point of armour, and normally do 1-harm with a lash of their razored feet..

Possible Spread: Invasion or Blitz Attack (+2 on the attempt to resist.)

Matures To: Bleeder (if it invades or blitz attacks successfully), Razordog (rare), Spider, Brute

Moves:

•Enraged, race forward, slicing and biting. 2-harm.

•Emit psychic distress calls to other Outsiders in area. MC makes a move for other Outsiders.

•Evade an attack and disappear from sight into cracks and shadows. Emerge later with surprise. The MC may break into the narrative at any point someone is in this area to have the scuttler make a Blitz Attack against an unsuspecting target.

FORGETTING SOMEONE?

If you are in combat with a Scuttler, you can try to pinpoint their movements. Roll +ice. On 10+, choose 2. On 7-9, choose one and the MC chooses one.

- You escape harm.
- They take harm that bypasses their armor.
- You protect someone else from harm.
- They can't escape you.
- They don't call for any help.

On a failure, take harm and the scuttler escapes to come again later.

RAZORDOG

Give a scuttler a regular source of food and a safe environment, and it will occasionally start to shed some of its scales and develop into a more supple and dangerous form. It gains more intelligence, strength, and speed, and resembles a sleek black rubbery slime with six multi-jointed legs and enormous ripping jaws. A razordog is about the size of a large sheepdog, and as dangerous as a well-trained attack dog. Although Outsiders don't think of them with any particular affection, razordogs are often kept as the Outsider equivalent of guard dogs or working pets.

Razordogs are no longer able to implant or infect a human, and there doesn't seem to be any evolutionary advance from this role. If they are left alone, they will simply patrol an area looking for prey. Unusually, razordogs appear to be the only form of Outsider that can be tamed or befriended by humans. No one knows why, but if not kept around Outsiders, treated well, and kept well fed, razordogs have very rarely been known to adopt a human partner they will be fiercely loyal to, much like Earthly dogs. They can even survive without Taint, and enter non-Tainted areas without spreading Taint.

Razordogs take 4-harm, have two points of armour, and normally do 2-harm hand. They can also spit an acidic venom which does 1-harm close AP lasting. They don't seem to be any more susceptible to magick than mortals.

Possible Spread: None
Matures To: None

Moves:

- Stealthily track a victim to his hiding space.
- Leap forward into action. +1-harm and -2-forward to resist this move.
- Squeal out a warbling breathy howl which terrifies those around you. Targets take -1-ongoing to ice and fire moves.

SHAKEN TO DEATH

If you are in combat with a Razordog, they may try to worry a wounded victim. Roll +harm taken so far.

On 10+, take another 1-harm hand and gain one condition. It still has you in its grip.

On 7-9, take another 1-harm hand before breaking free.

On a miss, get free without any additional harm.

SLUG

The unimplanted form of an Outsider ready to move into the next instar. It is a larger version of the larva, about a foot long and around eight inches in diameter. If outside a host body, it can move by a sinuous slither much like a fast garden snake; it does have fairly dangerous acid-tipped tentacles with razor-sharp edges which protrude seemingly randomly from its body. It slowly leaves Taint behind wherever it goes, and can be a threat to anyone who is unable to defend themselves. If outside Outsider facilities, it will usually seek out a good dark place to hide, and wait to be rescued.

If implanted inside a host body with surgery, it will begin to grow into the next instar very quickly, becoming a Host within 48 hours. Outside a host, the slug can take 2-harm, and if handled directly can do 1-harm AP each time it is touched.

Possible Spread: Implantation; Invasion (only against a sleeping or restrained target)
Matures To: Host

Moves:

- Hide in and under various debris.
- Puff up and flail tentacles with a hiss. 2-harm AP hand area.
- Burrow deep into a hiding place and hibernate until rescued.

EMERGENCY WHACK-A-MOLE

If you are trying to find a hidden slug, roll +smoke..

On 10+, you are able to locate it after about fifteen minutes of searching; now you just have to get it out. Tribals recommend grenades or firebombs.

On 7-9, after at least an hour of searching, you either find it when it attacks you from ambush (3-harm AP intimate), or you find it after it was able to call for help. The MC makes a move.

On a miss, you can't find it today; if it's still there after three days, raise the Taint level to Taint 3 if it is less than that.

Instar Three: Adult Forms

SPIDER



Scuttlers that don't turn into Razordogs may instead evolve slowly into Spiders. They will gain weight and mass, and their legs and spines begin to lengthen, become fibrous and leathery, and covered in thousands of small attachment hooks. They will find a place to hide as they continue to grow, eventually stretching their newly developed tentacles outward to form a massive network of organic cabling and wiring.

Spiders are immense distributed neural networks. They are living storage systems for Taint, empowering and strengthening higher-ranked Outsiders' abilities. The mere presence of a Spider can turn a weak Outsider infestation into a major threat. Any time Spiders are present at a site, all moves the Tribe makes to resist any Outsider moves take -2-ongoing. For this reason, Families which find out a Spider is in the area will make destroying it a major priority.

Spiders take 5-harm to disable, but 8 to kill permanently. They do not do any sort of direct damage, but can **project an aura of psychic Taint** throughout their area.
Possible Spread: None
Matures To: Brain (rarely, has to get VERY big)

Moves:

•Spread Taint into a new area.
•Infect local food and water supplies
•Send out psychic messages bringing Outsider agents or support.

PSYCHO WHISPERER

If you are the victim of a Spider's psychic aura, its wickedness projects into your mind, stirring forgotten sins; roll +signal.

On 10+, you avoid any negative effects other than lingering discomfort.

On 7-9, mark Taint or take -1-ongoing to all moves until you are out of the area.

On a miss, you take the penalty AND mark Taint.

A spider may hit a given target with this move only once per scene.

HOST

Once a slug has been implanted into a host body and the 48-hour time to assimilate has passed, the Outsider becomes a Host. The Outsider's form is distributed throughout the human frame, and the original mind is destroyed. The Host is stronger, faster, and tougher than any mortal; it is also entirely dependent on constant access to Taint, or it will die. Unfortunately, every use of Taint also speeds the burn-out of the Host's body, making it essential to grab a new form as soon as possible. Hosts are constantly angling to move up the ranks into the next instar; they do not have names like humans do, although they do have a sense of self. They identify by their function inside their hive, an identification assigned by their Master.

A Host can take up to six harm, and deals damage by weapons they carry, or by **assaulting with their hooks and tentacles**.
Possible Spread: Invasion, Blitz Attack
Matures To: Overseer (rare), Shadow (rare)

Moves:

•Take over someone the Family knows.
•Insert undercover operatives into an organization.
•Suborn or take over a business or agency.

TEN THOUSAND CUTS

If a Host pops tentacles and hooks to attack, it takes 1-harm and you roll +smoke.

On 10+, dodge most of the attack; take 1-harm..

On 7-9, it's getting ugly; take 2-harm and either mark Taint or take an additional 1-harm AP. Your next move is -2-forward.

On a miss, you take a whopping 4-harm AP, s-harm, and mark Taint as the creature gets its hooks in and smashes you around the place.

INCREASING NEED

Each time a Host needs to use an ability outside human normal, roll +(hold from this move).

On a miss, the MC chooses up to three from this list, taking 1-hold for each choice.

On 7-9, the MC chooses one, taking 1-hold.

•Heal all harm taken so far.
•Raise all harm given this scene by +2.
•Perform a superhuman act of physical nature.
•Deal 3-harm close mystical area with a mental assault.
•A psychic distress signal brings its allies to the fight.
•Predict the future, changing an enemy's move to a miss.
•Release a burst of Tainted energy which destroys all electrical gear in close range; all people inside the area mark Taint.

On 10+, the Host's body is getting close to failing, and it takes 1-hold without getting any special result.

On 12+, the host's body fails, collapsing as the Host is forced to tear free as if it had failed a Blitz Attack.

Instar Four: Mature Forms

BRUTE

As Scuttlers age, they gain mass, and a few will begin to mature into this new form. Their armor thickens and their natural weapons become sharper and more brutal. Slightly smarter than Scuttlers, Brutes can be given psychic orders by Hosts or other higher ranked Outsiders, and are used as guardians and assassins. From here, the Brute doesn't evolve to anything else but larger forms of combat beasts, and other Outsiders consider them expendable resources.

A Brute can take up to six harm, has 2-armor, and attacks by assaulting with their hooks and tentacles, which do 3-harm hand.
Possible Spread: None
Matures To: Ravager, Stalker

Moves:

•An ally of the Family is missing; did they get him?
•Slip into position to ambush a victim.
•Destroy a target location and disappear.

SQUAMOUS AND RUGOSE

If the Brute attacks from ambush, roll +ice.

On a 10+, you resist the worst effects of their attack; take severe harm, or take minimal harm and -2-forward to your next move as it backs you into a bad position.

On 7-9, you take severe harm and mark Taint, as it mauls you, or s-harm and mark a Condition as it tosses you into the nearest solid object.

On a miss, you're pretty much at its mercy; take severe harm, s-harm, mark a condition, and mark the Taint, too. Have fun with that.

Any individual Brute may only make this move once in a scene, and then only if it can ambush a target. Since they are very deadly, most Tribals try not to engage Brutes up close.

OVERSEER

Very rarely, a Host which has proved itself to its masters will gain enough Taint and psychic power that it matures into a hardier, more intelligent and crafty form. This requires a willing Overlord or Master to want the Host to elevate to the next instar; they often dangle the possibility in front of their minions as a motivator. Externally, there's no real change, but an Overseer begins to develop useful psychic abilitie, and receives an actual name, although those names are usually versions of human words, phrases, common names, or professions. For instance, an Overseer may take the name Mister Hand, Mister Bone, Mrs. Harley, or Mister Garcia.

Overseers are the mid-level managers of the Outsider clades. They take orders from above, and are entrusted (as much as any Outsider trusts any other) with the power and authority to make things happen. They will have several Hosts working under them, as well as a number of agents and supporters, many of whom will not realize who they really work for. They will try to maintain their bodies as well as possible to engthen the amount of time they can use one identity, and they will plan and prepare for the inevitable day their host form dies from overexposure to Taint. If an Outsider plot involves real risk to the Outsiders or the Consortium, it's almost certainly being run by an Overseer.

An Overseer can take up to eight harm, and deals damage with any weapons they carry, or by assaulting with their hooks and tentacles like a normal Host. They can also **project psychic power** to mess with a victim's mind and body. Any supernatural effects aimed at an Overseer are +1-ongoing to work, and cause +1-harm AP in addition to their other effects. Finally, Overseers can use the Host's **Increasing Need** move with -1-ongoing.
Possible Spread: Implantation, Invasion, or Blitz Attack
Matures To: Overlord (very rare), Shambler (if they mess up)

Moves:

•Start a major new operation in a previously safe area.
•Order Consortium hit teams in to find the Family.
•Subvert or take over a valuable ally of the Family.

DEADLY SNEER

If an Overseer projects psychic power at you, roll +signal. If you have any sort of magical protection at all, you are immune to this move.

On a 10+, choose 1. On 7-9, the MC gives you two options and you pick one of them. On a miss, the MC chooses 2.

•You take 3-harm psychic close AP.
•You mark Taint, twice.
•You are placed at a disadvantage; -2-forward to your next move.
•Someone else gets hurt or placed at risk.
•You take s-harm, and are unable to make moves until rescued.
•You do something under the Overseer's psychic control; the MC uses one of your moves how he wants.
•The Overseer escapes without any harm, if it wants, or you are assailed by psychic horrors and must **pack your gear** to avoid having to **bang bricks** as your next move.
•You take established harm and deal your harm to the Overseer's minions, or to it if it is alone.

SHADOW

A Host which has repeatedly been useful to its masters, but not yet earned the right to become an Overseer, will sometimes be selected to go through genetic modification to create a Shadow. Expert at stealth and intimidation, the Shadow is used to lead up Consortium security teams, and to track down and handle citizens who may nt be aware of what the Outsiders really are. After being subjected to a painful series of treatments, the Host integrates even more fully with its host body. While it loses some of its combat abilities, and the ability to easily leave its host body, the Shadow gains psychic talent, speed, and stealth. The body thins and becomes wiry and quick, with thin cable-like response tendrils growing throughout the body, making more and faster neural connections distributed through the host. On the outside, it still looks mostly human, although somewhat pale and spooky.

Hosts selected to become Shadows are told they can still move up, but it's very rare for a Shadow to be allowed to become an Overseer. If they were good enough to hold that position, they would already have been promoted there. Instead, they occasionally are "cross-trained" back into Hosts, or "promoted" into Stalkers if they mess up.

A Shadow can take up to five harm, and deals damage as with any weapons they carry, or by an **overwhelming assault without warning**. They can also use the Host's **Increasing Need** move with -1-ongoing.

Possible Spread: Implantation
Mature To: Overseer (almost never), Host, Stalker (if they mess up)

Moves:

•Bring in a team of Consortium security to search out Tribal activity.
•Place spies throughout an area to set up later attacks.
•Intimidate citizens and local authorities into working against the Family.



IT'S BEHIND YOU

If a Shadow is in a position to surprise or ambush a target, it can assault without warning; roll +steel.

On 10+, you either avoid harm, or deal minimal harm and take 2-harm hand AP and s-harm.

On 7-9, the Shadow has messed you up pretty badly. Take 3-harm hand AP, and you take -1-ongoing to moves in this scene from the pain and shock.

On a miss, the monster wipes the floors with you; take 5-harm hand AP, mark Taint, and take -1-ongoing to all moves this scene.

Unlike Brutes, Shadows are stealthy enough to pull this trick over and over in a scene.

BLEEDER

If a scuttler manages to get into a human body, it doesn't really have enough intelligence or skill to become a full-fledged Host. Instead, a person with a scuttler inside them acts like a very destructive psychopath, interested only in killing sprees and random violence. (It's possible a few spree killers have been scuttler-invaded, but the terrible truth is that humans don't need alien invaders to murder each other.) These crazed murder machines are called Bleeders, and they are as close to suicide troops as Outsiders have. Bleeders are unable to think beyond their next kill; they can speak, and may even seem to make some sense, but they really have no memory of who they used to be. When not being sent after a target, they are kept isolated and semi-sedated, and released when the hive needs someone utterly and publicly destroyed. To anyone who knows what a Bleeder is, they're obvious. They are constantly leaking blood from every opening in their body.

A Bleeder can take up to eight harm, and deals damage as with any weapons they carry. They also have a nasty tendency to unleash overwhelming violence against everything around them. When a Family knows a Bleeder is in the area, they spread out to keep an eye on friends and allies.

Possible Spread: None

Matures To: None

Moves:

•Assault a place loaded with innocent bystanders.

•Self-destruct in a blaze of glory, killing everyone they can reach.

•Messily terminate a valuable asset inside a group allied to the Family.

SLATE WIPER

If a Bleeder unleashes overwhelming violence, the MC nominates a target and the players nominate which Family member is in a position to do something about it; that character rolls +fire. On 10+, you achieve three of the four goals below. On 7-9, it's two. On a miss, you pick one. The goals you don't achieve, the Bleeder does its worst; take the effects listed.

•You get out without taking harm. Fail this and take a Condition.

•You get the people you really value out, but the innocent bystanders suffer. Mark Taint. Fail: the ones you wanted to save are wiped out.

•You get everybody out, but you take severe harm. Fail: it's a massacre for the bystanders, and you mark Taint.

•You destroy the Bleeder. Fail: obviously, it escapes.

BRAIN

A Spider who has filled most of the area it can may very rarely mature into this form. A Brain's neural network explodes into rapid growth, as tiny filaments of psychic fiber weave outward in all directions. A Brain's mass is big enough to fill an entire building.; unlike a Spider, the Brain has a form of intelligence. They act as enormous psychic communications relays for the Outsiders. The presence of a Brain anywhere within five miles makes resisting Outsider moves take a -1-ongoing penalty. Also, any action the Family takes which directly affects Outsiders of instar three or higher immediately warns all other Outsiders inside the Brain's range. This allows the MC to respond with a move any time the Family moves against those higher-level Outsiders.

A Brain is so distributed through such a large area, it really can't be killed without some sort of mass-damage weapons. Bombs, fires, and spells are useful, and the Brain is actually pretty easy to destroy once you find it. It's finding it that's the hard part.

Possible Spread: None

Matures To: Thinker or Portal(sort of; see those forms for details)

Moves:

•Send out a psychic wave of fear which causes riots and disturbance in the area.

•Connect into new wavelengths; all signal moves in the area are -1-ongoing.

•Begin to develop a node which will become a Thinker or Portal. Do this move two more times to finish its development.

SUPRESSED TRANSMISSION

If you're trying to locate the Brain in your midst, roll +signal.

On 10+, you are able to angle in on its bearings; you don't know exactly where it is, but you know the direction. However, you must either expose your thoughts to it (mark Taint) or allow it to know you're looking for it, too.

On 7-9, you get a general direction which needs further investigation; you may gain +2-forward to **run a go-to** or to **weave new strings** in relation to the Outsiders in the area. However, if you use this bonus, the Brain senses you coming, and the MC makes a move.

On a miss, you either risk your sanity to locate it (mark Taint and count this as a 7-9 result), or fail utterly and the Outsiders know you're mousing about. The MC makes a hard move.

If a single character uses this move more than once and gets any two hits, they can triangulate where the Brain is to within a single city block.

Instar Five: Superior Forms

RAVAGER

Brutes which survive for a while (a few years or so) begin either to bulk up and grow to huge size (becoming a Ravager) or lose mass and gain intelligence (becoming a Stalker.) Of the two, most Tribals would rather face a Ravager; they're easy to see coming, not as fast, and not prone to complicated attacks. They're also so inhuman they can't be used outside areas the hive controls. For this reason, they are usually used in a defensive role only, something they are ideally suited for. They are ten feet or more in height, weigh several tons, and appear as grey-blue-skinned giants with rubbery, massive arms and legs. The human body they started

with has mutated into something more resembling a cancerous ogre than a human being. They have child-like intelligence at best, so they tend to charge in and attack whatever is in front of them.

A Ravager can take up to ten harm, has 3-armour, and deals 4-ham hand with its massive hammer-like fists. It can also **bull over and trample a victim**.
Possible Spread: None
Matures To: None

Moves:

•Trundle into a position which blocks the Family's progress.
•Break something valuable to the Family.
•Accidentally destroy part of the environment which puts everyone at risk.

FREIGHT TRAIN RUNNING

If you're the target of a Ravager's bull rush, roll +steel.

On 10+, you are able to either avoid being hit (take -2-forward to your next move) or roll with it and stay on target (take harm.)

On 7-9, you get hit and are knocked back out of position; take the harm and the -2-forward.

On a miss, you're being stomped and battered without mercy. Take severe harm, and you must **dig deep** as your next move.

Note to MCs: Fighting a ravager will most likely lead to death moves if the Family doesn't get in the first hits.

OVERLORD

An Overseer who has done really well for its hive will try everything in its power to rise to the next instar. Unfortunately, the nature of Outsider culture manifests itself here, as the other Overlords in a hive will do everything they can to prevent any Overseer from moving up to join them. There's a finite amount of power and resources available to a hive, and most only support two or three Overlords and their schemes. When an Overseer is powerful enough to advance, it and the other Overlords in its hive enter a brief period of instinctive conflict, making their agents and allies support them as they battle for dominance. No one knows exactly how this is determined, but the likely result is that the Overseer ends up broken and mutated into a Shambler. Less frequently, the Overseer destroys one of its competitors and takes its place as an Overlord. The defeated Overlord mutates into a Freak if it survives. In the rarest of occasions, the new Overlord takes its' place in the hive without replacing one of the other Overlords.

While the Overlord's human body still passes for normal, it is psychically powerful and hyperintelligent. If they didn't spend just as much time plotting against each other as they did against humanity, they'd probably have wiped us out by now. Overlords are no longer able to leave their host body without being implanted into new forms; every Overlord maintains a loyal coterie of personal servants it can trust to make this happen.

An Overlord can take eight harm, has 2-armour, and deals damage as established with weapons it is carrying..It can also **break minds and bodies with psychic attacks.** It can use the Host's **Increasing Need** move with -2-ongoing.
Possible Spread: Implantation
Matures To: Master (almost never), Freak (if driven out by a competitor)

Moves:

•Maneuver the Family into an unexpected trap.
•Reveal a new and unexpected Outsider ally.
•Seduce or blackmail someone into doing something they normally never would.

PULLING THE THREADS

If an Overlord attempts to break your mind and body, roll +each of your stats.

For each stat, on 10+, you are able to avoid harm to that stat.

On 7-9, you are hurt for 1-harm AP, taking -1-ongoing to all moves with that stat for the rest of the Session.

On a miss, you are affected as follows:
Steel: You've been injured. 2-harm AP.
Ice: Somehing you believed true is an Overlord lie.
Fire: Someone you care for is hurt.
Smoke: One of your dangerous secrets is revealed.
Signal: You have an unpleasant vision of doom.

This move represents an Overlord's long term plots and schemes. It may only be used once per Session, on a single target the Overlord is aware of. The results of the move are the culmination of long-term plotting, coming unexpectedly out of nowhere to assault the target's entire life.

THINKER

When a Brain has been growing successfully for a long time and the Taint level gets high enough (Taint 5 or 6), a small node of neural tissues may form in a knot near the center. If left alone, this slowly grows to something about the size of a human. It appears to be a mass of grey-black brain tissue, glistening and slick with moisture. The area around it will become moist and slippery, hot enough to make people uncomfortable. The Thinker which is in the center of this mass is about the size of a football, and has no ability to move or act on its own. However, all Overlords and Masters within its hive can connect to it psychically any time they want, granting them the ability to communicate instantly with each other. Any time the player characters get less than 10+ on a move targeting Outsiders in the Thinker's hive, the MC may immediately make a move in response.

Thinkers are fortunately very fragile and easy to locate. They are heavily guarded by Outsider operatives. Thinkers can take only 2 harm, have no armor, and can't do anything but sit and wait to get killed.
Possible Spread: None
Matures To: Sleeper (possibly)
Moves: None



STALKER

Brutes which survive and Shadows who have made mistakes may mature into this form if an Overlord or Master chooses them. By sedating the original form and exposing it to deep psychic triggers, the boss can force a genetic change onto the source creature. Within the course of about 30 days, the source beast becomes sedentary and dormant, slowly losing mass and muscle tone. It begins to thin down, but also to darken and slowly develop a serpentine lower body with a four-armed upper body and an extended snout which includes small scent organs similar to pit vipers. As time passes, the new form becomes lithe and agile, capable of moving over short distances at very high speeds. Stalkers can track heat and communicate psychically with each other; they also gain natural camouflage, becoming able to darken their skin to fit darkly lit areas. Stalkers are less intelligent than Shadows, but more intelligent than Brutes, and are normally used as secret guardians of areas the Outsiders want to protect. When operating in packs, they are highly dangerous.

A Stalker can take up to six harm, has 1-armour, and deals 2-harm hand AP area with its four clawed limbs, or wraps a target in its whiplike tail, doing 3-harm intimate ongoing. It can also **stalk and harass targets from the darkness**, making noise, letting targets glimpse them moving, or striking suddenly and fading immediately back into the dark.

Possible Spread: None

Matures To: None

Moves:

•Appear out of the darkness without warning.

•Abduct and isolate a lone target not in the Family's view.

•Disable all the lights and come at the Family from the blackest places.

GHOST IN THE DARKNESS

If you're the target of stalking and harassment, roll +fire.

On 10+, you are able to somewhat resist the terror of being stalked by unseen monsters; either take -1-ongoing to your moves, or take action to confront them.

On 7-9, the noises and mind-games are getting to you. Either allow the MC to make a move, or **bang bricks**.

On a miss, you're breaking down under the pressure of knowing they are on you, and they get an opening. The MC makes a hard move.

SHAMBLER

No Outsider ever becomes a Shambler willingly. These bulky fat creatures are about ten to twelve feet tall, and composed of rolls of blubber and fat with flakes of slime-encrusted skin falling from them regularly. They are dimly aware, much like a cow would be, and their only function inside a hive is to produce a gelatinous ooze which they use to form bio-formed tunnels and caverns underground to create the bases Outsiders use. A crew of three to four Shamblers can burrow through concrete and produce enough dried slime walls, floors, and tunnels to fill a small two-story house within a day. An Outsider base which has Shamblers in it can't be lowered below Taint 5 without some form of massive cleansing destruction. An enourmous firebomb might do it. Strangely, Shamblers are totally placid, and do not react at all to anything; they will quietly stand in place and keep trying to build a biomass wall while Tribals fill them full of holes.

A Shambler can take up to twelve harm, and has no armour or weapons. Theoretically, a Shambler could fall on someone and do 6-harm crushing damage, but it's not really something they would do on purpose.

Possible Spread: None

Matures To: Breeder (rare)

Moves:

•Rebuild damaged Outsider property overnight.

•Change the internal layout of an Outsider facility while the Family is passing through.

•Burrow and build underneath someplace the Family values, raising that Taint level to 5.

PORTAL

This is the nightmare development. When a Brain has been properly prepared by a Master, it can be induced to start developing into a Portal. It goes into a period of rapid massive growth, shooting pylons of wrinkled blistered skin up every surface in reach. As it grows, it begins to drain massive quantities of energy and Taint to power its bulk. To successfully develop into a Portal requires all of the following steps to be completed in this order:

•A Master must be present in a Taint 6 area.

•The Master must psychically order a Brain inside that area to begin to transform.

•There must be a source of external energy capable of powering at least a district of a small city. A full power plant would do it, but would be unable to power anything else.

•There must be a constant delivery of fresh sources of Taint to the area. The growing portal will cause the Taint level in the area to drop if the Outsiders do not keep bringing in chemicals and reagents to balance the Taint. In game terms, as long as no one interferes with the supply lines the Outsiders are using, they're getting what they need. If the supply line is disrupted for more than two weeks, the entire project fails, and the budding Portal dies. The Master who has failed is probably killed by its hive.

•The hive must keep the entire process working for 90 full days. At the end of that time, the Portal will surge in power, and if not stopped within 72 hours, will break open into a full gate. If that happens, everything within 50 miles jumps straight to Taint 4, and the area within a mile of the portal becomes uninhabitable by human life. It is effectively part of the Outsoders' home realm. This is a campaign loser in most cases.

Portals have no stats, and can't usually be attacked or affected by Tribals, as the area around them can't be entered for more than a few hours without killing normal humans. A campaign could end with a suicidal death run into an Outsider base to close a portal, but it would almost certainly be a one-way trip.
Possible Spread: None
Matures To: None
Moves: None

Instar Six: Elder Forms

FREAK

When different hives come into conflict, it's usually an indirect struggle over resources, turf, or pet projects. Outsiders are very territorial, duplicitous, and suspicious of others, and it's not uncommon for two hives that hold territory in close proximity to go after each other. Normally, this is subtle, involving the loss of underlings and human servants only. Occasionally, things can get out of hand, though, and when two Outsider Overlords can't resolve their hatred any other way, they will eventually target each other. Every resource of a hive is unleashed on their opponent in an orgy of destruction and violence. When one Overlord has gained enough power over its rival, it will assert its will over the fallen hive, absorbing what is left into its own network. When this happens, the winning Overlord may develop into a Master; the loser usually dies. However, very rarely, a strong-willed loser may become a shattered husk called a Freak.

Cut off from all its power and allies, the Outsider weakens, its biomass shriveling and pulling back into the brain stem of its host body. It loses the ability to swap forms, and the vast majority of its Taint-fuelled powers as well. It becomes obsessed with its own survival, and the destruction of whatever hive brought it down. A Freak is a total outcast among its own people; all other Outsiders view it as an enemy, and will be instantly hostile if they find it. Fortunately, the same regression that traps it in one form and removes its powers also makes it indistinguishable from a human to other Outsiders unless they physically touch its form. Also, its human form stops decaying as the Taint it normally needs to power its form is reduced to near-zero. In effect, a Freak is a human body with an Outsider mind, one that hates its own kind with an insane passion. Some gullible Tribals have been known to make deals with these creatures, or even to accept them as temporary allies. This is almost always a fatal mistake, as they are still narcissistic sociopaths who care about no one but themselves.

A Freak takes and deals harm as a PC. Unlike other Outsiders, they can survive just fine in any Taint level. They are master manipulators, able to **turn others' efforts to their own benefit**.
Possible Spread: None
Matures To: None (in theory, a Freak which managed to steal back another Outsider's hive could develop into a Master; this would be a campaign-long goal for a Freak)
Moves:
- A Family's actions benefit the Freak as well.
- Outsiders from an enemy hive enter the area searching for the Freak.
- Trick or manipulate a Family ally into getting the Freak something it wants at the Family's expense.

SITUATIONAL SOCIOPATH

If a Freak has tried to turn your efforts to its benefit, roll +ice.

On 10+, you are able to figure out what it's up to before it gets anything.

On 7-9, choose one. On a miss, the MC chooses two.
- The Freak comes out ahead at your expense; downgrade the result of your next Influence move and the Freak may make a move.
- You get nothing, but neither does the Freak. Your next Influence move fails.
- It's part of some longer goal. Take -1-ongoing to your Influence moves in one group.
- Its meddling costs you; lose Pull on someone, or someone gains Pull on you.
- You confront it; the MC makes a hard move, but now you know where and when to get to the Freak.

SLEEPER

Thinkers can sometimes gain enough biomass and Taint to develop one more time, into a Sleeper. You would be unable to realize you were near a Sleeper if you didn't know what they were, because they are literally the entire base around a Taint 6 area. Their powers are distributed throughout the entire base; all Outsiders inside the Sleeper gain +1-harm, +1-armour, and all moves to resist them are -1-ongoing. In addition, every Outsider inside the Sleeper is connected psychically to every other Outsider; all moves a Family makes which involves stealth or subterfuge automatically fail. Finally, and most significantly, every use of moves involving signal which happens within five miles of the Sleeper always causes the user to mark Taint, and the humans in the area are plagued by horrific nightmares and a constant barrage of their basest impulses.



It's best to treat Sleepers as a target for a campaign-ending assault in most cases. To destroy them, you'd have to be able to burn them out of a subway-sized network of living tunnels. You have to get every part of the critter, too; leave any of it alive, and it will just heal back up and eventually go right back into operation. The chances of doing that successfully and surviving are very, very slim.

If you want to bring one into your campaign, it's usually best to make the Family's involvement preventative in nature. Outsider Overlord targets area for development of a Sleeper, heroic Tribals do what they must to prevent it. You get the idea.
Possible Spread: None
Matures To: None
Moves: None.

BREEDER

The Breeder is perhaps the best example ofhow self-centered and selfish the Outsiders are as a species. The only source of Outsider eggs is a Breeder, which is only produced when a Shambler matures into one. Since Shamblers are treated as walking labour at best, not many survive to get a chance to become Breeders. Those that do stop moving somewhere near the center of an Outsider base, slowly plumping up as their limbs atrophy and eventually drop off. When they are ready, the Breeder will begin producing eggs, a few hundred at a time, dropping them out in slime-covered piles which must then be moved by other Outsiders to pre-readied nesting rooms. A Breeder will pop out another pile of eggs every few days if kept provided with plenty of biomass. This is usually provided in the form of mulched up animal (or human) corpses fed into the massive open maw at the top of the Breeder. Fully grown, a Breeder is about fifteen feet wide and tall, and weighs as much as a hundred tons.

A Breeder can be killed with explosives or fire, and does not deal harm unless you are unlucky enough to end up in its maw. In that case, you'r dead. No death move, either. Yum, yum.

Possible Spread: None

Matures To: None

Moves:

•Outsider guardians surround the Breeder's chamber, trapping all inside.

•The hot and humid scent of decay revolts and disgusts those nearby.

•Eggs just laid nearby suddenly hatch into a swarm of Scuttlers.

MASTER

The ultimate form of the Outsiders. Like its Overlord juniors, a Master is no longer able to swap forms easily, but that's not much consolation for those who have to deal with it. To be a Master, the Outsider must have survived dozens of plots and schemes by its lesser competitors, so it's going to be legendary if a Family ever comes up against one. Physically, there's little difference between a Master and an Overlord; their networks of agents and servants are much broader, and their bases and defenses demonically difficult to hurt. At any given time, there may be no more than five Masters on the entire planet; the death of even one would be a major blow to the Outsiders' plans.

There's really no direct combat against a Master; they are virtually indestructible in regular combat, and anyone who tried would quickly be overwhelmed and driven insane by unbelievable psychic power. If a Master is going to be a target of a Family's attacks, you're going to have to handle it with a weapon of mass destruction. A tank gun, rocket launcher, or fuel-air explosive bomb might work, if you can get it into the Master's presence without it figuring out what you're doing. Really, think tac-nuke and glorious death.

Possible Spread: Implantation

Matures To: None

Moves: Special- every time a Family makes a move against a hive which has a Master in the area, the MC may make a move in response. If the Family makes any attempt to attack the Master or the place it hides, any move which results in less than 10+ adds "the MC may make a hard move."

OUTSIDER TECHNOLOGY

Wires and circuits are not the basic building blocks of Outsider technology. They use bio-electronic and organic living tissue to form their gear. Whenever you want to place an appropriately alien feel to any object the Outsiders designed, choose as many as seems interesting from the following list, and modify the gear accordingly. Any effects listed below which require moves to use are automatically usable by Outsiders and Consortium agents.

•Utilizes alien psycho-mathematics; roll +ice and get a hit to operate it; gives +1-ongoing per Taint move you have marked

•Writhing tendrils; roll +fire and get a hit to operate it; gives +1-forward to persuade an NPC if threatening them

•Actively resists use by humans; roll +steel and get a hit or 1-harm AP to operate it; raise harm it does by 1 and it becomes messy

•Lower-level awareness; roll +smoke and get a hit to bind with it; take a Taint move, and you can always operate it and are psychically able to sense and use it wherever it is

•Psychic lens controls; roll +signal and get a hit to operate it; may be operated from far range

•Red bile lines; mark Taint to heal two-harm or 1 Condition

•Gray ichor channels; can be implanted into a willing subject for 1 Taint

•Out of phase with reality; mark Taint to gain +2-forward to moves involving escape or concealment

•Control hooks and synapse spurs; take a Condition and mark Taint to attach or detach the item; +2-ongoing for use

•Unhealthy angles and impossible architecture; mark Taint for +2-forward to **shine someone on**, **jam the system**, or **gaslight someone**

•Fractal-edged life-seeker; mark Taint for +2-forward to get into a **dust-up**

•Reality-blasting destroyer; mark Taint for +2-forward to **burn shit down**

•Hypnotic auras; mark Taint for +2-forward to **weave new strings**

•Mind-boring; mark Taint for +2-forward to **sniff out hidden answers**

•Soporific fumes and vibrations; mark Taint for +2-forward to **pack your gear** or **dig deep**

•Seductive whispers of things you should not know; mark Taint for +2-forward on **running a go-to**

•Invasive tentacles and feelers; +1-ongoing with it this session if you mark Taint

The Eyes Of Michael Holt (Part Nine)

Where am I? Michael wondered, mind confused. His whole body was cold, stiff lead, immovable. Part of him was aware something was very, very wrong, but he couldn't place what exactly had happened. He was having trouble thinking, and he couldn't seem to open his eyes. He heard movement, and what sounded like low chanting, and somewhere very close, someone was crying softly, and he knew he should care about that.

"You sure we're clear, Shado?" said someone, a deep masculine voice, which Michael thought was familiar for some reason.

"Clear, Papa," said another voice, this one softer and neutral, controlled. "We lost the Bloat. Couldn't get a shot at it when it beat feet. Marines are clear."

"'Cept the one what got taken," said a young girl, vaguely disappointed.

"We got what we came for," said the masculine voice, and this time a dread-locked friendly black face swam across his mind. Michael was having trouble breathing, as if someone was sitting on his chest. He felt something dribble down his mouth, a warm tissue wiping his chin, the taste of it salty and metallic. *I'm coughing up blood,* he realized. *That can't be good.*

"How is he?" It was Annie's voice, sad and distant. He wanted to tell her it was okay, but he couldn't get enough breath to speak.

"He's dying, Piper." A British voice. *Piper?* Michael wondered. *Who the Hell is Piper?*

"Help him," Annie insisted, urgently.

"There's only one thing that will save him now," said the Brit. "Are we sure he should be one of us?"

"Erzulie told you this would work out for us," Annie replied, and Michael felt her hand on his, a million miles away.

"I'll do it, but you'll have to explain it to him when the time comes." Hands touched his cheek, and he felt his head being moved by a strong firm grip. "We make a DEA man," said the voice, which by now Michael recognized as Darby's. "Strong medicine, coming up." There was a coughing noise, this time not from Michael, and then something hot and wet touched his forehead, and then he was choking, strangling on something, and then everything faded away into red confusion.

Papa Mogen waited patiently with Piper as they watched for signs the wounded man might recover. Mojo had done what he could, and then departed without much in the way of instructions. Other members of the Family had wandered through occasionally, checking up on Piper, offering advice, condolences, and moral support. Only Dosh had stayed, gun ready, in case they had to put the man down. After six hours of fever and coughing, Michael Holt's body had finally stopped twitching and quivering, and when he opened his eyes, Papa though Piper was going to faint from joy. Still, she knew the rules, so she stayed back while the leader of the Family approached her lover first, just to be sure. Papa's fist was wrapped around a charm, a tell-tale, and when it didn't pop, he relaxed, settled down and looked at Michael, whose eyes were cold and narrow, resigned.

"Relax, son," laughed Mogen, Slamming to Dosh to put the gun away. "You're safe now."

"Safe?" Holt snorted sarcastically. "I'm hostage to a bunch of terrorists who just killed a DEA agent and a bunch of Marines."

"In reverse order, Michael, we didn't kill anyone that we know of. I ordered my Family to fire high and right until we could identify targets that deserved to get hit. We aren't terrorists, we're soldiers. And you aren't a hostage, you're a temporary guest." Mogen smiled as Piper took hold of Holt's bandaged wrist, and laid her head on his shoulder. "Although I suspect if Piper gets her way, this ain't gonna be a short stay."

"Piper." He glanced at her, saw her dreamy smile and those blue eyes he'd come to need so much. Michael tried to be mad, but all he could work up was numb.

"Piper," she agreed, and held his hand like a high school girl on her first date. "Pleased to finally meet you."

Michael looked around at the room he was in. A double bed, with rumpled faded sheets and

torn well-used blankets. In the corner, a couple of stacked milk crates, with about a half-ton of computer gear sprawled around it, cables running to and from various cases. Another blanket lay in the far corner, two assault rifles disassembled on it, cleaning oil and tool kits spread around as well. The only door in was opening, as a crowd of people pressed in, some familiar, others new to him. He saw they had changed, and that all were carrying guns and knives, looking expectant. He considered making a break for it, but Piper's head felt so perfect, so familiar on his shoulder. So right. He sighed in resignation, looked back to the man he knew as Omar Washington, and asked the most important question of his life. "So what happens now?"

As the rest of his Family settled down around them, Papa smiled. "How would you like to know what's really going on?" he asked his Family's newest recruit.

"I get a feeling I'm not going to like it."

"Well, you're certainly not going to believe it." Papa stretched, and motioned for Screw to bring over his files. The blonde dropped them in Michael's lap, unwilling to get to close. Even though most of the Family could accept Mojo's, and now Michael's unique status, not all of them fully approved. *Trouble for tomorrow,* Papa decided, watching as Michael slowly worked his way through the evidence they'd gathered so far. The whole Family could gauge where he was in the story by the widening of his eyes and the flush of his cheeks.

After a long moment, the man put the file down and looked up at them, Piper still snuggled next to him. "Aliens," he grunted, no sign of his inner thoughts in his tone. "You want me to believe you're hunting aliens."

"You saw it, Michael," Piper whispered. "I know you did. When I cut it, you saw it."

"I saw something," Michael admitted. "It was smokey, I was in pain, and I was upset. I could have imagined it."

Dosh fixed him with a pointed stare. "I know fighters, troop," he challenged. "You think you're in the habit of imagining things?"

Michael paused, silent, working things out in his head. "No," he said at last, tired. "No, I guess not."

"You'll know much more soon enough," Mojo started to explain, but Papa Slammed him silent. <NOT-NOW-TOO-INTEL-LET-HIM-BE-NOW>

"What's that mean?" asked Michael, unwilling to let the statement go and unaware of the silent conversations going on around him as the Family discussed what was coming.

"It means, young man," said Papa, standing up and heading toward the door, "that we are soon going to go hunting the thing you saw, and you are going to come with us. In the meantime, Piper will be teaching you a little more about who we are, what we are, who you are now, and what's expected of you."

"In 'tween boffin' you silly," Polpol chirped, making an obscene gesture.

***

All I must do is manage this project for the Masters, the Outsider called Mr. French thought, as it looked around the abandoned aircraft hangar. The cargo helicopter was being loaded by lower-level minions, many of them un-hosted humans in league with the Consortium. The Peck-creature chuckled, amused by the idea the humans actually believed they were equal partners in the Masters' schemes. *As if even the lowliest of us would deign to be considered these monkey's equals.*

"What's funny, Sir?" asked one of the humans, a man in a black suit with dark glasses. The Peck-creature tried to remember its name, but they all looked alike, and they were lesser beings in any case.

"Nothing," it growled. "Make sure the packages are securely fixed and ready to move. We need these to arrive undamaged at the Santa Fe facility."

"Any particular reason you want ten intact, un-autopsied adult female corpses?" The Peck-creature thought it might be detecting a hint of disapproval or rebellion in the human, and it was contemplating breaking the thing's neck when the first blast hit.

The explosion tore through the outer armored doors of the hangar, sending heavy pieces of shrapnel and twisted steel crashing through the space, crushing and tearing flesh and metal. The Peck-creature's host body was blasted back and down, tumbling across the floor, the damage enough to set its' neural network roaring with concern as control hooks and sensory ganglia screamed in pain. It could hear a second, smaller explosion, perhaps a human grenade, and the sound of small arms fire. And then it felt a cold numbness in its limbs, the ambient nothingness of the terrestrial magical energies, the silver-blue fire of the Others' presence. Scrambling for cover behind a nearby pallet of steel drums, the Peck-creature knew fear.

As the other members of the Family spread out and moved from cover to cover, firing in short bursts as they killed the Consortium agents, Michael, Piper, and Mojo raced forward, just as they'd discussed. Piper was carrying a gallon-jug filled with a jellied gasoline mix Screw had created, and as she placed it in among the Insiders' packages in the chopper, Mojo and Michael were supposed to cover her. So far, the plan had rolled along just fine, and Michael checked to his left, where Dosh and Polpol were scrambling among the wounded Consortium operatives, knives glistening with blood. On his right, Dancer was standing still, blades glittering, her breath barely elevated, six bodies around her, Snow barely visible behind her, reloading his revolver as he watched her back.

Over the last month, Michael had been through so much. There was a lot to learn, and everything he'd ever known was in question. At first, he'd been resistant to them, even though he loved Piper very much. The idea that some group of aliens was controlling the American government was a bit much to take, even when it explained so much about some of the recent stupid decisions the people in power had made. And losing his name and being treated like a newborn had grated on him for a while, until he began to see a method to their madness. Slowly, he'd begun to learn, to understand what they were doing. Then there'd been the first time they'd shown him an Outsider facility, a water purification plant where something black and oily was being added back into the water before it was going to houses in the area. And, of course, there was Piper herself, always there, always supportive, always warm and loving.

"Wake up, baby, we're gone!" Michael spun and saw Piper and the others dropping back through the smoke and flames. Covering their exit with his rifle, Michael followed, approaching the shattered doors, navigating his way between the flames and burning pallets. Just as he was reaching the hole Screw's first bomb had opened, he heard a horrid scraping noise, metal failing, and before he was even aware of any decision to do so, he had leapt back as the remaining hangar door structure suddenly collapsed, blocking the exit. He could hear Piper screaming on the other side, the Family trying to figure out how to get to him, and he was going to trust them, to wait, until he was aware that there was someone else here with him. He turned slowly, rifle up, and saw the same Marine who had almost killed him a month ago, the man's face twisted with hate and confusion. Michael whipped the rifle up to his shoulder and began to squeeze the trigger, but the Outsider was faster, leaping forward and grabbing him by the wrist, slamming him sideways into a stack of steel barrels. Michael screamed in pain as his wrist broke, bones tearing through the skin, the stock of the rifle shattering under the impact, driving splinters of plastic into his hand. As the Outsider leaned in, black barbs ripped through its flesh, spiny tentacles vibrating as it drove its hand forward into Michael's stomach. The pain exploded into his brain as it began to kill him-

-and then stopped, its eyes wide. "Impossible," it whispered. "How can you be one of us?"

"Fuck you," Michael gasped, his own hand grabbing it by the skull. Without knowing how he knew to do so, he squeezed, and with an unnatural, inhuman strength, he crushed its skull, smashing the brain and pulping the Outsider nestling in the corpse. Just to be sure it didn't escape, he picked up the body and pitched it into the helicopter, where Screw's bomb was counting down.

He stumbled away from it, feeling sick and confused. *One of us? What the Hell?* He thought back all the way to that first day in Rudy's office. *How could I have been taken over? When? Why can I still think for myself?*

Inside his abdomen, he felt something twitch, and then roll over, and a sudden cold tingle swept

up his spine, as if his skin had fallen asleep. There was no doubt, now. Something was inside him, something which was waking up.

He released the grip of the assault rifle, dropping it to the concrete with a loud plastic clatter as he slowly exhaled, feeling the tension flow out of him. Fragments from the shattered stock stung his wrist, almost masking the pain of his broken thumb. The sensation in his arms and legs began to fade, and, as he slumped down on top of an overturned fuel drum, the scent of spilled diesel fuel stinging his nose and eyes, he saw the edges of the wound on his left wrist as they greyed, wrinkled, and slowly began to heal. At the rate the flesh knitted back together, it was probably only a few more minutes before he was fully healed and good to go.

Damn it all to Hell, he thought as he slid his pistol out of the back of his belt and struggled to get a good off-hand firing grip on it. *This is not the way I saw this all going down. Hope my grandmother's wrong about suicide being a mortal sin.* It took three tries to pull the slide back on the nine millimeter Beretta; the muscles in his fingers already didn't want to cooperate, tremors fighting the messages from his brain, and he tried not to think about what was going on inside his body as he silently fought to end his own life. The fuel was still draining from punctured barrels onto the hanger floor, puddling in the nooks and crannies around the bodies sprawled around the cargo helicopter in the center of the room. Somewhere, there was an alarm going off, a loud claxon, but there was no sign of anyone responding, because if the others did their jobs, everyone else in the building was dead by now. He hoped they got away clean, the rest of his friends, and as he leveled the barrel off on his temple and began pulling in the slack on the trigger, he allowed himself to imagine being with her one more time.

When he no longer could imagine her eyes, he squeezed the trigger, and there was one last loud bang.

VIII: SYNTHESIS

"Stop your bitching, Mister Beats-His-Kids; I only shot you a little bit. So here's the deal. It's good news, bad news time. Good news is, before I became the serious-minded force of nature you see before you, I was Sergeant Mark Gillman, US Army medic. If I can sew up a bleeding gut wound from an IED blast, I can definitely splint your little girl's arm so's it's good as new. Bad news is, before I do that, I'm afraid I'm going to have to throw you off this rooftop. It's twenty-four floors to the stop, so you might have a little time to pray before you hit. Have a nice day."

-Prodigal, whitesleeve in Mother Chaos' D Street Runners, extracting a re-homing fee and handling a little issue in his Family's turf



YOUR FIRST SESSION: EXTENDED EXAMPLE OF PLAY

We're going to be doing things a little different for this chapter. In the three columns below, you'll see one for the play text and conversation by the gamers. Another is for explanations of what the game rules and moves are doing. The third, shadowed column is for suggestions, alternates, and suggestions about what YOU could do.

EXAMPLE OF SET-UP:

Liam is planning on introducing his group to The Tribe. Joining him are his friends Micki, Jon, Bob, and Amira, and his young son Steven. Follow along as we discuss how to start out the new story.

Liam: So now Jon is done whooping me at Call of Duty, are we all ready to try this new game out?

Amira: You said it's based on the Apocalypse World rules? We liked them last time we tried it.

Micki: Although I don't think I liked getting eaten when your gunlugger ran out of vittles.

Jon: Or having my head stove in with a pipe when you decided it was time to "consolidate" your territories, Bob.

Bob: A man's gotta do what a man's gotta do.

Steven: Am I going to be fighting everyone again, Dad?

Liam: This one's a bit different. Unlike AW, where you're all out for yourselves, Tribe is about close cooperation.

Micki: Oh, thank God.

Jon: Well, I've played Apocalypse World with you before, so I'm ready.

Bob: What's it about?

Liam: Thirty-second elevator pitch? Renegade social misfits start an urban revolution to wipe out the evil alien menace that's slowly and secretly taking over the world. It's Invasion of the Bodysnatchers with an outlaw motorcycle gang and alternative lifestyle freaks as the heroes.

Micki: Weird.

Step One:

Amira: So is it time to pick playbooks now? These look kinda bizarre. "Ghostwalker. Facedancer. Mother?" What?

Liam: Trust me, you'll get it. First, though, let's get a starting point set up. We're going to take turns choosing a set of items on this list that we find interesting. One of us will circle a Situation Trait we think sounds good, and then cross one out. Then you pass the sheet to your left, and the next person does it. Once all the Situation Traits are done, we keep passing it around and choosing the Family Traits the same way.

Steven: We're all related?

To be ready, Liam has brought a copy of the set-up sheets in the back of the book. He also might have printed all the basic Playbooks, along with any advanced Playbooks he thinks the players might like.

You will also need the usual gaming bric-a-brac: a pair of six-sided dice for every player, scratch paper, index cards, pencils, and whatever snacks or drinks you like for gaming fuel. Check your surroundings to minimize distractions. The lighting and the environment should be good, and you may want to discourage cell phones and iPoops at the table. Although, if your group is like mine, trying to ban the electronics will probably show you the reality of urban revolution.

You'll want to make sure you brief the players on what sort of game this is. If people have played Apocalypse World before, they won't need much explanation about the rules, but DO make sure they understand they're all on the same side this time. Apocalypse World is much more cut-throat, with more inter-party conflict.

This isn't a bad description for your players if they've never seen this crap before. The rest of it will develop in play. I have an idea of what the Tribe is, but your gaming group will have its own version which will form organically in play.

As a group, select the Starting Situation and Family. Set the Set-Up Sheet on the table.

Simple version: pick one, and pass. Just like a joint.

Unlike many other games, your first set-up game is going to be mostly talking. With a five-player group, it may take a few hours to work your way through all the playbook and world decisions. There's also going to be a lot of back-and-forth conversation; that's exactly what you want. Resist the urge to try to push people to hurry up. Take lots of notes as they talk.

You can follow these steps for set-up from Chapter Three.

You WILL get this question.

Liam: No, that's just the term Tribals use for the people they hang with. A Family is the group which you all belong to, kind of like your rebel cell.
Bob: There are a lot of terms on this sheet. Do we get definitions of what they mean?
Liam: There's a cheat sheet here, but you can kinda guess what sounds interesting to you, and go with it. There's twenty different starting Situations, and another twenty types of Families. This is a quick way to make choices without having to sit and talk through all four hundred starting scenarios.
Amira: Got it. I'll go first; I like the sound of Violence-
Jon: Good!
Amira: -and I'll cross off Urgency. We can take our time with the game. Here you go, Bob.
Bob: Well, I don't like the idea of non-urgent Infiltration, so I'll kill that. And I'll keep Weirdness. Let your mind roam, Liam.
Micki: Just what he needs, more encouragement. Support or Secrecy, huh? Since you're my husband, and I know how much you love your conspiracy theories, baby, I'll pick Secrecy and line out Support.
Liam: Thank you, baby.
Jon: Family Traits? If we don't have Support, it makes sense to me we won't have Resources, so goodbye to that. But I like the sound of Survival. I'm starting to imagine a rag-tag group barely hanging on.
Liam: Your turn, Steven.
Steven: I like Individuality, and I'll take out Discipline.
Jon: Setting the stage, huh? Violence and Individuality without Discipline?
Amira: Back to me? I'll pull out Access, and that leaves us with Privacy. So what's all that mean?
Liam: It means the starting Situation is "America Noir", and the Family type you all belong to is a Road Family.

Step Two:

Liam: Now we have an idea what sort of situation we're starting with, and what kind of Family we have. So now you all need to look at the playbooks and see what you want to play.
Micki: Dibs on the Burner.
Amira: I like the quiet shooters, so I'll take a Gun Person.
Bob: I think Paladin sounds good.
Jon: Hmm...we need a technician, but I

Once you pick someone to go first, just keep the sheet moving around the table. Pay attention to the table-talk. It'll give you a lot of hints about what the players are thinking as far as their game.

The starting Situations and Families are all on single pages, because the game designer was actually thinking ahead for once. Liam now finds his printed pages for the appropriate Situation and Family, and passes them around for everyone to read. When the players have all had a chance to read the sheets for America Noir and Road Family, they move on to Select Playbooks for the players, and fill them out. Pause when you reach the Pull section.

You can let them have the definitions if you want. It might make them a little more comfortable, but it can also slow things down for those who have analysis paralysis.

I play a lot of hacker types in your games, Liam.

Liam: Play what you want, Jon. This game is based on telling the stories about your characters. If your Family needs a technician, it can be an NPC. The important part is to play a character you want to hear the story for.

Jon: Right. Shaman. Let's see what the spirit world has to offer us.

Steven: I'm gonna play a Teller, so I can do magic AND tell stories.

Liam: All right. So now, starting at the top of your Playbooks, you're going to pick one from each category. For Name, Look, and Attitude, if you don't like any of the options, you can make one up.

Micki: Pretty bizarre names, dear.

Liam: Tribal names are actually assigned to them by the rest of their Family for something about them, or something they've done. There's a story behind your name, but you can make it up in play. It's always something your character will be proud of, even if it sounds totally stupid.

Jon: All right, what do the Traits mean?

The MC passes out the appropriate playbooks to each player, and they go through them, picking their various options.

I like to bring a copy of all the basic playbooks to the table, and just pass them around. People will probably ask questions, and you can answer if you want. I like to smile coyly and be mysterious.

For the example, the characters will be:
Tarbaby, a Burner (Micki's character)
Longer, a Gun Person (Amira)
Tall Mike, a Paladin (Bob)
Brother Dew, a Shaman (Jon)
Rambler, a Teller (Steven)

Some groups like to get into why they have their names while they're setting up their playbooks. Or when they are doing Pulls. That's cool. Keep an eye out for anyone pushing bad name-stories on others. And make sure the stories follow the prinicple of painting everything with a Tribal lens.

As you work your way through the playbooks, make sure to explain the terms and how they are used. Fast version answers are fine. Also, explain the very basics of how a move works: two dice plus a Trait, 6 or less is a miss, 7 or more a hit, 10 or more is better.

Also, explain what Taint is and why they don't want it.

Everyone stops when they reach the section on Pull.

Step Three:

Liam: All right, let's hang on here before we generate Pulls. We need to find out who else is in your Family. Everybody grab one of the blank index cards, please. Now, everyone please write a Tribal name on the card.

Amira: Like these names we saw on the playbooks?

Liam: Yep.

Bob: The Road People play sheet says we may have up to 15 members in the Family. Are we going to do more than one card each?

Liam: No, these are going to be the NPCs who are important right away. We'll add others as we play; some will be fleshed out like this, and some will be just names and role-play.

The MC places the Role Sheet handout on the table for everyone to see. As a group, generate the NPC Family members, and determine who is going to be the Family's Mother or Father.

For this example, we'll only look at how one Family card gets filled out. Remember that the rest of the players at the table are doing the same steps on different cards as they pass around.

Steven starts with his card, putting the name Cypher on it. He doesn't need to explain it now.

Liam: Cool. Pass the cards to your left, and take a look at the Role Sheet I printed out. Pick a role for the card you have now, and write it down.
Bob: Can we talk about this?
Liam: Sure, if you want. Again, this is an exercise in brainstorming. You're not looking for the best choice, just an interesting one.
Jon: We just trust our MC not to bone us totally right out of the gate. He's a fan of our characters, too.
Liam: You got it. We're playing to see these cool people do cool shit. It wouldn't be very fun if I fucked you guys over because you didn't pick the Magical Banana-bender NPC.

Liam: Okay. Give me a brief one-sentence description of the Tribal on your card.

Liam: This time, write down something your character likes about this Tribal.

Liam: Now write down what your character would like to find out about the person on your card.

Liam: Now each of you looks at the Role moves for the character on your card. Pick one and write it down on the card.

Liam: So your Family has someone calling the shots. That's the Mother or Father, which is an extra playbook added to your character. If none of you want to be the leader, it can be an NPC.
Jon, Micki, Steven, and Amira: BOB!
Liam: You good with that?
Bob: I serve at the pleasure of my comrades. Thanks a lot, guys. Herding you people out of trouble is going to be a full time job.

Steven gets a card from his left, with the name Tapdance on it. Looking at the Role Sheet handout, he decides the name sounds sort of like a social person. He picks the Supporter role, and writes it on the card.

After everyone is done, they pass the cards to their left.

The card Steven receives this time has the name Mako and the role Beast. Definitely a dangerous NPC. Steven writes down that Mako has dark black eyes with rings around them like he never sleeps. Everyone passes cards again.

Steven's new card says the NPC is named Zero, has the Shooter role, and wears thick lens tortiseshell glasses. Thinking of what his Teller might like about a gunman, Steven writes that Zero is always there when he's needed. He passes the card again.

This card describes Tiptop, a Technician, a male passing as a female who is always covered in axle grease. Not really sure what else to do, Steven tosses out that he'd like to find out what the meaning of the bird tattoo on Tiptop's wrist means. Cards are passed again.

This time, Steven gets the card back he originally started with. Now Cypher is a Survivor, wearing a bow tie and suspenders. He always has time for a game of cards, and people wonder why he has an Irish accent. Steven looks at the three Survivor role moves, and decides on Survival Mantra. He writes it down.

Finish your playbooks, assigning Pull to the other players and the NPC Family.

The NPCs for the example are:
Cypher, a Survivor
Tapdance, a Supporter
Mako, a Beast
Zero, a Shooter
Tiptop, a Technician

There's a lot of meat in this procedure, and you may find that making NPC cards is more than you want to document. That's fine; you can skip the entire process and leave your NPCs just as names.

If you are making NPC cards, you can let the players discuss as much or as little about their thoughts as they would like. If everyone keeps quiet and makes choices without any discussion, you'll get a much more random spread of NPCs, but there will probably be some duplication in roles and role moves. That can cause a certain amount of unwanted overlap in the NPC Family members. If you do things this way, I suggest having everyone read the cards out loud when the're done, and the group can edit anything they think won't work.

If you have the players discuss their choices before they write anything, then you will get a more developed set of NPCs with less overlap, and a tighter story as people bounce ideas off each other. However, you may also get some power gaming, too, as players pressure others to make the "right" choices for the Family. Also, it can slow things down.

A compromise method I use at my table is to have each player say what they wrote AFTER they've picked it, so that discussion happens early on before a card gets filled out all the way. It also lets me head off any possible x-card issues that may come up.

Step Four:

Liam: Now that we know some of the people in our Family, we go back to the Playbooks to fill out Pulls. Each of you has Pull, which represents favors and debts you all owe each other. Starting with you, Jon, pick one of the Pulls listed on your playbook, and assign it to one of the Family members. You can pick one of the other player characters, or one of the NPC Family members.

Jon: My first Pull is that one of you is marked by the *loa*. I'm gonna say it's Tall Mike. Chango watches you, and gets Pull on you. So do I.

Bob: Got it.

Liam: Steven, you're up.

Steven: I wrote a song about Tarbaby. Mom, you get 2-hold and I get Pull on you. You can spend the hold to gain a +2 on a move.

Micki: Thank you.

Liam: What's it called?

Steven: Ummm....

Amira: "Tarbaby and Brer Coyote." Like in Uncle Remus. It's about a time Coyote used Tarbaby to trap a bad guy.

Liam: Steven, Micki, you both good with that?

Micki: My turn. I'm going to say Mako is constantly bumming inconvenient rides from me. I gain Pull on him.

As each player assigns Pull, make a note of it, using the Pull Map if you would like. You'll be keeping track of this pull, and using it to keep everyone's lives interesting.

Liam is setting up future stories and engaging the players by asking for this additional detail now. When Steven is lost for an idea, Amira offers a suggestion; Liam then checks with the players of the characters involved to make sure everyone is cool with it.

This is perfectly fine. If a player wants to use starting Pulls on an NPC, it means they are interested in that character. It also sets some more history for the Family.

Step Five:

Liam: Everybody got a general idea what the situation is, and what kind of Family we've got here?

Micki: I think so. It's today, only worse, and we're fighting against whatever enemies we find wherever we are.

Jon: Like a certain popular supernatural roleplaying game, only we're the humans.

Liam: You got it in one, Jon.

Bob: And our Family is a bike gang, or something similar.

Liam: Correct. So the next step we have is to fill out the sheet for our Family. As you guys can see, an average Tribal Family is going to have 6 to 8 members, including your characters. It makes a living of sorts by scavenging and trade with other Tribals, and has a cheap place to squat.

Bob: As long as no one is eating other characters. We already have 10 people. Is that a problem?

Liam: Not really. It means your Fami-

As a group, select your Family's Starting Needs and Upgrades

Liam pulls out a blank copy of the Family sheet included in the back of this book.

Here's a useful pro-tip. While the players are assigning their Pulls, keep an eye on the srpead of the Pull. I try to make sure everyone is getting something, and the web is mostly balanced. If one character has all the Pull owed, it's going to unbalance the story. It'll fix itself over time as Pull is used, but why wait? this is the MC's biggest job: keeping everyone playing fair and inside a useful framework.

If you see all the players are using their starting Pulls on each other and not touching any of the NPCs, that's fine. If you like, you can assign each NPC a Pull owed and a Pull they have on a player. Just make them up, giving a story reason why the chosen player might owe somebody, or why they would owe her.

ly counts as a large gang, instead of a medium one. When it comes up, I'll explain what that means.
Amira: So what do we do from here?
Liam: We look to see if there's anything in our base Family set-up changed automatically by our situation or Family.
Amira: According to the sheet, the Road Family starts with enough vehicles to handle twice the number of Family members. We have 10 Tribals in our Family, so we get twenty seats' worth of vehicles?
Steven: I want a bike.
Micki: Me, too. My playbook special vehicle is a big old hog with lots of rumble. Does that count against our limit?
Liam: It does.
Jon: Another bike for me.
Bob: I'll take a big old fast muscle car, something like a Mustang. I'm thinking Mad Max's car.
Liam: Four more seats. So that's seven seats.
Amira: Say the Family has a big off-road passenger van, too, to haul their gear. And the wounded. Like a Range Rover or something. An old one, not the commercial version.
Liam: Call that eight seats, counting the cargo space, if you had to. Fifteen total. You guys have five left.
Steven: How about an off-road bike? Like a dirt-bike.
Jon: Sounds good. We keep it tied on the back of the Range Rover for when we need it. And one more car, something durable and not too flashy, but fast.
Bob: An old Plymouth with a souped up engine that Tiptop is always messing with.
Liam: Excellent!
Amira: Four bikes, a Range Rover, the Plymouth, and a Mustang. Plus the dirt-bike. That means the people who aren't on bikes are riding two to a car. Pretty good little crew. What's next?
Liam: With all that hardware, it's going to be important to keep the gas coming in. So let's talk about your Family's Needs. Each one of the traits you pikced for the Family type and Situation come with certain Needs.
Jon: No such thing as a free lunch.
Liam: For your Family, it's Cool, Harmony, and Shelter. For the Situation, it's Cover, Grit, and Sanity. I'll keep track of them; right now, you guys

This is an excellent example of improv on the fly. The Road People sheet doesn't specifically say that, but it makes sense to match the gang size to the basic rules for gangs.

Normally, we don't give too much thought to gear in the Tribe. But, in this case, as a Road Family, the caravan they drive in is an important part of drawing the scene for what they are like, and what they'll be doing.

By adding in the bit about Tiptop, Bob is helping to both remind the players of their Family, and also setting up future scenes and questions. If you can, encourage this kind of thing.

The MC doesn't bother explaining how exactly these Needs work yet. He sets the appropriate sheets out so the Family can see what they need, and what actions and events can hurt or help them.

If your players want more details before they make decisions, you can hand them out if you like. My groups usually trust me, and they enjoy being surprised by the results of their decisions.

have Adequate supplies of each. As we play, you may gain or lose them, and at the start of each Session, you'll get a chance to send two characters to try and deal with them.

You guys now pick a total of two upgrades from the list for your Family, and you have the option of lowering any of your Needs from Adequate to Wanting in order to pick a third upgrade. You can also lower a different Need to wanting to get a Pony, which is a special ally in a useful position. They aren't Tribals, but they kinda know what you're doing, and they help you when they can, or when you can help them, too.

Steven: But to get a third upgrade or a Pony, we have to start of Wanting stuff we need?

Amira: I'd like the large property upgrade. With all our gear, and the vehicles, we're going to need a place to fall back on when Liam inevitably hits us with something terrible.

Liam: I'm hurt. Since everyone is nodding, I take it that's in. What's number two?

Bob: I like the network of Pony "service stations."

Micki: Well, I kinda want the outlaws who owe us favors.

Liam: If you lowered one Need-

Jon: No, thanks. I think we can agree on one or the other. Show of hands on who wants each?

Liam: So it's the outlaws, 3 to 2. Everybody happy?

The hard choices start early in a game of ***The Tribe: HLH***.

The MC is following the principle that nothing comes for free, but there are always opportunities. He's dangling a difficult choice in front of them.

You may have your work cut out for you getting the players to agree at this point. A really useful and thematic method is to let everyone have their say, and then put it to a majority vote.

Step Six

Liam: Now that we know all that, it's time to pick one move each from your Family and Situation sheets.

Bob: Any way to get extras here?

Liam: I'm afraid not. Later in the story, as you gain advancements, you may pick up the moves you didn't take if you would like.

The MC will take note of the two moves the players pick; what they pick, they will want to use.

The group discusses their options, and figure out which ones they want. For the example, they agree on Crap-Colored Glasses and Cattle Drive.

Turf, like the NPC cards, is also optional. It can help your story, but if your group feels it's too slow, then skip it. If it doesn't add to the game, lose it.

Step Seven

Liam: All right, almost done. Now we're going to take a few minutes to generate our starting Turf, the area you guys call home. As a Road Family, it might be kind of large, more than one town or even state.

Micki: The Appalachian Trail has highways running all along it. Like the Blueridge Parkway.

Amira: We're hillbillies?

Liam pulls out a blank Turf Sheet and places it in the center of the table.

The notes you take during this part of the set-up will really help you later if you decide you want to go straight into your first Story.

Micki: No, but we keep the area safe for all the people. And we keep the Outsiders from ruining it.
Jon: Sounds good to us.
Bob: According to my iPad, there's a pretty good map of the Blueridge Parkway.
Liam: Great! Thank God for the iPoop.

Liam: So this is the Blueridge Parkway. According to the interwebs, it's 469 miles long, and runs through both Virginia and North Carolina. On the western side, it starts by the Cherokee Indian Reservation, and ends to the East at the Shenandoah National Park in Virginia. These are other large roads in the area.

All right, we left off on choices with-
Steven: Me!
Liam: Sure thing, kiddo. You can either place a landmark on this map, and tell us what it is, or you can ask one of the other players to ask you a question about an area already on the map. Since only the road is on the map so far, you might want to ad a landmark. It doesn't have to come from these sheets; these are just suggestions.
Steven: I'm going to put our property on the map first. It's a private ranch, just off the road, tucked back in a crack in the mountains.
Amira: I'll add a small town here, near the reservation. Call it Brown's Creek.

Bob: I'll go the other direction, then. This is State Road 54, a long winding back country road we use sometimes to get places when the highway is blocked up.
Jon: Amira, ask me a question.
Amira: Why is this area blocked off with barriers?
Jon: Good question. It's a top secret government facility, and access is restricted.
Micki: How long do we go around?
Liam: Until we feel like we've got a good starting space. We want to leave space open for future investigation.

Liam makes a note to follow up on those ideas. He can already see threatening moments on green trails among bluegrass cliffs.

Liam glances at the map on Bob's iPad, and then draws a line across the Turf Map generally resembling the Blueridge Parkway. Liam draws a box near the left edge of the highway, representing the Reservation, and another at the other end showing where the Shenandoah Park is. He also throws two other intersecting lines across the highway to break up the huge white space some. Becuase he knows where they are on the real Blueridge, he marks Roanoke, Virginia, and Asheville, North Carolina, near their actual locations.

Steven draws a small square near the center of the map, just off the highway.

Amira puts a small circle on the lefthand side of the map, just outside the Reservation.

Bob tosses another road running parallel to the Blueridge Highway. He's thinking ahead to ways to make sure they can travel where they want.

Jon gets to decide who asks, but not what they ask, or what they ask about. Amira points to an area off the eastern intersecting road. When Jon answers, Liam marks the map with a barrier and small building.

This conversation and map-making continues until everyone is satisifed. At this point, they could stop for the Session. But they're excited, so they press on when Liam says he thinks he's got some ideas where to go next. As the others take a quick break and grab snacks and such, Liam jots down a few more notes.

You don't have to give this much detail if you don't want. Most of your players won't really care. But if you have it to use, and want to, find out some more about the area the players chose.

What you DON'T want to do is lock on to the facts in the real world, and make them exclude your narrative. Movies don't care that they're filming a scene set in Saudi Arabia in the Nevada Desert; neither should you if the story rocks.

My general gauge of when to stop is if I feel the map is getting too cluttered, or if any player mentions they think it's enough.

THE FIRST STORY STARTS

Liam: It's a cold night in September, and the local weather is beginning to change. The leaves haven't started to turn yet, but you can all smell the cold snap in the air, and you're having to start wearing coats at night. The group of you are here, just off the place you named Brickdrop Lane. The cliffs drop away a hundred feet or more into the valley, and if it wasn't a bright night with a full moon, none of you would be that close to the edge. But you're all hunkered down as close as you can get, as Cypher points down below, his face worried. "I told you guys I heard trucks last night," he gripes, pointing down into the valley. You can see a group of six large semi-trailer rigs, and large number of men and women busily moving around them. There are large lights set up and connected to generators, and they've got big tyvek tubes hooked up to two of the rigs, pumping something through the tubes.

Bob: "Crap. In our backyard, too."

Steven: What are they pumping?

Liam: Too far away to tell. They ARE over a hundred feet below you, at the base of the valley.

Amira: I look around for a good spot to perch, and break out my Barrett .50 from it's gun case. I want to make sure I have a clear field of fire for as much of the valley as possible.

Bob: As she's moving away, I motion toward Tapdance to back her up.

Micki: Is there any road that leads down there from here?

Liam: There is, but tell me what's wrong with it.

Micki: Dick. Okay, it used to be a coal company's truck route, and it's all torn up and busted.

Liam: So you have to use an off-road vehicle to get there.

Micki: "Papa Tall, I'm rolling in the Rover. I'll take Mako down with me."

Bob: "Go for it, Tarbaby, but try not to tip them off. We're mousing, not shooting."

Micki: "Trust me! C'mon, Mako."

Liam (as Mako): "Right behind you, sweet thing."

Steven: Can we climb down?

Liam: Looks like it might be possible, but it could be dangerous. If you wanted to, you'd need to **dig deep to avoid hardship.** A fall from that height is pretty damn serious. I'd say 4-harm.

Liam chooses to start with an immediate threat, so that he can get the players used to the system and the way the game flows. He looks at his notes, and picks up again on his wife's earlier comment about Outsiders ruining the area. He picks a spot close, but not too close, to the Family's ranch.

He doesn't bother figuring out exactly what's really going on yet. He'll wait to see what the Family does, first. These guys may not even be a threat. The scene is to make the players start making moves, and follow those into the story.

If Liam wanted, he could trigger the **run a go-to** move for Steven's character. But it feels more realistic to get them down into the shit, so he lets it pass. Amira's action doesn't require a move, either; she's a professional killer, and finding a sniper's hide is child's play to her in the middle of the woods.

Again, no move triggers. Bob is just giving orders as the Father.

Could trigger a **go-to**, again, but Liam chooses to toss the question back with a yes-but answer.

Liam notes this answer. Now he knows there are old coal mines down there. So maybe that's why the strangers are there. Sounds good. He notes it.

When Steven asks this, Liam sees an opportunity for the first real move. He uses the principle **nothing comes for free, but there are opportunities.**

Remember to mark highlights for the characters' traits before you start play. You pick one, and the player to their left picks one. This is going to be one of the ways they will gain experience.

Every MC using an Apocalypse World system is going to have a different feel for when to trigger moves. The Tribe: HLH has a veritable shit-ton of moves, and you're going to miss some. That's okay. Play the game, don't let the rules play the game.

Particularly if you've rolled right into your first Story, you may have no idea what's going on plot-wise. Don't worry, neither do the players. Learn your answers as you go, and be surprised by what comes up.

Any time there's physical risk, dig deep is your essential move.

Jon: "Hang on a sec, Rambler." I pull ut some rope from my backpack; I figure we live in mountains so it's essential gear, right?
Liam: Sounds good.
Jon: I'm gunna start rigging a climbing rig so I can help Rambler climb down, and so I can follow him afterwards.
Liam: You're using **the rule of twos**, Jon. Roll +Tribal.
Jon: On it. I got a total of 9. So I'm giving Rambler a +1 on his roll, and I have to choose one from the list, right? I'll go with "you share the consequences of their move." So don't fall, or we both go.
Steven: No pressure. "Don't worry, Brother Dew, I got this." I start on down as carefully as I can. I'll make sure I'm being quiet, too; I don't want them to see me coming. I got a 10 after adding the +1 from Jon.
Liam: You pick your way down the rock face pretty quickly, stopping occasionally to make sure you're staying concealed. The people below don't seem to notice you; their attention is all on their work. Jon, since you're sharing his result, you can get down, too if you like.
Jon: I like.
Liam: So while they're doing that, Bob, you can see Longer and Tapdance settled into a crevice above you in the rocks. They're camoflaged pretty good; Cypher and Tiptop are both waiting with you near the edge of the cliff. Tiptop is fidgeting with her pipe wrench while Cypher fingers the charm around his wrist. As Brother Dew follows Rambler down, what do you do?
Bob: We're getting spread out. I think I shoulda sent another person with Tarbaby. Oh, well. Would we have to roll again to follow the others down the cliff?
Liam: No, I think you're good. They left rope behind, and you're not in a huge hurry.
Bob (as Papa Tall): "Tiptop, keep an eye on the vehicles. If things go to shit, grab the others and fall back to the ranch. We'll catch up. Cypher, you're with me." We climb on down.
Liam (as Tiptop): "We don't have enough people to get the bikes all out. If we gotta ditch, we gunna be leaving something here."
Bob: Damn, missed that. "Do your

This is definitely triggering the Influence move **Rule of Twos.**

Liam wants to make sure Bob is still engaged, too, so he switches the scene back to him, reminding him who else is with him and recapping where everyone is.

Liam could just as easily said yes, but he doesn't see any advantage in reperforming the same move. This way, he gives Bob the chance to get into the action below.

Liam makes the MC move **announce unintended consequences of thier move**. By heading down the cliff, the Family is risking having to leave behind gear if the have to flee.

The Rule of Twos is another essential move. You wanna point the advantages of this out early on.

Notice Jon picked the result, NOT Liam. Let the players make as many choices as possible.

Make sure the Family NPCs are more than just cardboard figures in the background. I try to give at least one color piece each time the NPCs are on screen.

You don't have to wait for a player's move to tell you you can make a move.

best."
Liam: Tiptop looks a little pissed at the idea of leaving her precious vehicles behind, but she nods. "Don't get caught, bossman."
Bob: "Not part of the plan, troop."
Liam: Micki, you and Mako are in the Range Rover, bouncing down the crappy stone-and-mud that passes for a road. Mako's holding on for dear life, his whipcord muscles tensed, his face even paler than normal. You figure this road is approaching the valley from the far side; you can get there pretty quick if you don't worry too much about noise. Or you could go at it a little slower and lessen your chances of being heard. what do you do?

Again, Liam shifts focus, this time to Micki.

Liam is **offering Micki a hard choice** as an MC move.

Micki: Listen, guys, I know I should be quiet, but I'm a burner. I just don't think I'd have the patience to be very stealthy.
Bob: We'll make use of the unplanned distraction, I guess.
Micki: "Hey, Mako, honey, you best hold on. This next bit's tricky." I realize I'm moving pretty quick, but I'm the best there is. I cut the headlights and steer by the moonlight.
Jon: Damn, Micki.
Micki: Is this a place I've never seen before? I wanna trigger Everything's Better Over The Hill. I'm really excited about seeing what they're doing down here.
Liam: Roll it.
Micki: Plus fire, I got...11! Hell, yeah! I'm getting +1-ongoing while I'm here, and I get to give someone else +2-forward.
Amira: Can I see her?
Liam: I dunno, can you?
Amira: All right, I can. If it's okay with everyone else, I'll take the +2; I know the way Tarbaby thinks, and I know she's heading into trouble, so I'm going to try and scope out ahead of her, looking for ambushes or security in front of her.

Liam lets Amira make the call. Even though she will probably say yes, that's still going to make her feel empowered. Empowered is good.

This definitely triggers **running a go-to.**

Liam: So that's running a go-to. Roll +ice.
Amira: Do I have to use the +2 now?
Liam: Yep. Next move that applies.
Amira: Fine. I've got a 9. Wow, that sucked. I get two hold, and they get 1? How do they get hold on me?
Liam: I can use it later on their behalf to make a move in line with the fiction.
Amira: And I get to ask questions with my hold?

When you have a player who trusts you, they'll often do your job for you when it comes to making things complicated.

Gathering intelligence is a common process with Tribals. It's usually going to be running a go-to.

Liam: Exactly. It's hold, so you can ask your questions now or later, as long as the basic situation doesn't change.
Amira: My first question is, do I see any threats or ambushes in front of her?
Liam: Yes. You see a small group of four armed men, dressed in camo and wearing ball caps with patches that say Starling Security on them. They're standing across the road Tarbaby's racing down. They don't look like they know she's coming yet, since she's turned her lights on and the people working near the trucks are making a lot of noise. While you decide what you want to do next, let's check back with the rest of the Family. Papa Tall, you, Rambler, Brother Dew, and Cypher have reached the bottom of the cliffside. The noise down here is actually pretty bad, like an industrial zone gone out of control. There's a thick smell, like a mix of salt and some kind of medical cleaner or bleach. It burns your nostrils slightly, and you can see all the people working near the trucks have respirators or airpacks on. What do you all do?
Steven: How far away from them are we?
Liam: Maybe 50 feet. You're just outside their ring of electric lighting.
Steven: I want to get closer and see what they're doing.
Bob: Ah, my Family. No survival instinct at all. Liam, I'm declaring Rambler my principal, and I'm moving in with him, trying to be stealthy. I'll lead the way, so I can keep him safe.
Steven: And I'll do my best to stay quiet, too.
Liam: Steven, now you're **following the rule of twos.** Roll +Tribal.
Steven: A eight. Papa Tall gets +1, and I'll share the consequences again.
Bob: All right, let's get dangerous. We're moving up through the rocks and bushes on the valley floor, staying out of the light as much as possible.
Liam: Okay. You're **shining the security guards on**, so roll +smoke. Jon, what do you do?
Jon: I think maybe it's time I asked my little spirit friends what they can tell me about this place. I'm going to listen to the voices on the other side. I'm rolling +signal, right? I total a 9. So close. So I can ask one yes or no question if I give a spirit Pull?

Liam didn't really have anything prepared, but he feels like saying "nope" would be taking away her hold for nothing. So he goes with yes-but; there is a threat to Tarbaby, but they don't know she's coming yet.

Liam is **foreshadowing doom.** He's letting the players know whatever's in those trucks is not healthy. He has no idea what it is, yet.

Liam recognizes that Bob is taking advantage of the fact his Paladin will be better at steel than Rambler if there's a dust-up. This is a smart move.

This is the hidden advantage of hold as opposed to forward. Forward is on your next move the bonus can apply to. Hold sticks around until you want to use it.

We don't use tactical maps in this game. So vague ranges are great; since all the action is happening in your head, it's just like the movies again. The range is whatever it needs to be for the story.

Bob wants to get past the guards; they want to prevent it, even if they don't know he's there. This is your stealth move, or what you use when you're tricking people, even if they don't know it.

Liam: Yup. Micki, what's the spirit Brother Dew hears?
Micki: Oh, wow. Uh, how about The Whisperer in the Valley? It's the spirit of the breeze.
Jon: Awesome, Micki!
Liam: Jon, do you want to mark Taint to get another question?
Jon: How bad is Taint?
Liam: When you reach four points, you gain one of the Taint moves on your sheet. When you gain a fourth Taint move, you're gone. It's not easy to get rid of. But ONE point...
Jon: Hell with it, let's live a little. I'll take the Taint point.
Liam: That's the spirit. Mark Pull to the Whisperer, and what are your questions?
Jon: Where are the enemy security guys weakest?
Liam: Has to be yes or no, Jon.
Jon: Oh, crap, right. Are there any more security waiting where we can't see them?
Liam: The whisper of rustling leaves says no.
Jon: And is this operation run by Outsiders?
Liam: A sharp crackle of branches pushed together by the wind says yes. All right, Bob, how you looking?
Bob: I...have a six.
Amira: You had +1 from Steven.
Bob: Yeah. I counted that.
Liam: So I get to make a hard move. On the plus side, you mark experience.
Bob: Yay.
Steven: What's hard move mean?
Liam: I get to do something you guys can't avoid. Bob, as you and Rambler are moving from one spot of cover to the next, just about ten feet from the tanker trucks, a group of security guards come around the back of the truck, in between the two of you and Brother Dew and Cypher. There's four of them, and they're shining their flashlights right on you and Rambler. You're busted. Hang on to that. Micki, you and Mako are blazing around the last corner of the road down, lights out, and you run that last turn straight into the security across the road. Amira, where you are on the ledge above the valley, you're just as surprised as Papa Tall and the rest of the Family. You've been keeping an eye out; what do you do?

While the move says the MC chooses the spirit, Liam wants to keep everyone involved, and since they're all spread out, he's using the question to engage Micki again.

Although Liam makes the answer brief, he still answers it fairly. He has to be fair and reliable as the MC.

This isn't the best phrased question; obviously there will be some security guards they can't see at any given moment. But Liam answers the intent of the question, that there aren't hidden security reinforcements nearby or in ambush.

Well, it is now, Liam decides.

Liam thinks about it, and realizes the Family are in four different groups effectively. He feels comfortable keeping track of them all, but he wants to circle things back in so the narrative can tighten up a little. He draws things together by putting Papa Tall and Rambler in a vice and squeezing. They're cut off and exposed.

He also realizes this is a great time for Micki's vehicle to arrive on the other side of the valley clearing. Although they haven't planned it this way, the Tribals are converging on their enemies from up top and in back.

Always remember that ANY miss result is going to mark experience for the character.

Amira: Damn. Sorry, folks, I guess it's time we go loud. I shoot the lead guard. What move do I need to roll?
Liam: You don't. He's a standing target, and you're ready for him. You deal four harm with the rifle, right?
Amira: Yes.
Liam: Rambler, the leader of the guards is standing about ten feet from you, his eyes widening, and you see him going for his sidearm. Then there's a red spray of mist, splattering your face and the side of the truck. A split second later, you hear the bang as Longer's round kills the first guard. The other three try to dive back around the corner of the truck.
Amira: "Scratch one asshole, Tapdance!"
Liam (as Tapdance): "Fuckin' A, Longer." He leans forward by your side to see if he can spot more targets. Micki, what do you want to do about the men across the road?
Micki: Rule of tonnage applies, dear. I run their asses over.
Liam: Are you trying to break them up, or actually hurt them?
Micki: They shouldn't be on my road. Hurting is essential.
Liam: That'll be a **dust-up**, then.
Micki: Hey, that Trait is highlighted. What's that do?
Liam: The first time in a Session you use that Trait in a move, you mark experience.
Micki: Right. With my +1-ongoing, I've got a 9. I'll pick "deal severe harm", and I guess I'll go with letting you make another move.
Liam: You can hear bodies fly off the hood of the Rover as you plow through them, and you reach the end of the road. Off to your left, you can see the blacktop road the trucks used to get in here. Mako shouts in surprise as a bulet thuds into the side door; security guards are diving into the ditches and brush, and some of them have started shooting. If you go any further, you're going to have to **shine them on** or get hit by their panic fire.
Anira: I scan the area quickly to see where any other guards are, using my other hold from go-to.
Liam: If you imagine the valley entrance Micki's on as to the north, there's a group of guards behind two SUVs to the west, firing at Tarbaby. Another set is coming in from the east,

It's established harm in a straight-up shoot-out or firefight. Liam drops one of the gang of security guards. He pegs this as a small gang, doing 2-harm and taking 2-harm each, with 1-armor from bulletproof vests. They're nothing special at all. They're a small gang, versus a single person, so they're giving +2-harm and taking -2-harm normally. In this case, Liam ignores that, since Amira's using a sniper rifle and an aimed shot. So 4 harm is going to kill the dude she aims at.

If Micki had said break them up, it could have been **jamming the system** or **shining them on** instead.

Liam has no ready answer for how much harm a speeding car does, but he figures it would be enough to wipe out or disable a small gang of four guards.

Liam uses the Unknowing Security move **seek cover and painc fire**.

Liam has to think here, since he doesn't have anything set in advance. He's got a group already engaging the Family by the trucks. A group at each of the four sides of the valley, and the one in the center, that means there are three other guard teams out there.

Ths is a classic example of the sort of thing that happens in Tribe games (as well as with violence in real life.) The Family at this point really doesn't know what's going on, or if these particular people are anything more than employees of some business. But the Family jumps right to attacking. It's your call if you want to bring that up, or point out the guard who just got wasted probably has a wife and kids, and is making fifteen and change an hour in the only job he could find. At the risk of being a hypocrite, where I abhor this in real life, it's become accepted practice in most role-playing games. This kind of shoot first behavior is something I see the Tribals dealing with after the fight. I occasionally make those who've killed someone, especially up close, pack their gear or suffer emotional pain later.

The Trait highlights you select at the start of each Session are also a major way the characters get experience.

running on foot toward the sound of the shooting. With a group in the middle, you fgure there should be another group deployed to the south of the valley, near the bottom of the cliff. But you don't see them, and Papa Tell and the Family didn't go through them, so maybe they're somewhere else. You can also see technicians and workers scattering in all directions. Steven, as the body falls, you hear gunfire erupt from behind you, and the security guards in front of you have backed up. What do you do?

Liam **foreshadows doom.** Now he's established there's a group of guards unaccounted for.

Steven: We came down here to see what's going on. Can I fire my pistol at them to make them stay down while I try to get into one of the trucks to see what they're carrying?

Liam: That's **shining them on**, if the goal is to force them to keep their heads down.

Liam is checking to make sure what the intent of Steven's action is.

Steven: I have a ten.

Liam: They're crushed down as best they can get behind the truck and the light stands and portable generators. Bob, what are you doing?

Bob: Can I see any sort of supervisor's vehicle or anything?

Liam: Just on the other side of the piping, there's a large black SUV with tinted windows. You can see a terrified fat man in a suit hunkered down by the front grille.

Liam figures there would be, and it would be near the center of the operation. He's also imagining a neat little surprise to spring on the players in a moment, if it fits the story.

Bob: "Rambler, come on!" I hop over the pipes, trying not to touch them if possible, and sprint across the opening to the door of the SUV.

Steven: I'll follow as fast as I can.

Liam: Jon, you and Cypher can see Papa Tall and Rambler disappear over the pipes, headed north. Cypher is firing his shotgun at the security team, trying to keep them down. What do you do?

Jon: I grab my totem necklace, and a handful of dirt from the valley floor. and I call out to Raven. "Brother of mine, dark-feathered friend, take word to my Family, for we are truly in a world of shit." I toss the dirt up into the air. I'm casting the ritual Whisper. My total is a 7. I'm sending a message to Papa Tall, and I want to get a message back in return.

Liam could bring up the option on **shake the bones** to mark Taint for more power here.

Liam: A cool breeze pushes through the grass, and a smokey black raven manifests, flying up to land on your outstretched palm. Out of the corner of your eye, you see Cypher reloading.

While most Apocalypse World games take a less-is-more approach to moves, you can see I don't. I like options. As the MC, you might be tempted to try and keep track of all the moves everyone has. Don't bother knowing more than the basics, and trust the players to know the moves they can trigger on their playbooks. I made a decision that flooding the players with all those tasty moves and options would help to simulate the chaos and confusion of non-professionals trying to run a covert war. I wanted to make the players exist in a slightly hazy zone of uncertainty as to what is possible. Yes, they are the center of the story. The chaos comes with the territory.

Every ritual uses the shake the bones move, and must contain gestures and sounds, something symbolically relevant to the ritual, and intentional action by the caster. The caster is free to interpret that. As long as it's decent, I let almost anything go with casting methods.

Jon: "Brother Crow, tell Papa Tall I think they should hitch a ride out with Tarbaby, and we'll pull back to the cliff and up to Longer's hide. This is a lot of firepower to deal with."
Liam: As soon as you finish whispering the message to the bird it lifts from your hand and flies north in a puff of black smoke. Up on the ridge, Longer and Tapdance are seeking out targets, trying to see what's going on with the enemies' movements. Amira, what are you doing?
Amira: I need to clear out some of these guys. Liam, I have the move Whirlwind of Death. Does that have a range limit on it?
Liam: It doesn't. If your weapon can reach the targets, then it works.
Amira: I open up as fast as possible, working the bolt back and forth like a machine. Anyone I see armed is getting a bullet. I rolled a ten on dust-up. I pick dealing harm, of course.
Liam: Tapdance calls out ranges and wind to you as fast as he can. For a moment, you remember doing this in deserts overseas, but that's not a good memory so you let it go for now. You finish off two of the guards in the group you were already firing at, and the last guard manages to scurry further around the truck and out of sight. You kill one man to the east as well, and you're keeping the ones in the ditch by Tarbaby busy, too. The barrel of the rifle is geting hot as you cycle and fire as fast as you can pick out targets. Micki, are you pushing on or are you stopping there?
Micki: Discretion isn't my thing.
Liam: Shine them on to keep driving-past the guards in the ditch into the middle of the trucks without getting hit. Tell us what you're doing.
Micki: I slam on the emergency break and go into a skid, throwing up a cloud of dust and rockeds, and I drift in toward the center, looking for Family. I roll...5. Damn!
Liam: The passenger side glass explodes as you slide past them, fragments cutting your face and hands. Mako drops lower in the seat, growling in anger and firing his pistol out the window one-handed. You take two harm, but mark experience. All the bullets flying around, somebody doesn't pay attention. You all hear a loud bang as one of the tanker trucks

Liam at this point is simply going around the table from player to player in what seems to him like a logical order. There's no initiative or turn orders or round counts here.

Liam makes a note here that each of the guard teams Longer can see takes 4-harm as an area attack. The area tag means all targets in a close area are hit. Liam figures that would be most of the valley floor. 4-harm by a single person to a small gang is 2-harm, minus the gang's 1-armor, means each gang takes 1-harm. However, the gang that she already shot at is now a Tiny gang of 2-3 people, so they take 2-harm, which drops them from a Tiny gang to a single person.

When you're handling gang combat, rmember that taking enough harm to kill reduces the SIZE of the gang, not the actual number of people. So you don't need to deal enough harm eight times to wipe out a large gang. It's just large to medium, medium to small, small to tiny, tiny to single, single to dead. Five strikes.

ruptures, releasing a thick chalky black dust, almost like flakes of tar. Before any of you can avoid it, the cloud pours out in all directions, coating everyone and everything within fifty feet. That includes Papa Tall, Rambler, the Rover, and both Family in it.
Steven: What's it doing to us?
Liam: Nothing yet. But the contamination with an unknown chemical is going to lower your Shelter Need from adequate to wanting. You guys are now taking -1-ongoing to any moves to resist environmental effects.
Bob: How do we get rid of that?
Liam: Handle it between sessions, or do something to improve it in game play. You can check the Need sheets there on the table. In the meantime, Bob, you and Rambler have reached the side of the black SUV. The gas, whatever it is, is billowing up around you, smelling like cut grass and burnt tar. It stings your eyes and throat; you can hear the man in the suit screaming in fear, and he tries to get up to run from the cloud.
Bob: I slam to Rambler. PRISONER-NOW.
Steven: I take the guy down with a flying tackle. I try to secure him as fast as I can, so we can get him out of here. We can question him later.
Liam: He's down, his eyes wide with terror. He's trying to get the grey-black dust off his skin and crying; he's making a high-pitched squealing noise like an injured animal. Rambler is going to need to **pack his gear** if you don't want to get too freaked out by his reaction to the gas you're in, too.
Steven: This would be a really bad time to lose it; I'll mark Taint and push the feelings down deep for +3 to the roll. I get a 12 total. I'm too busy to even notice the gas yet.
Liam: All right, Bob. You can see Rambler wrestling the suit into submission, Longer's sniper rifle booming over and over again, the sound of multiple pistols from the north entrance to the valley. You're at the SUV, and you can just make out someone moving inside through the tinted windows. What do you do?
Bob: I swing the nine mil up to cover the door and pop it open, keeping it between me and whoever's inside. I've got my leg braced so they can't shove it open into me.

Liam is using the **target their needs** move, and it's a hard move, so the players can't stop it from happening.

Liam still hasn't decided what the gas is, or what it does, but he figures the supervisor sure does. The smells are just random ideas that sound weird together.

Liam could make this a move, but he figures the supervisor can't really do much to defend himself.

Your mileage may vary on this, but I like to keep the average citizen totally useless. They don't know how to fight, even when they think they do. They get scared easily and do stupid things. They don't know the slightest thing about the realities of the world they live in. And then, after the Tribals start realizing how useless they are, I make them sympathetic and decent people at the most surprising times. Adds to the distance the players feel between their world and Up Top, but alos makes them realize they have to be the ones to step up since the citizens can't.

Liam: Your sight picture's perfect, squared up on the forehead of what appears to be a badly confused young girl of about fourteen, her left eye blackened, her face and knees scraped, her clothes torn, her cheeks stained into black streaks with dust and tears. Her hair is a russet-brown, almost not a human color, and her eyes sem almost too big to be true. Bright green, by the way.She's curled herself into the opposite side of the SUV, obviously terrified of you. Over all the banging and yelling, you can hear her choke out one word. "*Please.*"

Here's Liam's surprise. He has no idea yet who the girl is, why she's in the SUV, or even if she's a good guy, a victim, or a bad guy. But he knows this will drive some serious tension and mystery.

Jon: Oh, fuck.

Micki: What the Hell?

Liam: Bob, you have a chance here to make a connection if you would like. Or you can pass on that and just treat her like any other citizen.

Liam is **challenging Papa Tall's values.** He's also offered a tempting opportunity, and Bob rises to the bait.

Bob: Now, just to be clear, in Apocalypse World, that was a sex move, but here it's just any kind of emotionally heavy moment between two people.

I can't stress enough that the Connection Move does NOT mean sex specifically. Anything you or the players feel was a significant moment between two people, heavy with emotional content, is a Connection if you want it to be.

Liam: Exactly.

Bob: I freeze totally for a good three-count, and then I very carefully make a big show of pocketing the gun. I hold my hand out toward her, very carefully, tenderly. "Come on, it's okay. We won't hurt you." She reminds me of the daughter I lost, and I'm choked up, almost crying.

Liam: Yeah, that'll do it. Mark her as an additional principal, and put down that the Unknown Girl has Pull on you. She seems to trust you, sliding forward across the seats and into the cover of your arms.

Liam makes a note of the lost daughter idea for possible use later.

Bob: "Rambler we have got to fucking move NOW! You got the suit?"

Steven: "Got it, Papa. Where the Hell we going?"

Liam: There's a rush of wings, and a crow spirit arrives out of the dark and lands on the door by your wrist, Papa Tall. Part of you realizes the girl didn't flinch at that, as the crow repeats Brother Dew's message to you in a cackle. What message do you want to send back?

Liam decides now is a good time for Jon's message to arrive. It reinforces the need to evacuate the area. The Unknown Girl's lack of reaction to the spirit crow is also foreshadowing.

Bob: "Thank you, Brother Crow. Tell Dew we'll catch a ride with Tarbaby. He needs to get out of here and back to the ranch, pick up the others on the ridge on the way."

Amira: Can I see Papa pull the girl out of the SUV?

Liam: Yep.

Bob: Don't worry, I've got you.
Liam, I turn quickly toward where I know Longer is watching, and I Slam PULLING-OUT-WE-NORTH-YOU-CATCH-DEW-GO-RANCH.
Amira: "Damn. Tapdance, get down and tell Tiptop we gotta pull out. Tell her there's five coming out our way."
Liam (as Tapdance): "Got it, babydoll. Don't stay too long, the party's hotting up!"
Amira: "You know it. Down in a tick."
Liam: Jon, you hear the crow spirit returning as Cypher dumps another five rounds into the general vicinity of the guards. You get the message, and Cypher grins. "Nothing like a busy Friday night, Brother Dew!"
Jon: "Let's bang bricks, amigo. It's getting a bit too friendly down here."
Liam: So are you actually triggering bang bricks as a move now?
Jon: No, just using the term.
Liam: Roger that. Micki, the Rover has finished its power slide across the back end of the trucks, and it's skidding back and forth as more fire comes your way. You're a big obvious target, and every guard that can see you is dumping their clip in your general direction. It's gonna be increasingly difficult to avoid serious damage here. What do you do?
Micki: I think it's time to bring out the bigger guns. "Mako, it's time you topped being self-loading cargo and showed these guys what they're messing with!" I hit the brakes and grab the smg off the sling on the side of the seat, and the second the Rover stops, Mako and I bail out. I'm shooting at anything that looks like it will blow up, and we'll see how they like having an angry werewolf around. I'm **burning shit down** and spending my Pull on Mako to use his Walking Disaster move.
Liam: All right. Roll it.
Micki: I got an 8. With Mako, that upgrades to a 10+, right? So as I burst through the gas cloud to Papa Tall, Mako morphs into a huge grey ball of anger and tears into the guards that took cover in the ditch. "C'mon, fellas, your ride's here!" I make an opportunity for the Family to escape, and Mako's got the guards totally terrified so they can't hurt us.
Amira: I can see Brother Dew and Cypher pulling back, right?

Since the moves have Tribal names, Liam wants to make sure what Jon wants to do here. The bang bricks move, if triggered, is an individual retreat. Liam wants to make sure Jon isn't bailing out right this second. If he did trigger the move and succeed, he'd be gone right away.

Micki is calling out her Pull on Mako for him bumming inconvenient rides, set up during playbook Pull generation.

Liam notes that ALL non-violent moves are now downgraded for results.

Micki gets two choices and doesn't have to mark Taint since she has 10+.

This is the big advantage of Slam, and why they Tribe uses it. Back in the Seventies, with no cell phones or portable headset mics, tactical hand signals were the state of the art. It's worth pointing this out to the players before they start playing. There's an optional move later in this chapter to make Slam more prominent, too.

Liam: Yep. Looks like everyone is getting gone. Several of the trucks are burning, and there's a loud roar as one of the generators goes up in flames. You can see technicians and workers trying to flee the scene. It's total chaos down there right now. Jon, you and Cypher are running toward the ropes at base of the cliff. What do you do?

Liam continues from here working the players and the narrative through this scene. We're going to skip ahead through the rest of this first story, and show what to do when you are starting the next session.

STARTING A NEW SESSION

Liam: Hey, welcome back. Everyone settled in and ready to play? Drinks, dice, pencils, preferred snacks? Great! All right, so we left off back at the Ranch. It's been 48 hours since you escaped from the valley. Burner was getting sick from an unknown disease related to infected wounds exposed to the gas. Micki, things haven't improved. The Unknown Girl you recovered is still only using one word sentences and seems bewildered and curious about everything she sees. The Family also interrogated Todd the supervisor, who didn't know much except that his company, Lysing Waste Management, was contracted to get rid of the substance by Tolliver International, an arms contractor company. You've still got him tied up in the shed, blindfolded and in the dark.

Liam starts with the recap to ensure everyone remembers where the story is right now.

Amira: We are going to have to figure out what to do with him.

Jon: From the Gun Person? I imagine you have an idea?

Bob: We're going to release him soon; I figured out how I want it done.

Liam: Since we played last, does anyone want to change any of the highlights on their character traits? No? Anyone wanting to change someone else's highlight? I'm fine, too. Anyone still got enough experience to take an advance?

Liam now goes over trait highlights, and makes sure advances are done.

Micki: Well, thanks to this rot I've got, I need one Taint to get a Taint move.

Liam: Yeah, I am a bastard. So, on that topic, Micki, you still have 1-harm marked, correct?

Micki: Yep.

Liam: The infection is keeping it from healing. You might need real medical treatment. It's not getting worse, but it sure isn't getting better.

Bob: Have we gotten the results back from Vermin about what the chemical is?

Liam: Yes. It appears to be a mixture of a preservative and some form of

And now Liam covers wounds and time-sensative things that weren't resolved last session.

For a new session, do these:

1) Recap where you left off, and let the players know if time has passed.

2) Change any characters' trait highlights if wanted. Also, let them select any advances they may have earned if they haven't done that at the end of the last session.

3) Handle any lingering time-sensative business that's still hanging. Check wounds and ongoing effects, and clear the ones you think should clear.

4) Check your Fronts and Threats and see if any need to advance.

5) Have the Family decide which two Needs they want to work on, if any. Apply the effects of any Need that is still at Surplus or In Crisis after they do their business.

mutagen which he thinks is based on human DNA with some sort of non-terrestrial additive.
Micki: I'm infected with alien DNA.
Steven: The Unknown Girl has those really big eyes and can't talk much. Maybe she's a test subject? She's got needle scars on her arms, too.
Jon: We need to get hot on fixing this. I'm going to reach out to other shamans in other Families and see if anybody knows a ritual that will cure this thing.
Liam: That would be scrounging needed resources. Roll +Tribal.
Jon: I got a 7. Nice to see my rolls are crap again this week. I get an uncommon item; what's this ritual count as?
Liam: It would probably be rare, since this is an unknown substance. So if you choose to let someone have Pull on you, you could find it.
Jon: Done. Who do I owe Pull to?
Liam: Who answered your messages?
Jon: My old friend Bijou. He's a shaman in Mother Jar's 221Bs. They're another Road Family.
Liam: He lets you know he can get it done if you can meet them in Roanoke in a few days. All right, everyone else but Tarbaby is fully healed, so erase all your harm. Let's check out your Family's needs. Thanks to the gas cloud exposure, you guys currently are Wanting for Shelter, and the rescue of the Unknown Girl and helping her to start integrating into your lives ranked up Harmony to Surplus. The rest are all still Adequate. So right now, you all get +1-ongoing to teamwork moves, and -1-ongoing to resist environmental effects. You can elect two different Family members to handle your business. Each one rolls to try and improve the Need they are working on. Who's up?
Bob: I'd like to get Shelter back up. The sheet says we need ice or signal.
Jon: Since I'm already working with another Family to get Tarbaby fixed up, let's say I'm also doing ritual purification of the Rover and the things we were wearing that night. I'm all over the house over those two days, splashing pure water and spreading incense sticks while I chant and meditate. I'm rolling to hanlde my business with signal, and I got a nine total. Can I pop a charm on this roll?
Liam: Only before a roll.

Liam allows this move to be done now, as it could be done "off-camera."

But he wants to keep it short and get the session started, so he doesn't follow it up right away.

Running down the current Family Needs helps remind everyone of what's going on, and where they are resource-wise. The Family can now handle their business.

I like to keep the Need sheets out on the table so people can look at them during play. If a move results in something that might help or hurt a Need, I might issue a spot increase or decrease to that Need, but I try to only do that if it will be really cool and in the narrative. Like shopping, I don't want the game to devolve into a survival crafting simulation.

Jon: So it stays the same. Oh, well.
Liam: You can make a devil's bargain to raise it, if you like.
Jon: On a signal roll dealing with alien DNA? No, thanks, I'm good.
Amira: I want to work on Harmony by doing everything I can to make sure the Unknown Girl is feeling accepted and comfortable. I'm sitting with her, showing her what we do, how to clean guns, how to prep food, how to patch clothes, the whole Tribal crash course. And I want to find out what she calls herself. Any objections?
Bob: I was thinking along that line, too. Go for it.
Amira: I'm rolling +fire. I got a total of ten. So we're Satisfied now, right?
Liam: Yep. Everything in the Family is humming along like a well-oiled machine, even if you're all worried about Tarbaby. You are all feeling close and secure with each other, and you're ready to die for each other if you have to.
Bob: So if we want we can trade that in to gain another Family upgrade, or to raise a different Need, right?
Steven: Do we want to do that now to haul Shelter back up to Adequate?
Bob: I think we should wait.
Liam: Okay. Amira, when you try to find out her name, the Unknown Girl doesn't seem to get it at first, but finally, after an hour or so of Family members pointing to each other and saying their names, she proudly taps her chest and announces "Sixteen."
Micki: God, that's probably like her vat number or something.
Jon: Well, if it's what she wants to be, I guess it's good.
Micki: So are we adding her to the Family then? She's not really Tribal, and she hasn't gone through being a Childe. And we don't know if she's some kind of Bloat plant.
Bob: It's an unusual situation; let's treat her like a citizen we're guarding until we know what her deal is. Once we know what's up, then we can make a decision on her real status.
Jon: I'd like to point out that she already knows where we live and who we are. If she is an enemy, we're already pooched if she gets away.
Liam: Speaking of which, you all still have Todd locked up in the shed, and it looks like his face is now on the evening news as a kidnap victim.

As always, Liam is offering the players the tough choices. This particular poisoned chalice, the devil's bargain, is a really good way to up the danger and tension.

Liam knows there's no additional game effect, but offering a brief description of the effect of being Satisfied helps to make Needs more real, and less a checklist. It also helps engage the players in working on their Needs, when they know they've done something good.

Liam doesn't weigh in on this, because it's really not up to him. There's a way things are normally done per the fiction, but every Family is unique, and there aren't very many rules that can't be bent or broken if they need to be.

Liam uses the move develop new challenges off-screen to transition from session start to the beginning of the actual session.

Okay, so, sooner or later, someone in your game is going to ask if they can follow the rule of twos when a character is handling their business. There's nothing specifically that prevents that, but it can make things a little cheesy. I will allow it, but my home rule is that the person rolling the rule of twos can't be involved in any other handling of business. After all, they're committed to assisting the main handler.
I also tend to hit Needs harder when a group of players tries this trick, to keep them from pumping up Needs too quickly.

DEAD REMNANTS: THE THINGS I LEFT BEHIND

There were a few things I had in the original rules which, on a second glance, I thought might be a little too much. So, if you want to add them in, here they are, in no particular order.

IGNORED JOBS

If a Family chooses not to use the Job, they may ignore it for a Session without any repercussions. If a Job is ignored for more than one session, the Family owes Pull to someone for every extra session missed. After the Family accumulates three Pull for ignoring Jobs, the Job is lost permanently.

I dropped this one because it seemed like unwanted book-keeping. I figured if an MC wanted to challenge a Family's Jobs, she could do that with moves or by downgrades through Needs. But one of my players mentioned it again, so here it is.

FAMILY MOVES

ANYTHING YOU CAN DO

There's a lot of training in a Family, even if it doesn't appear to be training. Even the weakest childe has been battered and bruised into shape. **When you rely on the Family to recall training games, roll +steel.**

On a 10+, you may substitute steel for fire or ice for smoke on any one move, or take the benefit of 7-9 instead.

On a 7-9, you gain a +1-forward on your next move, whatever it is, but you must mark 1-harm which can't be reduced in any way.

On a miss, you remember the lessons wrong; the MC may introduce a complication to the sitch or make a hard move

This move was one of five that were supposed to help better simulate Tribal life. When I realized that would make almost 20 basic and Influence moves, even I was a bit intimidated. With the RULE OF TWOS move, this doesn't add too much.

BAND OF BROTHERS

Tribals are all about social connections, warped and alternative as they are. **When you share an intense or significant emotional moment with another Tribal, roll +fire.** On a 10+, choose two. On a 7-9, choose one.

- you learn useful info from them
- gain Pull on them
- gain insight on them; +1-forward to read them
- you settle them down or avoid trouble for now
- you may use your playbook's connection move

I decided this was too close to running a go-to and using connection moves. It's a more personal version of those.

GIMME THE HIGH SIGN

The biggest advantage of having a secret language you can use in front of others is the ability to make secret plans. **When you Slam a plan together, roll +smoke.** On a 10+, choose two. On a 7-9, you choose one, and so does the MC.

- Your convo is totally concealed. Only Tribals know you're talking.
- It's fast enough you meet deadlines or countdowns.
- Your message is available to all Tribals who hear or see it.
- It avoids distractions or interference from sight or sound.
- Accurate planning gives +1-forward to each Tribal's next move.
- If you start a fight immediately, you surprise the enemy.

The MC's options are:

- The enemy sees you talking, even though they don't understand it.
- You give initiative to the enemy while you waste time talking.
- Your convo is garbled or misunderstood. A Family member acts incorrectly.
- Your plan has a fatal flaw; the MC makes a hard move.
- Your convo is interrupted by distractions; you may only use six words.
- The message is accidentally revealed or leaked.

On a miss, you can't communicate, and you've wasted time and energy; the MC chooses one.

I admit I loved this move for a while. It was fun introducing chaos into Slam conversations. But, eventually, I realized that using Slam should be a normal everyday function, and if something was disrupting that, I could model that with other moves.

NEED MORE TARGETS?

Families are made up of lots of talented maniacs who love to give advice. When you're in trouble and with your Family, a well-liked Tribal can ask for help. **If you miss a move or are the target of an MC hard move, lean on Family to get you a way out of the jam; roll +ice.**

On a 10+, you may avoid the results of your miss or the MC move; however, now you owe Pull to the Tribal who helped you.

On a 7-9, the ally converts a miss into a 7-9 hit, or a hard move into a move. The Tribal who helped you shares the outcome and any consequences of that move.

On a miss, you've really blown it. While you come out okay, your Tribal ally takes all the consequences and you mark Taint.

This one was my get-out-of-jail-free card for players who got bad rolls. But I don't think that they need any more help on that front. Sacrificing a Family mate hurts, tho.

DEVOUR THE DEAD

There have been a lot of Tribals who have died in the pursuit of the war, and some of those spirits are always around Families. **When you are willing to listen to the spirits of your dead, roll +signal.**

On a 10+, you may make your next move as if your applicable Trait was a +3 if you mark Taint, or a +2 if you allow the MC to make a move related to the dead Tribal's past or goals.

On 7-9, you may count your Trait as a +2 if you mark Taint, or allow the spirit to ride your body as a Horse, giving you +1-ongoing instead to ALL moves. The spirit stays in your body until it has achieved a short-term goal it wanted to finish before its death.

On a miss, you actually access an angry spirit of a non-Tribal ghost. It takes control of you and the MC makes a hard move with your character, or you must take 3-harm and mark Taint to prevent that happening.

So this one was actually pretty cool, and I thought long and hard about making it a basic move. In the end, I dropped it because players were constantly roleplaying whatever Tribal dead guy was currently helping them. It started to seem a bit too split-personality.

INTEL

Intel is a special kind of hold gathered by a Family and saved up. The MC can give out intel as a spot reward for actions the Family takes, if he thinks it appropriate. Interrogating a captured Consortium agent might be worth 1-intel, while taking down a major Outsider research facility and absconding with all the data might be worth 3-intel.

Intel represents nebulous and sometimes conflicting hints and rumors that Families root out during their secret war. Each point of intel represents some small piece of information which may or may not be useful when first discovered, but which becomes more valuable as it is understood. In story terms, each time a Family gains intel, the MC makes a note of it, and when the Family chooses to use it, the MC describes what the information is and how it helps. In game terms, anyone in the Family may spend intel at any time for any of the listed effects.

•Gain +2-hold for moves against a target; spend 1 for +1-forward or +1-harm dealt

•Gain +1-ongoing to all moves inside a specific secure location or building

•After rolling a move which involves information gathering or use,upgrade a miss to a 7-9 hit

•Gain Pull with anyone not in your Family.

•Gain +2-forward to an Influence move

•Find a previously unknown way into or out of a secure area, usable just once, one-way

•Discover a weakness to a specific target, giving your Family +1-harm to all moves against the target until you have finished the scene

•The MC reveals a new Outsider target and its general visible defenses and schedule; it is unaware of your presence

Intel was actually useful, and it's another thing I almost kept in the main rules. But the randomness of suddenly having characters "remember" something from files or surveillance they'd done earlier just didn't quite gel. I think you could add it back in without difficulty, maybe making the players spend it when they get it.

APOCALYPSE TRIBE IN APOCALYPSE WORLD-VIEW: ADDING CONTENT

So you've read through the rest of the book, and maybe run a game or two. You've got a general idea what's going on, and you're having fun. But...there was this really cool playbook in one of the other games and you'd really like to see if the MC will let you add it into this campaign. Is that allowed?

Fuck if I care. Go ahead. If everyone at the table wants to see what ***The Tribe: Urban Shadows*** or ***Apocalypse Tribe*** or ***Dungeon Tribe*** looks like, go for it. The only thing I did was imagine this stuff. On top of a crap-ton of really brilliant stuff other people thought of first. I don't believe you owe me a damn thing, so run it how you want.

If you ARE going to add in stuff from other Apocalypse-system games, make sure to remember what makes each game unique, though. You don't want to add in playbooks which duplicate the cool things about someone else's playbook, and you want to make sure you aren't changing the basic feel of the game unless you're sure that's what you want. There are dozens of Apocalypse-system games out there (you can check Vincent and Meg's Powered By The Apocalypse webpage if you want to see them all.) Some are very close to the basic rules, while others are really far from the original system. With a little work and effort, though, you may be able to reskin things into ***The Tribe:HLH***, or reskin this game into theirs.

If you want my two cents (or if you don't) there are a few basic things that you can look for to make sure the stuff you're adding will work out okay.

•System-wise, any of the PbtA games which use five basic traits and the playbook system are easy to add in. ***Urban Shadows*** is a particularly good fit, since I used it as an inspiration for my own Influence moves. You could say that ***The Tribe:HLH*** is the game world seen from the Tribe's viewpoint, and ***Urban Shadows*** what the supernatural creatures of the world see. Two sides of the same coin.

•If you want to swap things with games which are using the ***Dungeon World*** system, it'll be a little harder. You'll have to eyeball the extra stat, figure out race and class moves, and HP. Or, if coming the other way, what maps to ***The Tribe:HLH*** and its five stats. I'd just give everyone the regular six harm if you're bringing something from there into this system, but you'll know better what works at your table.

•Games which have really moved far from the basics here will be much harder to fit into this system. I'd say if a game says it was INSPIRED by ***Apocalypse World***, and definitely if it changes the dice rolling conventions, you're

going to really need to work at your conversion. Hey, if you come up with something cool, send it along to others.

In the Busted Appendix, there's an additional way you can add in other systems if you'd like. The MC will have to decide if she wants to go there.

NEW MOVES FOR NEW TRICKS

There are already lots of moves in this book for Tribals, and some modifications to old ones in other game books. When I was writing the book, though, there were some types of moves that ended up on the cutting room floor, so to speak.

LOCATION-BASED MOVES

These moves were going to be part of an extended turf generation system where the players would pick from lists of special places in their turf that Tribals could interact with. Unfortunately, it was too unwieldy to make useful. But the moves themselves were good, so here's a few.

GOLDEN TOUCH

When you drop by the local illegal card game, roll +Fringe.

On a 10+, regular access to various small time cons gives you serious untraceable spending cash. You can use it to give +2-forward to any move which might benefit from that. Instead, you can take the 7-9 result.

On 7-9, while you aren't filthy rich, you are liquid, but the money isn't as clean. You can use this money instead of giving someone Pull for a move, or to reroll a miss on any Influence move. When you do, the MC may make a move.

On a miss, you get taken to the cleaners yourself; either identify a Need your Family must reduce in order to protect you, or the bills come due and you are the target of a hard move.

BONES OF THE CITY

When you lead an enemy into the maze of abandoned buildings, roll +smoke.

On a 10+, you may either deal +2-harm or gain 3-armor as you take up hidden defensive positions. This lasts until the enemy can root you out or you move into the open.

On a 7-9, you gain +1-ongoing to **dust-up**, **burn shit down**, **shine someone on**, or **bang bricks**. You may only pick one of these moves to use the bonus on; the next time you visit this place, you can switch which has the bonus. However, any of these moves which result in a miss gain the result "You take 2-harm or mark Taint as you are injured by urban rubble" in addition to the normal result.

On a miss, the MC makes a hard move involving the environment you are in.

CROSSTOWN TRAFFIC

If you stop by the cabstand and hang out with the cabbies, roll +Fringe.

On 10+, they're feeling chatty, and will answer two questions about events and secrets in the nieghborhood, or three if you give someone Pull.

On 7-9, you get one question AND owe Pull.

On a miss, thy're riled up about something. Either help them with their problems (MC makes a hard move involving them and then you fix the problem) OR make them angry, and lose Pull on ALL Fringe elements in the neighborhood.

CREDIT WHISPERER

When you meet up with the identity thieves at the old pizzeria, either give them Pull, or erase Pull on them. Either receive a clean new false identity and papers, or gain a burner credit card good for one 10+ result on scrounging for resources. Also, gain 1-hold. Then roll +hold; on 10+, the MC may make a hard move as the authorities come after you and the ring. If you go three sessions without using this move, you may reset its' hold to zero.

EMERGENCY EXIT

If you are in desperate need of a safe place to rest and heal, run by the last-ditch hiding place and each Family member rolls +ice or +smoke.

Anyone who gets a 10+ heals all harm, removes one Condition, erases one point of Taint, and rearms their gear back to their normal starting gear if they want.

Anyone with a 7-9 can heal all moderate or severe harm, and rearm as above. However, they must explain what complication made them late to arrive, and what lasting effect that has.

Anyone with a miss must either allow the MC to target them with a hard move before they arrive, or stay away from the place and hide somewhere else, taking a Condition or marking Taint. Those who get to the safe house heal 1-harm and rearm.

After anyone in a Family uses this move, the entire Family erases ALL Pull in the Citizen Influence group, as they must go underground long enough that old debts are forgotten or failed. then erase this move, and the Family may not ever take it again.

STRIPPERIFIC

When you ask Madame Chen for the back room at the Mustang, give her Pull on each Family member who attends. You may then choose to take a 7-9 result on any Influence move, or a 10+ if it is a Fringe group. Also, you may give Pull to one of the sex-workers to also get the same result on **running a go-to**.

EVIDENCE ABSORPTION

If you call in Nero and Polk to clean up your mess, give them Pull on you and roll +Nemesis.

On a 10+, they do their usual efficient and thourogh job. No one can trace your actions back to you, all evidence is gone, and you gain +2-forward to **shine someone on** or **gaslight someone**.

On 7-9, they got the job done, but there was an unforseen complication. Tell what it was, what horrible thing they did to fix it, and mark Taint and give them an extra Pull.

On a miss, by the time you called them in, it was too late, and the enemy already knows what you did.

WEIRDNESS CENSOR

Any time you stop by the church to talk with Father Michael, roll +ice or +fire.

On a 10+, he is able to talk you through whatever you have seen or done. You may remove a Condition that affects ice or fire, or you may erase all Taint you have marked. This doesn't remove Taint moves.

On 7-9, he's not sure you really are wanting to change; what penance does he require before he helps you? After that is done, you may use the 10+ result, but owe someone else Pull.

On a miss, he is horrified by what you have said. If you feel your character is truly repentant or genuinely deserving of help, then Father Michael tries his best, but can't help and the MC makes a move. If you were only looking for his help for your own temporary benefit, he is outraged and ejects you from the church, forbidding your return until you have truly made amends.

MOUSE HOUSE

If you slip Ricki a few bucks and give him Pull, you can set up in the Bridal Suite, overlooking your turf. Gain +2-forward on any moves your Family makes that involve observation or surveillance, as long as one member mans the suite and has a way to communicate with others.

If anybody in the Family gets a miss result on those moves, the MC may immediately make a hard move against the Tribals in the Suite if they don't immediately cut and run.

SHARK TANK

Pay for learning with your blood and sweat by going by the illegal street fighting ring; announce how much harm you are going to take and roll +harm taken. On 10+, choose 2. On 7-9, choose 1.

- mark experience
- learn new techniques; +1-ongoing on moves which cause harm this Session and the next
- make new contacts; gain Pull on two people
- if you are a Ripper or Paladin, you can rig the betting and win big; gain the 10+ result for **scrounging for resources**
- if you are a Firstborn or Teller, gain a dedicated group of young fans and hangers-on who keep you informed and will wreck authority figures for you; gain 10+ to both **running a go-to** and **jamming the system**
- if you are a Whitesleeve, don't take the harm and instead get wrapped up in someone's problems; if you fix them, gain a new Pony

On a miss, you've got nothing to show for it but your new scars.

TRIBAL BACKGROUND MOVES

The original plan was that when each player chose a playbook, they would also get an additional Tribal Background move. These were minor benefits that were supposed to give a slight advantage and a limitation on the character based on their personality. They turned out to be too difficult to make feel unique. Here's a couple to show what was.

ALWAYS PACKING

A life of violence taught you never to go un-strapped. Add two weapons to your starting gear, but take -1-ongoing to moves which require peaceful calm social actions.

BAD HORSE

Strong will and faith make it impossible for *loa* or other spirits to possess you. You may never learn any rituals, either.

CARROT AND STICK SEDUCTION

You're particularly adept at getting your hands on information citizens don't want released. Whenever the character has time and ability to check on the background and details of a targeted citizen or authority figure, you may mark Taint to gain 2 Pull on them. Describe what terrible secret you've discovered.

CLUTCH-TRAINED

You have routine access to one of the Tribe's Clutch Families, and may gain one extra experience every Session. If you do, give Pull to the Clutch you train with; max two at a time.

FILTERED CRAZY

As a dyed-in-the-wool Conspiracy Buff, you keep tied into Fringe information networks and listen to the constant muttering and speculations on message boards and in chat rooms. Once per session, with character access to a computer and an hour's time, you may gain a 12+ result on running a go-to on any Nemesis or Authority figure, but the MC then gets to make a move as the constant online chatter triggers reprisals.

CRASH MONSTER

Because you were once homeless, you are just naturally expert at finding places to sleep for the night. This character can always find somewhere warm and dry for himself and a friend to sleep for the night. They must move on again in the morning, but they will be reasonably comfortable for the night. Note that private, safe, and legal do not enter this description.

EXCESS DUES

A hard knock life has resulted in everyone in the Tribe having heard you had it much worse than most. In a group like the Tribe, where tragedy is not in short supply, this has to be some form of long-term horror, certainly capable of destroying a weaker person. Because of a mix of sympathy and awe, all Tribals will recognize your name regardless of status, and know the story. Once per session, the player may capitalize on this sympathy, upgrading a miss to a 7-9 hit on any Tribal Influence move. The character doesn't deliberately pull on people's heart strings; rather, the player asks to use the bonus, and the MC rationalizes what the NPC has heard and why he's helping.

If you ever screw over someone who has given help because of this move, or if you ever refuse to pay back Pull to them, you immediately erase this move.

FACELESS
With hard work and dedication, you managed to get every single record of your original identity erased from existence. There are no computer records, no fingerprints, no birth certificate, no medical records, nothing, not in paper or electrons. If you have a false identity, that can have its own paper trail, but nothing will ever lead back to the character's original identity without magical interference.

RUBBER BAND BELIEF SYSTEM
Maybe you don't have any firm moral code, or maybe you're just really good at rationalizing. You can take five Taint before you must take a Taint move, but you start with one Taint move already. In any session where you didn't take any Taint at all, you may erase one Taint at the end of the session.

FUELED BY HATE
Something dark and destructive drives you. Gain +1-ongoing on any move which gives or could give you Taint. Every time you mark Taint, you heal 1-harm. You start with one Taint move already.

HURRICANE OF LIES
Lifetimes of cons and scams have made you an expert at coming up with rapid answers and double-talk. Gain +1-ongoing to any move involving lies, but take -1-ongoing to any moves involving physical violence.

WIDE EYES
You are naturally innocent and kind-hearted. Any time a move tells you to mark Taint, you may instead mark an equal amount of harm. If you ever gain a Taint move or harm someone who doesn't deserve it, even by accident, erase this move.

RELICS

Every relic is going to be a unique magical or technological wonder, with its own move. Here are a few samples of things you might run into, and what they can do.

THE SKELETON KEY
This small brass key appears to have been carved rather than cast. It looks like an old-time door key, heavy and cold to the touch, with a large circular handle. **When you hold the handle up to your eye and concentrate on something you want, mark Taint and roll +signal.**

On a 10+, a mist will rise in the area over the next ten minutes, and out of it will come the shambling body of someone who can tell you where your desire lies.

On 7-9, the dead still walk to answer you, but they want something in return. If you can provide it to them, they give you your answer; if you don't, they depart, and the key disappears forever.

On a miss, something shambles up out of the depths, but it doesn't have any answers for you. It's just very very hungry and oh-so-cold. Everyone who sees it marks Taint as it attacks you.

OLD HOB'S HOGLEG
Appearing like any other Civil War-era Colt Navy revolver, the only signs this is not a normal gun are the slight reddish tint to the metal, and the warmth of the stock when it is held. This gun never needs to be reloaded, does 4-harm close mystical AP messy, and can only be handled by its bonded owner. To become the gun's bonded owner, you must have a Taint move, and lose one harm permanently. In return, any combat move you make with the Hogleg can be converted to a 12+ hit if you mark Taint. If you ever roll a miss while using it, the gun forces you to mark the Taint. It doesn't like to miss.

THE HEINLEIN CODEX
A large leatherbound book with brass reinforcements and a heavy silver lock, this is one of the most powerful, and dangerous, magical texts in the world. In order to unlock it, you must experience a moment of sheer mind-bending unreality, allowing you to understand the complicated cipher-lock which holds the tome shut. This sanity-blasting event makes you take the Seeker advanced playbook; if you could not do that becuase of other restrictions on your character, then the knowledge you gain drives you irrevocably insane, and your character is retired permanently.

Once the book is opened, and you begin to read, you gain one new ritual of your choice every Session. However, you may never again erase Taint for any reason, and any time you roll a miss on **shaking the bones** you must mark Taint.

THE HEART OF TUNGUSKA
Looking more like a greasy piece of melted volcanic rock shot through with greenish veins of glass, this fist-sized object actually pulses in time with the heartbeat of whoever is holding it. If you are willing to risk it, this relic can give you immortality, at the cost of your humanity. **If you enact the blasphemous incantations to meld the dark heart to your own, roll +(your highest trait).**

On 12+, the thing merges with your body and makes you effectively unkillable. Anything that would result in your death merely leaves you immobile and unable to act until the next sunrise, when you will rise fully healed. At that time, you must take a Taint move. When you take your fourth Taint move, if you still have the Heart inside you, you become an NPC vampire (MC's choice of type.)

On any result below 12+, your character dies instantly and messily as your body tries to refuse the Heart and you are disassembled into a puddle of blackish goo.

There is no known way to remove the Heart once it is in you. Long-term research might be able to reveal a major working which could lay someone to rest, maybe.

BLACK GLASS
Normally found in a small plastic baggy, black glass is a new street drug currently making the rounds. Users jab one of these small slivers of clear black crystal under their skin. In addition to a euphoric but paranoid high, you gain +1-ongoing to steel moves, and take 1 less harm for the session. You must mark Taint. A bag usually has ten doses.

CONJURE ROOT

A reddish brown tuber looking like a twisted sort of sweet potato, conjure root can be grown and harvested only from places with Taint levels of 1 or less. That makes it very rare, but also very powerful. There are three ways to use the root.

First, if ground up into a fine powder, it can be inhaled to give you +2-forward on **shaking the bones**. This causes you 1-harm which can't be healed this session; snorting root dust is not a particularly healthy life choice.

If you brew the dust into a tea and drink that, the effect is not as powerful, but lasts longer and has a broader effect. You gain +1-ongoing for the session on any moves involving magic. At the end of any scene in which you have Taint marked, you vomit it back up, erasing the Taint and taking 1-harm per Taint erased.

The final use is to **prepare and dry the root through a careful process taking at least thirty days; at the end of that time, roll +ice.**

On 10+, the root becomes a mystical fetish. Anyone holding it gains +2-forward on any move involving contact with, summoning of, or dealing with spirits of any kind. It also acts as a ward for this scene against any supernatural creature who has bad intent toward you; they can't appraoch within close range of you, and their mystical powers can't affect you. To use either of these abilites, you must blood the root, doing 1-harm to someone who is willing to provide the blood.

On 7-9, the process is only partially successful. Use the 10+ result, but whoever uses the root also must mark Taint, and the root rots away after 30 days.

On a miss, you summon something terrible.

THE GOOD STUFF

A dusty bottle of what may be some kind of brandy. It is covered in dust from years sitting somewhere out of the way. **If you break the seal and pour out a drink for all your friends, roll +fire.**

On a 10+, everyone who drinks tastes the very best alcohol they have ever had. Even people who normally hate alcohol will enjoy the Good Stuff. All drinkers gain +2-ongoing on all fire-based moves until the next sunrise. Also, everyone may trigger their connection move with someone who is present if they would like and the person they chose agrees.

On a 7-9, it's great booze, and so is the party. Everyone has a great time and wakes up the next day feeling rested and refreshed.

On a miss, you get the 10+ result, but the night gets a bit wild and out of control. Each drinker must describe an embarrassing or foolish thing they did, and then the MC may make a hard move related to one of those events.

Whenever you use a bottle of the Good Stuff, there is exactly enough for everyone present to have drink. The bottle is always empty when the drinks are done being poured.

MUSEUM PEACE

The legend is that this gaudy looking peace sign, hung on a sweat-stained leather cord, once belonged to Honeychild, Grandfather's S.O. Whether or not this is true, it's now an item so hideously out of date no sane person would be caught dead wearing it. If you do put it on, it gives you a -2-ongoing on all Influence moves with anyone but Tribals. With Tribals, you get a +1-ongoing on Influence moves. It also gives you 1-armor mystical. The big issue with this relic is that, once you put it on, you become irrevocably convinced it looks really cool, and will proudly display it at all times when you are not trying to pass for someone else. Only magic or intentional action by someone to steal it will break the curse.

THE RIFLE

A normal, everyday Winchester lever-action rifle, with a small silver and gold emblem of an eagle. There are a lot of rifles floating around the Tribe, but this is The Rifle. It entered Tribal legend when a Family had to resort to pulling it from over a bar counter display to hold off a horde of zombies. It's been used by a dozen or so Tribals since then, each time dealing out destruction to the enemy. If you find The Rifle, it behaves like any other weapon of its type until someone in your Family has triggered their death move. At that point, whoever is holding it may use ANY Gun Person move and it deals 4-harm close/far AP mystical. It will then disappear at the end of the session no matter what actions you take to try and keep it.

STONEBURNER

Those in the know are aware there are technologies no government or agency will ever admit to having. STONEBURNER is a normal laptop on the outside, in an impact-resistant case. If you turn it on, a satellite view of somewhere in the world appears on screen. There's also a crosshairs superimposed over the image. **If you attempt to decode the arcane encryption and coding of this unknown system, roll +ice.**

On 10+, you are able to figure it all out, and the operation of the Stoneburner system happens within this scene.

On 7-9, you're sort of guessing at parts of the command code. At the end of the session, STONEBURNER activates at the area you designated.

On a miss, nothing happens because you can't figure out the codes. The laptop locks, smokes, and then catches fire, wiping itself out. This is actually the safe result.

On any hit, at the indicated time, a STONEBURNER satellite will deploy a two-ton kinetic delivery system, a thirty-foot long tungsten carbide spike that will hit the coordinates you gave within 30 feet of accuracy. Everything within ten miles will be instantly destroyed, and everything out to fifty miles damaged. Entire economies will collapse, and you will be placed on the list of people every nation on Earth wants to catch and kill. Every session, the MC may make a hard move against your Family until you are all dead or in prison in a dark cell somewhere that doesn't exist. In the meantime, every Federal authority in God's creation will be after you, making a move against you every time you surface long enough to be tracked.

If you have deployed STONEBURNER without realizing what it would do, you just live with the consequences until you're imprisoned or dead. If you did it on purpose, immediately take two Taint moves, you sick bastard.

ALTERNATE HEALING

Some players have commented on the very limited rules systems for harm and how it is healed. If you as an MC feel the need to make the game world more hurtful, I guess you can roll these out to torment the players.

Characters who get hurt will have one of three options for getting better without supernatural assistance. Depending on what they do, use the appropriate move below.

ONLY A FLESH WOUND

If you only have light wounds, you may bind your wounds and dust yourself off; roll +ice.

On 10+, recover all light wounds.

On 7-9, heal one harm this scene, and you may reroll this move again next scene.

On a miss, you aren't able to recover this scene, but may roll this move again next scene. Do NOT mark experience.

NEED SOME HELP HERE

If you have moderate wounds, you can seek out treatment from either first aid or professional help ; roll +steel.

On 10+, if you received first aid, you may erase one moderate harm, or two if you take -1-ongoing to a Trait of your choice for the rest of this session. If you received professional help, you are bedridden for the rest of the session, but fully recover at the end of the session if you do not do any moves requiring physical effort.

On 7-9, with first aid, you heal one harm AND take the -1-ongoing. With professional help, you're stuck in bed like 10+, and also take -1-ongoing to any moves you make this session. However, you do heal all moderate harm before the start of the next session.

On a miss, if it was first aid, you heal nothing and take -1-ongoing to all moves. If it was professional help, you are efectively out of action in bed. You heal one harm at the end of the session. Don't mark experience.

This move may only be used on any given target once per session.

IS THAT YOU, MOTHER?

When you mark any severe harm, you must either try to gut it out, or seek out immediate professional help; roll +fire.

On 10+, if you gut it out, you are able to drag yourself on; your wounds stabilize and do not get worse from here. You take -2-ongoing to all moves you make for the rest of the session. At the end of the session, you may heal one harm. If you seek immediate help, tell us who is treating you. If it's legal (like a hospital), you are bedridden and the MC may make a move with the authorities involving finding out what happened and what laws were broken. However, heal one harm immediately, and heal two more at the end of the session. If it's illegal help, heal one harm immediately and one more at the end of the session. You must also mark Taint and give Pull to someone.

On 7-9, you don't die, and you don't heal. If you were gutting it out, you take one additional harm at the end of the session and mark Taint. If you sought professional help and it was legal, you are in intensive care and the MC makes a hard move with the authorities.. If you were using illegal help, you owe someone Pull and heal nothing.

On a miss, no matter who you used, you're screwed. Take an additional harm immediately, 2 if you were gutting it out. Heal nothing, mark Taint as your wounds become infected, and the MC makes a hard move. If you used professional help, it's authorities investigating your wounds. If you tried to get help from illegals, they are panicing at having a potential dead body here.

No matter what your results, you may only make this move once per session. If you have not made at least a 10+ hit, you take -2-ongoing to all moves; all physical moves also cost you another harm.

ILLNESS, TOXINS, AND ENVIRONMENTAL HAZARDS

Rules for long-term illness and things that can kill you slowly seemed to me at first to be needed, and I was setting up a system of moves and rankings that were supposed to allow an MC to accurately model the process of catching a disease or being exposed to a toxin.

Then I remembered this was an Apocalypse World game, not Complex Roleplaying Universal Playing Set. Here's the framework I was aiming for if you care, though.

Any illness, toxin, or contaminant is rated for the following factors: exposure risk, hazard level, duration, impairment, and ease of treatment. Each part of the hazard has a move associated with it. Each of these factors is defined below, and rated from -3 to +2.

Exposure Risk: How easy it is to be exposed to the harmful substance.

- Substances which require long-term unprotected contact to have any chance of harming you are rated +2. Examples: an illness if you're vaccinated for it, or a substance which must be intentionally ingested to harm you.
- Difficult to get without significant exposure are +1. Examples: a solid which is protected from contact, a disease requiring tranfusion or multiple exposures to catch.
- Moderate exposure could get you. Gets a +0. Examples: a caustic liquid in breakable vials or the average virus.
- Caution is required because it's inherently risky to handle. This is a -1. Examples: a gas which requires significant handling security. An airborne agent like the common cold.
- Even the slightest contact or exposure is likely to get you. This is a -2. Examples: weaponized poison gas, or an extremely contagious disease like flu.
- Any toxin or substance which requires constant security and actively seeks to breach containment gets -3. Examples: industrial solvents in aerosol form, radioactive materials.

CHAIN OF HARM

When you could be at risk of exposure to a harmful substance, roll +exposure risk.

On 10+, you're fine.

On 7-9, get away from the source or you're exposed.

On a miss, you're exposed and start taking harm.

Hazard Level: How dangerous this stuff is to your life and health.

•Something that is almost never going to kill you is rated +2. It does 0-harm. Examples: the common cold, tear gas.

•Things that can cause pain and might be bad if untreated are +1. It does 1-harm. Examples: A mild abrasive dust, or bronchitus.

•It needs to be treated quickly or you could be in trouble. Gets a +0, and does 2-harm. Examples: acids, or an illness like cancer.

•Deadly, even with treatment and supportive care. This is a -1. It does 3-harm. Examples: Radiation sickness, superheated steam.

•Body-wrecking lethality. This is a -2. 4-harm. Examples: Black death, ricin.

•Unsurvivable without either a miracle or immediate and expert care. This gets -3. 5-harm. Examples: nerve gas, Ebola Zaire.

FINISHING MOVE

Each time the duration tells you to take harm, roll +hazard level.

On 10+, take minimum harm.
On 7-9, harm as established.
On a miss, it's severe harm.

Duration: How fast it hits you with harm.

•Blink and you'll miss it. Rated +2. Roll each time you make a move. Examples: flash exposure, pepper spray.

•If it's pretty aggressive, it's a +1. Roll each scene. Examples: Heat stroke, mild sedatives.

•This might take a while. Gets a +0, roll each day. Examples: the common cold, sunburn.

•It's slow as molasses. This is a -1. Roll once each session. Examples: Mild radiation sickness, pneumonia.

•You might be waiting a long time. This is a -2. Roll every month. Examples: Cancer, severe blood diseases.

•You might not ever have to deal with the consequences. This gets -3. You may only roll whenever a special event or another exposure occurs. Examples: alcoholism, asthma.

RACING THE DARKNESS

Each time the duration has passed, roll +duration.

On 10+, you may roll to sink or swim, as per treatment.

On 7-9, you haven't gotten better, but you haven't gotten worse. The next time you roll, gain +2-forward on this move.

On a miss, you're not making any progress.

Impairment: How much it affects your daily life while you're ill.

•Something you might not even know you had is rated +2. It doesn't impair you at all. Examples: impetigo, athlete's foot.

•Things that can annoy and inconvenience you are +1. It does -0-ongoing. Examples: Common cold, hiccups.

•If you feel like crap and wish you could just sleep, it gets a +0, and does -1-ongoing. Examples: flu, heat exhaustion.

•You're most likely bed-ridden. This is a -1. It does -2-ongoing. Examples: Second- or third-degree burns, dysentery.

•You're hospitalized or otherwise incapacitated without expensive or rare treatments and medications. This is a -2. This is -2-ongoing, and you can't get better than a 7-9 hit on any result. Examples: Nerve gas, last-stage cancer.

•No force on Earth can get you out of your coma. This gets -3. You can't take any actions at all until you have recovered. Examples: nerve gas, Ebola Zaire.

STING IN THE TAIL

Each time the duration tells you to take harm, roll +impairment.

On 10+, you may ignore impairment this duration.
On 7-9, you're impaired this duration.
On a miss, you're also taking harm as established.

Treatment: How hard it is to treat.

•Who needs to treat? It'll go away on its own. Rated +2. One hit needed to get rid of it. Examples: Hiccups, flash blindness.

•If it's easy to kick, it's a +1. Two hits needed. Examples: Common cold, poison ivy.

•This needs medicine or effort to get rid of. Gets a +0, needs three hits. Examples: stomach virus, infected wounds.

•Without professional treatment, you're probably not getting better. This is a -1. Needs four hits. Examples: Mild radiation sickness, pneumonia.

•Specialized and expensive treatment will be needed if you ever want to get rid of it. This is a -2. You need 5 hits to be rid of it, and each time you roll treatment you owe someone Pull. Examples: Cancer, HIV.

•There's no known cure, and only experimental treatments might give you a chance. This gets -3. Needs 6 hits, and you may only roll whenever a special event or treatment is completed. Examples: Ebola, genetic diseases.

SINK OR SWIM

Each time you are told you may roll this move, roll +reatment.

On 10+, you've made progress. Count this as 1 hit toward recovery.

On 7-9, you haven't gotten better, but you haven't gotten worse. The next time you roll, gain +2-forward on this move.

On a miss, it's not working at all.

As examples:

The Flu is +0-exposure, +2-hazard, +0-duration, +0-impairment, and +1-treatment.

Contamination from a nuclear reactor's expended fuel, which you would have to touch to be exposed, is +1-exposure, -1-hazard, +0-duration, -2-impairment, and -2-treatment.

Ebola Zaire, the ultimate slate wiper, is -1-exposure, -3-hazard, +0-duration, -3-impairment, and-3-treatment.



THE EYES OF MICHAEL HOLT (PART TEN)

[Hello, Michael.]

The voice seemed to come from somewhere inside his own skull, the tone calming and gentle, almost friendly. It was male, slightly accented with some unknown foreign language, nothing he'd ever heard before.

Why am I not dead? He was confused, but calm, maybe drowsy; he couldn't feel anything but a comforting warmth and heaviness, like being tucked into heavy blankets early on a cold morning.

[I stopped you from destroying us. Your friends were able to break through the flames and rescue you, and we are currently in the back of a vehicle, leaving the scene of the battle.]

Us? He felt fear start to build, and then immediately dampen, a warm rush like a shot of alcohol pushing the terror back down. *I'm infected, and you're controlling my body now.*

[Perhaps, in a way, you' are correct. I am controlling your form right now, but only while I heal our injuries and explain to you what has happened to us. I am inside you, but not in the way our enemies seize human forms.]

Again, he felt fear rise and fade, and he knew he should be angry, upset, concerned. But he couldn't muster the energy. *You're doing something to keep me calm.*

[I am. I am stimulating various neurons and glands to reduce and master your emotional upset. I can stop if you would prefer, but I thought you might appreciate the clarity of thought while we discuss what it is that has happened to you.]

Could I make you stop anyway? Michael thought bitterly.

[Absolutely. Your body is still yours, I am merely sharing it with you. If you try, you will find you can suppress me when you desire to. But there is no need. If you wish me to, I will let you feel your fear. I would not advise it, however.]

Why can't I see?

[I have shifted all our energies to healing your form. You are in a state similar to what you know as a coma. It is voluntary. I can end it at any point you wish. I thought perhaps this would be a good time to talk together.]

Michael knew if the thing inside him wasn't controlling his body, he would have been furious. And, truth be told, he could feel the anger creeping in, slowly, and he was aware that, if he wanted, he could force it to the surface.

[I can rescind control if you would like.]

What are we supposed to be talking about?

[I wished to make you aware of what has happened to you. When you were injured by one of the creatures you call Outsiders, your form was dying. The woman you love talked with your Family, and it was decided to save your life by the only means left available to them.]

They infected me with one of the things they say we're trying to kill off?

[Assuredly not. I am not like the Outsiders. We share a common lineage, to be sure. But my kind are what was intended, before the line was Tainted. The Outsiders are a twisted mockery of our own kind.]

<How are you faring?> said another voice, breaking into the conversation. This one was female, gentle, slightly accented as well.

[We are healing. I am discussing with Michael what has happened to him. Michael, the voice you hear is Pattern-Dancing-Across-Blue-Voids. I am Twin-Beams-Rotating-Golden-Suns. We are what your Tribe calls Insiders.]

<You can call me Pattern-Dancing, and my colleague inside you is Twin-Beams. Piper wanted me to check on you. She is very worried that you will be upset, and no longer love her. I have assured her that is not possible.>

Piper's infected, too? Was it her that did this to me?

[I do wish you would stop using that word. You are not INFECTED with anything. We are symbiotic, not parasitic. I am inside your body, yes, but as time passes, more and more of my essence will meld with you, until neither of us can survive without the other anymore.]

Wonderful. That's so much better. Michael hoped the creature could hear the sarcasm in his thoughts.

[I can, though I rarely understand the human sense of humour. And it IS better, much better. I will make us stronger, faster, better in every way. You will still be you, but partnered with someone who will be able to help you and has nothing but our mutual best interests in mind.]

Very noble, I'm sure. When I wake up, I'm going to kill you.

He could almost swear he heard a tired sigh inside his head, and he was sure he felt a ripple of something in his ribcage. *[That would be very foolish. If you would listen to me, you would understand that this is a good thing. My kind do not want to take over your reality. We hate the Outsiders as much if not more than you do. And Piper and your Family placed me inside you because it was the only way to save your life.]*

When Mojo was working on me after the warehouse. I choked on something.

<That was a bud, Twin-Beams' larva. Mojo placed him inside you and it has taken the last month for him to reach maturity and integrate with you.>

[Just in time, I think.] Michael saw a flash of his own memories, as if he was still holding the pistol in his mouth, and he could taste the gun oil. *[Unlike the Outsiders, we do not rape the mind of a victim. Rather, we assimilate and become riders inside your form. Where the Outsider maintains itself separate, so that it can hunt for new forms whenever the whim takes it, we become part of your body, down to the cellular level. I will never be able to leave you, and your death will mean my own.]*

Despite himself, Michael was more curious than angry, and he realized that he was no longer being calmed by Twin-Beams. *What are you?* he wondered.

[We are not from your reality. We are the original species, the Outsiders a Tainted and poisoned degenerate form. In our own reality, we fought a war with our warped brethren, and we lost. We fled, and have hidden among your kind for thousands of years. We draw on energies you do not yet understand to power ourselves, and to grant you the abilities you now will have. The Outsiders' Corruption is deadly to us, and so we must fight off their invasion, as we have before on other planets, with other beings. Sometimes, we have won.]

Are we winning here?

The silence was conspicuous, and seemed to last forever. Finally, Twin-Beams answered, its tone sad. *[I do not believe so, no.]*

Michael felt his whole body shudder, and then he was awake, instantly, with no sense of transitioning from sleep to wakefulness. He was in a dark room, wrapped in patched and tattered blankets. In the corner, Dosh was playing a guitar, his eyes closed, Polpol with her head on his knee, the two of them in their own little world. In another corner, Screw was busily hooking up his computer gear, scowling as he touched a soldering iron to various exposed wires. "I hate it when we have to ditch fast," the young man complained. "I always have to spend a week getting all my power routed right again."

"Disconnect it the night before we move, then," growled Maker, seated on a scavenged throw pillow, her fingers picking apart the moldy tassels on its fringe. Her lips twitched as she saw Michael move and sit up. "Papa," she called out, letting go of the pillow and sitting up. "He's awake."

"I see that," said Papa Mogen as he rose from a jumble of bedding along one wall. Others were moving, too, the other members of the Family, and Michael realized how glad he was to see them all, even if he had a million questions for them.

Dancer and Snow moved over to him, Dancer holding out a bowl of some sort of stew. In the short time he'd been among them, Michael had learned not to ask what the meat was, and he accepted a small bottle of hot sauce from Snow with a smile. "How long was I out this time?" he asked, glancing about for Piper.

She didn't disappoint, rising from the beds and sliding down beside him in one fluid move. –*How are you feeling, baby?*- she asked, her voice coming from inside his own thoughts, as Twin-Beams and Pattern-Dancing had done earlier.

Experimentally, he tried to answer her the same way. *{I feel okay. Are you all right?}*

-If you still love me, I'm fine.-

{Of course I do. But why didn't tell me about this?}

-We kinda save this bit up until people are ready, normally. But you were dying, and I couldn't lose you so soon.-

{I understand. Are all the others- what should I call this?}

[NOT INFECTED.] Twin-Beams' comment made him smile, and he saw Piper smiling, too. She took his hand, and snuggled up to him, pushing the knife on her belt out of the way so it wouldn't dig into his hip.

-In our Family, just you, me, and Mojo. His Insider is Flames-Corner. The others in the Family know, though. Anyone who wasn't cool with it left a while back. We generally say partnered.-

"You're feeling better?" Papa asked, concerned.

"Good enough to keep going," he answered, and wrapped his arms around Piper. *{We are keeping going, aren't we?}* he thought to Piper.

-Not much choice unless we win the whole war, darling. They gave you a name while you were out, by the way.-

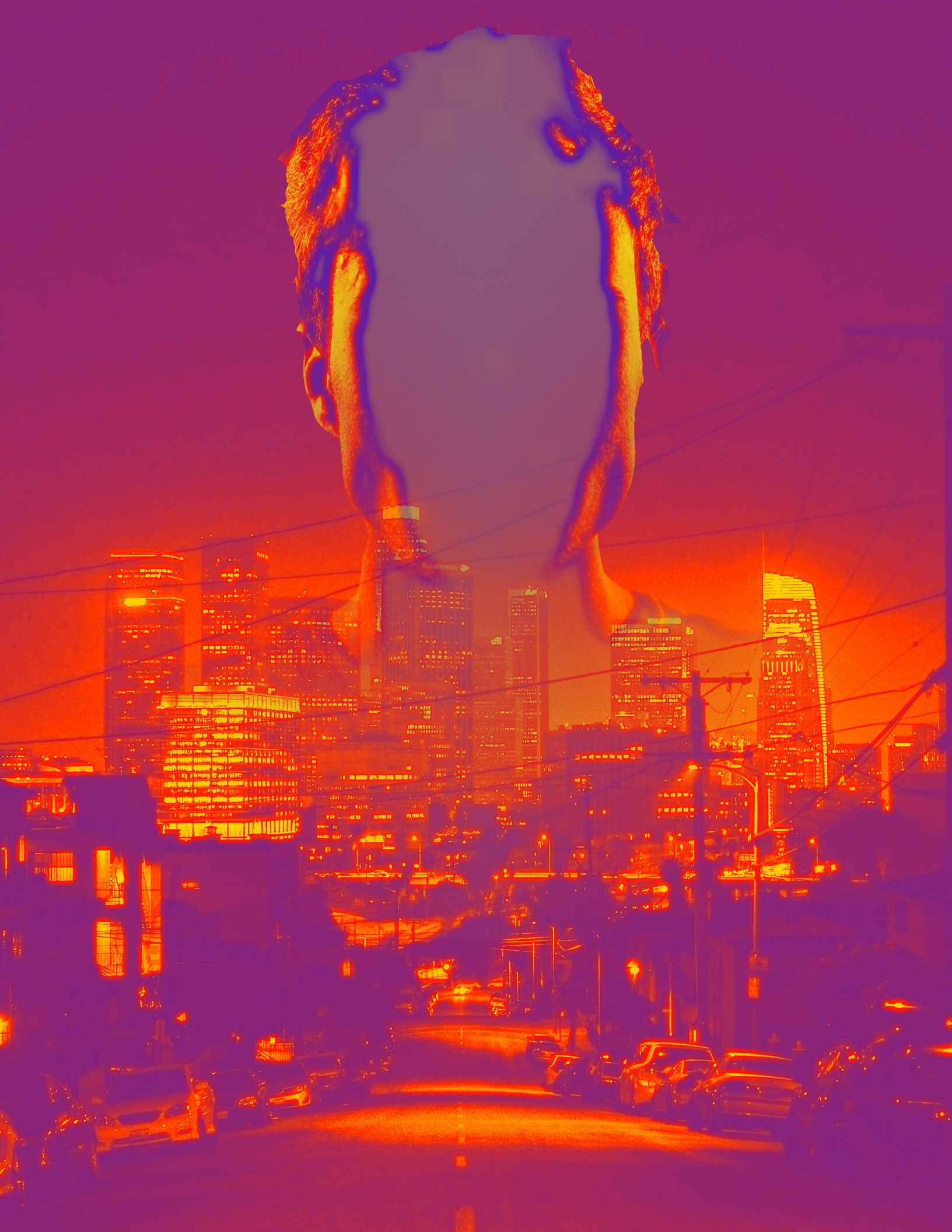
{What is it?}

-Righteous. Because you're such a good guy. And because you don't stop when things get ugly.- She gave him the mental equivalent of a hug.

{It's a good name.} "So, what's next?" he asked out loud.

"To be honest, son," Papa Mogen replied with a grin, "I don't have the slightest idea. Exciting, isn't it?"

As Michael joined the others' laughter, something moved, vigilant, just behind his eyes.



THE BUSTED APPENDIX

"In ways, we are not unlike you. We have thoughts, the will to act, a sense of self, the fear of an end to our existence. In other important ways, we are much different. We do not sense the real as you do, with eyes and ears and mouth. Instead, we sense the passage of moments, of possibilities, the ebb and flow of time and space. Where you see what is now, we live in between here and not-here, what-is and is-not. All of this is difficult for you to understand because you do not have the means to perceive what we take for granted. You will have to believe me when I tell you I am your ally. Let me assure you of the most important similarity between us: we too wish to see the Outsiders purged from all reality forever. We, too, hate them for what they have done. And we, too, are willing to die for this."

-StarWalking, talking a new partner out of committing suicide



RUMORS

Whatever the truth of the Outsiders' origins, there are whispers in certain circles of the Tribe that all is not as it has been normally explained to those who are new. In fact, there are rumors that the Outsiders are not the only alien living among humanity, that there is some other life form also operating in secret here on Earth.

The explanations vary as wildly as the Tribe's various theories on the story behind the Outsiders, but all the rumors agree on one crucial point: these other creatures also live inside human forms, this time as symbiotic partners. They are called Insiders.

ANOTHER TIME, ANOTHER PLACE

According to the Insiders themselves, they are the true original form of their kind, untainted and sane, living in the way they were created for. They claim the Outsiders were corrupted by unnatural energies, although they are vague on the details. Most Insiders tell their partners the specifics are unexplainable to human minds, and that the closest analog would be someone drinking a deadly poison in order to gain temporary power.

The Outsiders are aware of the existence of the Insiders, and the few statements they have been heard to make on their hidden enemies refer to a war, and a horrible rebellion against the rightful authority of the Outsiders. Both Outsiders and Insiders are absolute foes, and they will never take prisoners in their battles, as both sides believe the other beyond redemption.

The Insiders also claim that they are helping humanity out of an altruistic desire to prevent this reality from falling to total dakness as their own home realms did. Most don't seem very optimistic about humanity's chances; the Insiders view human factionalism and self-absorption as fatal weaknesses of the entire race. This doesn't stop them from trying, since they have bound their fates to us, at least in the short term.

GRANDFATHER'S "TERRIBLE" SECRET

Despite rumors that Grandfather is the first human to be partnered with an Insider, the truth is much different. In fact, the Insiders have been on Earth for thousands of years, quietly trying to shape and guide humanity away from disaster. Insiders appear to feel rather paternal and even a bit condescending about mankind as a species; after all, as they are glad to point out, we live only in one reality, with no ability to sense anything but the point we are currently in. It's not unusual for an Insider to make a snide or judgmental comment about its' partner's decisions or values, often out of a mistaken impression that the human will appreciate the educational viewpoint.

None of Grandfather's original Family were partnered when the Tribe was first formed, and Grandfather wasn't even aware of the Insiders' existence until almost four years into his war. In 1979, give or take a year, Catherine Gibbs was badly injured by an Outsider agent, and it appeared she'd die. In the search for ways to save her, the Family's shaman, Getback, cast a powerful augury which led them to a small candy store in the Bronx. There, partnered with Anna Devlin, the shop's owner, they found Water-Haloed-In-Dreams-Reversed, the first friendly alien the Family had met.

With HaloReversed's help, Catherine was saved, by partnering her with a bud from the Insider (more on how this works later.) In that way, Catherine Gibbs became the first Tribal to partner, and the greatest advocate of the Insiders in the Tribe at that time. Originally, all the Family agreed to keep the Insiders secret, but as further recruitment happened, a few of the Stone Tribe who had split off to form their own Families expressed some discontent at the arrangement Grandfather was making with the aliens. Given Jeff Mitchell's status among the Tribe, it took a great deal of time before anyone pressed the issue, but finally, a few years ago, at the annual Equinox War Council, Father Mercy of the Forty Thieves Posse called out Mother Cancer of the Rising Tide Soft Tribe, accusing her of harboring an enemy inside her body. The ensuing battle was epic, and almost led to a general civil war among the oldest Families until Grandfather stepped in and was able to restore something resembling peace. After two days of arguing, Grandfather introduced the twelfth rule of the Law, ruling all Families with Insider partners among them were legitimate Tribals, but at the cost of ordering them to maintain their secret and not spread further partners outside their own Families. It was a lousy compromise, and shortly afterward Father Mercy and his Forty Thieves became the first Genuines. As far as secrets go, it's very badly kept, and rumors leap from Family to Family about who may be partnered. There hasn't been an outright murder of anyone partnered yet, mostly because, since they are all psychically linked, it would be very difficult for the killer to escape detection. But the Genuines are hinting that they are working on rituals and poisons which might kill ALL the Insiders and thereby "solve the problem."

If the Outsiders ever find out about the Genuine Movement inside the Tribe, they will certainly act to support this dangerous split in their enemies' position. It could be the final event that brings them victory.

INSIDERS' PHYSIOLOGY

The ugly little secret neither Insiders nor Outsiders will discuss is that they are, in fact, the same creature, just transformed by the level of Taint they are exposed to. If an Outsider egg was stolen within a day of being produced and was then kept in a non-Tainted environment for a few weeks in warmth and moisture, it would hatch into an Insider larva, instead of the typical Outsider larva most often seen on Earth. Only the presence of sufficient levels of Taint triggers the transformation of an egg into one bearing an Outsider. Once hatched, an Insider larva exposed to more than normal Earthly levels of Taint (say, level three at most) for more than a few days will wither and die.

Insiders in their larval form appear to be a pale white slug about four to six inches long and less than an inch in circumference. They have no ability to move on

their own beyond a painfully slow creep of a few inches per minutes. In fact, to human senses, there isn't much difference between Insider and Outsider larvae; the Insider larva looks a bit sickly and weak, but otherwise would be easily mistaken for an albino version of its cousins.

The true nature of an Insider isn't apparent until it has been introduced to a human body. There are two ways Insiders take human partners. One is to be placed inside a willing human's throat, where it will slither down into the gullet and begin to transform itself. For reasons they don't explain, Insiders always know if a particular human would be unwilling to accept partnership once made aware of it, and they will never take a partner against its wishes. The Insider takes almost a month to become fully aware; until then, it is healing its partner's wounds and beginning to spread its own form throughout the human body. Unlike the wicked hooks and clamps of the Outsider, the Insider actually interweaves itself with its human partner's flesh on a microcellular level, slowly diffusing its own matter throughout the form until it is indistinguishable from regular nerves and blood vessels. This is why, once an Insider has partnered with a human, it can never leave without dying. What can't be seen is that some portion of an Insider's form exists in a separate reality from ours, intimately linked with its own form. Insiders describe this as being like an iceberg, where some small part exists on the surface in our world, and the rest exists in some other dimension we can't comprehend. This extradimensionality is where the Insiders gathers their power from (more on that below.)

The extradimensional nature of the Insider is how they are able to use their second means of finding a human partner. Occasionally, when a human being is dying and wants desperately not to, they may sense a sudden cessation of awareness, entering a dream-like state of consciousness. The Insider then approaches the dying person and offers to save them and return them to health, if they are willing to accept the partnership. Insiders have never been known to lie about this or its consequences, just as they have never forced a partnership once it is rejected. If the partnership is accepted, the Insider uses all the power at its disposal to remove the dying human to the closest safe place and begin healing her wounds.

Those few people who have been able to glimpse an Insider in its own reality describe a nested series of glittering soap bubbles sliding around and around a dim red light. Whether this is actually what they look like, or simply an analog the human brain creates to perceive the unearthly, is unknown.

FLOW: WIDTH, HEIGHT, DURATION, DEPTH, AND DIVERGENCE

Outsiders survive on Taint, the destructive energies of their own poisoned realm. Insiders do not use Taint in any way, and will suffer horrible effects if over-exposed to it. Instead, Insiders use something they call Flow, an undefined energy form which infuses all of reality. If asked, Insiders describe flow as energy created by the inherent instability and chaos of space-time. Their best analogy is that flow is like the energy created by the motion of ocean waves, where the tides and motion can be used to power engines. Flow is everywhere, although certain areas where the world is particularly in harmony can generate more flow than other areas.

Insiders normally gather Flow gently, simply using what is already there. However, if in duress, Insiders can actually rip free greater amounts of Flow, but at a cost to the environment where they are. Obviously, this is not something they do lightly.

Flow can't be described in human terms, but Insiders have tried to break it down into five simple concepts which their partners will be able to understand. Each Insider has a natural affinity with one of these five types of Flow, and they compare them to the human senses:

- Width is a general feeling of how the Flow in an area is trending. Width is sort of like the human sense of touch; Insiders use width to determine what the Flow "feels" like. Width can be used to gauge how Flow can be altered or interfered with, safely or otherwise.
- Height is the path that Flow is currently on, if not interfered with. Insiders link height with human sight. Height can be used to perceive the most probable route events in an area will take, and what interference might cause.
- Duration refers to the ripples that occur whenever Flow changes in an area. This is like hearing for mortals. Insiders sense the duration of events to perceive what other beings or creatures have been affected by an event in the past.
- Depth describes the relative power of Flow in an area or decision. This is similar to the smell of something; to an Insider sensing the depth of a particular Flow, its unique make-up and signature can be traced, altered, or even erased.
- Divergence is the Flow of things that did not happen, the unformed and vague nothings that could have been but weren't. It is closest to the sense of taste in mortals, and Insiders use it to drink in Flow and create things that did not exist in this reality until the Insider brought them to be.

By looking at the moves in the Insider playbook, you can see what sort of things can be done with each sensory pattern of Flow.

Here's an important warning message: THIS PLAYBOOK CAN BREAK YOUR GAME. Insiders are hideously powerful within the scope of what they do. They have lots of moves available to them, the ability to heal damage, and to literally change reality around them. Even a starting Insider character is going to overshadow every other playbook if you're not careful. This is NOT a play-balanced character; it was never meant to be.

OPTIONAL ADVANCED PLAYBOOK: THE INSIDER

<We can certainly do it that way, if you'd like. It's foolish, self-destructive, and harder than it needs to be, but if it satisfies your emotional neediness, I suppose that's a solution.>

If the MC allows this advanced playbook to be used, it's important to understand that it works a little differently from every other playbook in this book. Because Taint kills Insiders, someone with this playbook doesn't have Taint moves. Instead, for every Taint move they would have to take, they lose access to one of this Playbook's moves. Permanently. When an Insider-partnered character would take a FIFTH Taint move, the Insider AND the character trigger the death move for the character's playbook, AND the special Death move for this playbook as well. Also, there are five sub-species of Insider, known as clusters. Each has specialized in one of the types of Flow listed above.

•***Bloodhounds*** have mastered Depth, and are known for being passionate and emotional. In addition to other effects listed in their moves, Bloodhounds may spend Flow to gain +2-forward on any +fire move.

•***Echos*** are masters of Duration, being excellent calculators and intricate thinkers. In addition to other effects listed in their moves, Echos may spend Flow to gain +2-forward on any +ice move.

•***Paingivers*** live to destroy the enemies of both mankind and the Insiders; their use of the strongest secrets of Width make them deadly adversaries. In addition to other effects listed in their moves, Paingivers may spend Flow to gain +2-forward on any +steel move.

•***Stargazers*** are dreamers and inventors whose intuitive grasp of the subtle ways of Height allow them to sense amazing new vistas of reality. In addition to other effects listed in their moves, Stargazers may spend Flow to gain +2-forward on any +smoke move.

•***Syphons*** are the most mysterious and cagey of the Insiders; they speak in riddles and abstractions, for they know Divergence makes all things possible. In addition to other effects listed in their moves, Syphons may spend Flow to gain +2-forward on any +signal move.

(S) When you make your character as someone already partnered, choose a Tribal playbook and create it as normal, then add the Quantum Mechanic and whichever Insider move your cluster is best at. Your Insider partner is acclimatized to your form; start the first Session with three Flow. You gain access to the new moves and advances from this playbook.

(A) In play you are partnered with an Insider and spend an advance; you may take this advanced playbook. Your body is instantly purged of all Taint; erase all Taint moves, and you may never again actually use Taint moves, although you must still mark Taint you take. Your body is returned to full health and safety, no matter what its condition before you took this playbook. You may even have been killed, but must choose to take this playbook at the moment of your death if the MC offers it to you. If you do that, you do not need to spend an advance, but you also do NOT trigger your Death move. You gain the Quantum Mechanic move and access to the new moves and advances from this playbook. Since your Insider partner has just entered your body, it is not fully in control of the merger yet; you start the first Session with one Flow.

(S/A) Either way you get this playbook, your group must decide how they want to use Insiders in the game. If everyone can't agree, use the Internal Voice option:

The Internal Voice: You name your Insider, and choose one of the five clusters your Insider belongs to. From now on in this story, you will be responsible for both your character's actions, and the actions of your Insider partner. The MC may voice your Insider in conversations with you, but its moves are yours to control as you wish, and you advance your character as normal. This is play as usual, really; the MC may make moves which target you or your Insider as normal. She may also make moves and hard moves for your Insider if she feels it might want something you don't, and be willing to act to get it.

The External Voice: You select another player at the table who is willing to become your Insider. She chooses a name and a cluster, and picks any and all advances for this advanced playbook. She speaks for your Insider when she wants, and may act independently of you if she feels the need to. All Flow-related abilities are under her control, and she can refuse to act if she feels sufficient reason to.

Some groups really enjoy this alternative, but it adds another character to the mix, making it bad for large groups. Also, the person playing the Insider has to remember that they are allies, not competitors; they seek to build trust and cooperation with their partners, not to cause difficulty or blackmail the human partner.

The human partner's player retains control over what kinds of advances they use, so they can choose when earning an advance which playbook they take it from. The human player has a veto on any action the Insider takes without being asked; the body belongs to the human, after all.

Typical Insider Names (and Nicknames):
Scattered-Photons-Leap-Brass-Rainbows (Scatter-Leap)
Prism-Frost-Ringing-Sharpened-Light (Prism-Light)
Glittering-Neutrons-Through-Hot-Molybdenum (Glitter-Molly)
Frozen-Fires-Over-Nuclear-Plasm (Frozen-Fire)
Fluttering-Primes-Counting-Silver-Cadences (Primes)
Electric-Beast-Whispering-Shadowy-Secrets (Whisper-Shade)

In addition to the moves listed below, all Insiders have the following special abilities which are always in effect:

•one extra Condition they can mark: Disrupted

•1-armour

•instant telepathic communication with any other Insider they know, no range limit

•mark a Condition to go into a 24-hour healing coma which recovers all harm (but NOT the Condition)

•sense the presence of Taint or things which produce Taint within close range

Pay close attention to this playbook's moves, as each move has one sub-type of Insider that is better at using it, and one that can't use that move at all.

QUANTUM MECHANIC

You are able to gain Flow from the universe. You may have a maximum of four Flow at a time; you gain one Flow automatically at the start of every Session. **If you want more, you may absorb alternate futures; roll +current Flow.**

On 10+, you receive nothing, and your tampering with the possible futures of different dimensions causes lashback; the MC makes a move.

On 7-9, you gain 1 Flow, but the disturbance of reality allows the MC to make a move unless you mark Taint.

On a miss, you gain 2 Flow and dodge the reality issues for now. If you try to gather Flow more than once a Session, the MC may make a hard move as your meddling begins to cause ripples in time and space.

All Insiders may use Flow when they would like for the following effects:

•heal 3 harm

•gain +1-ongoing to one stat at the cost of -1-ongoing to another; stop this effect when desired

•instantly stabilize wounds to prevent death; recover to one harm left at the start of the next scene

•cure any disease, poison, or toxin instantly

•stop any sort of mind control or supernatural influence over actions or thoughts

TRAIL OF BREADCRUMBS

When you sniff out the passage of possibility, declare what you are trying to find (person, place, idea, solution, concept- doesn't matter what) and roll +fire.

Paingivers may not use this move at all.

Bloodhounds who roll 12+ find what they are looking for, no matter where it is. If it isn't nearby, you know where it is, and the quickest or easiest way to get there (choose which.) If you spend 1 Flow, you gain +2-ongoing to any moves you take while trying to get to what you seek as you gain a distinct impression of the things you must do soon.

For all Insiders with this move, on a 10+, you know the general direction to what you seek, but not how far away it is or what may lie along the path. If you spend 1 Flow, you may ask the MC two questions about its location.

On 7-9, you must spend 1 Flow to have any success; if you do, count your result as 10+, above. Otherwise, the move fails.

On a miss, the move fails, and the occlusion of your senses costs you 1 Flow if you have it.

If you have this move, you may also use Flow to:

•detect any Outsider or their willing agents within far range

•know the location and status of any one being known to the Insider no matter where they are

BACKSEAT BROWSER

When you listen to the celestial winds, roll +ice.

Stargazers may not use this move at all.

Echos who roll 12+ gain 2-hold. If you spend 1 Flow, you gain 3-hold instead.

For all Insiders with this move, on a 10+, gain 1-hold. If you spend 1 Flow, it's 2-hold.

On 7-9, you must spend 1 Flow to gain 1-hold. Otherwise, the move fails.

On a miss, the move fails, and omething out there in the wilds of reality has noticed you and is coming to see you.

Hold from this move may be spent as a 10+ result on any move you make involving gathering information or understanding secrets.

If you have this move, you may also use Flow to:

•gain +2-forward to react to an MC move

•listen to the surface thoughts of someone you can see for up to one minute

SHARED SUFFERING

When you warp your partner's flesh to gain advantage, roll +steel.

Syphons may not use this move at all.

Paingivers who roll 12+ may choose two, or spend 1 Flow to choose three.

For all Insiders with this move, on a 10+, choose one. If you spend 1 Flow, choose two.

On 7-9, you must spend 1 Flow to choose one. Otherwise, the move fails.

On a miss, the move fails, and the warping of your body actually causes damage; mark a Condition or spend 1 Flow.

•gain 3-armour; you are covered in a glistening black fleshy suit

•immunity to any one environmental effect in your area

•change flesh to grant a 10+ result on a physical move

•extrude acidic tendrils which cause 2-harm hand/close messy AP area

•mutate your form into one that cancels an MC move

•take wounds from another being onto yourself by touching them

Any of the effects gained from this move last until the end of the scene. They are also immediately recognizable as inhuman, and can't be hidden from view.

If you have this move, you may also use Flow to:

•Sprout claws and barbs of black chitin which do 3-harm AP hand

•heal one Condition

DEVIL'S ADVOCATE

When you gaze deeply into other realms of perception, roll +smoke.

Bloodhounds may not use this move at all.

Stargazers who roll 12+ may use either of the other hit results, and may also spend 1 Flow to have a person or item you want wander into your path through strange coincidence.

For all Insiders with this move, on a hit, you can hold-2.

On a 10+, you may spend 1 Flow to choose a move someone knows; you dictate the result for the next time they make that move. You can instead use the 7-9 result.

On 7-9, you may spend 1 Flow to make the MC give you two options for the next MC move they make; you choose which happens.

On a miss, the move fails, and the MC may make a hard move if you do not spend 1 Flow to prevent it.

The hold for this move can be spent whenever you want to raise or lower the result of a move (yours or someone else's) by one level. Alternately, you may convert an MC hard move to a normal MC move.

If you have this move, you may also use Flow to:

•shield someone from harm by warping damage around them

•move instantly from one place to any other place you have been before

NOT AS YOU KNOW IT

When you taste the essence of unformed worlds, roll +signal.

Echos may not use this move at all.

Syphons who roll 12+ may spend 1 Flow to allow someone to retroactively change their mind about the move they just resolved. The story backs up to when the player triggered the move, and the player may either reroll the result, or trigger a different move altogether.

For all Insiders with this move, on a 10+, you may spend 1 Flow to keep the same result for the move, but back up and choose different options after the MC describes the result.

On 7-9, you may spend 1 Flow to avoid one negative consequence of a move; the world warps slightly to give you protection in some way that can be explained by the environment you are in. A fire blazing toward might get put out by water sprinklers that you just noticed, or a long fall might get broken by a canopy hanging by a window you fall past.

On a miss, the move fails, and the MC may make a hard move if you do not spend 1 Flow to prevent it.

If you have this move, you may also use Flow to:

•modify a single aspect of the scene as you desire

•create a piece of gear or weapon from nothingness

INSIDER DEATH MOVE

When you and your partner have finally finished your story upon this realm, you burn all of the remaining energies from all your unexpended futures in one last quantum explosion. Your form dissolves into a blue-green flash of glowing embers which fade away in seconds. Add up all your traits, along with the number of advancements you have. Spread that many experience marks evenly among all the other players. Then define one thing you have ensured will come true for them in the future. Finally, name a new Insider larva which has just been born into the world somewhere.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ take a new move from this playbook
_ take a new move from this playbook; after you do this, the next advance you take must be to retire to a place of safety as your Insider-partnered character becomes too far advanced from human thinking to really get along with humans anymore

THE MILLION MILLION PATHS

Unlike Outsiders, who are selfish, destructive, and want to destroy all other realities, the Insiders choose to live within the bounds of whichever reality they are in. Currently, they've chosen ours to defend, but they know there are literally an infinite number of other realities. Each is just another alternate of our own, where decisions went a different way, or where events did not cause the same following decisions made in our world.

Really, you can use as little or as much of this idea as you want. Just like supernatural Tribals, Breeds, and this entire chapter, it's optional and at the MC's discretion.

In game terms, if the MC doesn't want to deal with this, then the Insiders don't or can't take their human hosts to these alternates. Otherwise, there are effectively four lenses through which you can see and interact with the alternates.

Shadows of Might-Have-Been

If you want to drop a little taste of other realms into your games, having a creature inside their bodies that can sense space-time and reality differently means the characters may see shadows of their own decisions' effects, a way to foreshadow or showcase consequences of actions taken. The effect is much like a dream sequence or vision in movies; the Insider has a moment of clarity where they gain an idea of the possible outcomes or pitfalls of the decisions they are about to make. In game terms, there's no actual effect, it's just another

nifty narrative technique allowing the story to develop and satisfy creatively. The players of Insider characters can refer to other worlds or decisions they could have made, but nothing they come up with is binding in any way. An Insider may intone "Interesting, last time you did x (or y or z)" when another character says or does something. Or the Insider may cast dire warnings about what happens when a different decision was made. Regardless, these alternates are part of infinite possibilities, NOT certain events, so the players can do whatever they like without fear of being railroaded by an Insider character's pronouncements.

Just Passing Through, Thanks

Wanna go a little deeper into the whole alternate-reality thing? Whenever an Insider uses the Devil's Advocate move to slide through space-time to a new location, you can allow Insiders to travel through these alternates but not stay for very long. Since they aren't native to those other worlds, they get pushed back into our own world after a short time, say a few hours at most. The more they interfere with that other realm, the faster they get kicked out. So they can move "sideways" in time into a realm where the Japanese won the Pacific War, and they can experience what life might have been like, but they're only shadows of might-have-beens, figments that the Insiders assure their partners are just unused moments. Again, this is mostly just a cool story-telling technique, where the MC or a player can bring in cameos or shout-outs without having to add that content to the game world permanently.

Extra Lives At A Price

You can use the million million paths as full worlds, too. The Insiders travel alternates which are very close to our own. Maybe the party runs into people they've known or lost in their own reality. Maybe an enemy which was gone is now back in this alternate. Maybe they run across alternates of themselves. And those alternates are REAL. Unlike the figments mentioned above, these realms are fully real. The people who live there are just as real as those from your own world, and the realms are independent of each other. In this case, the Outsiders have probably invaded other places, too; these other realities may have items or resources which can be valuable if brought home to our Earth. This is a great way to bring another PbtA game into your Tribal campaign. Maybe the Insiders step through into a world run by dragons, where magic works and humanity lives alongside their scaled overlords (see Magpie Games' Epillyon.) Or into a world in our own future, where the Apocalypse has already come, and hope is rare at best (Apocalypse World, natch.) Or maybe they even drop back through time into a realm where it's the ass-kickin' Seventies and bad-muthafuckas with truly heroic 'staches ride big rigs cross-country huntin' Bloats by disco beats (Spirit of '77, hombre.) If you're using this option, I'd recommend using only one or two other worlds, and make them persistent, so that what the Family does has real consequences to all the worlds involved.

The Transdimensional War

If, on the other hand, the MC wants to go the route of gonzo dimension-hopping alien symbiotes fighting an inter-reality war across dozens of worlds, you certainly can. Toss out the rulebook and go wild.

AFTERWORD

A little over twenty-five years ago, I was sitting on-board USS South Carolina (CGN 37), one of the last nuclear-powered guided missile cruisers in the Navy. I was in a deactivated torpedo magazine with two friends who had decided it was a good evening to sit and play a role-playing game instead of finish studying for the nuclear qualifications exams we had coming up. Being a long-time gamer dork, I of course had some dice, and a basic idea that I wanted to run something post-apocalyptic. Because it was around one in the morning, the weather was getting nasty, and the ship was giving us about fifteen degree rolls in between bouncing up and down like a spastic dog, we were a little loopy from a combination of fatigue, stress, boredom and nausea. We were sailing five knots to nowhere in a starboard turn off the coast of South America, if I remember correctly. I had just finished describing a quickly bodged-together set of rules ripped off from GURPS, done from memory, and my two friends had made up a pair of bog-standard ruins-scavengers and were ready to get started exploring whatever passed for dungeons after the bombs fell. In passing, I asked if they had anything else they wanted to know before we started. Danny Mercer, if I recall, asked me who else was with them. I think he probably meant who could carry the loot, but I took it to mean what allies they might have. In a hurry, I told him they belonged to a group called the Tribe, an outcast group of survivors who couldn't fit in with the other communities and spent all their time wandering. That was the first time Tribals wandered in search of the Bloats.

By the time we pulled in from that underway, several months later, the basics of the Tribe were in place. There were Families, Mamas and Papas to run them, workable rules of engagement, and even the rudiments of Slam. And, yes, the three of us actually had developed hand signs we could use in front of other people to talk without them understanding us. We had decided the real Tribe lived in our own modern world, and that the post-apocalypse world we had originally played in was a computer simulation. This was before Matrix, so it was more original than it sounds. As soon as I could, I introduced all my civilian friends to the idea, and started writing the original rules for a supplement which was eventually shopped to a game company. I got a provisional contract, but they went a different way with their game line, and Tribe stayed unpublished. Since then, it's been through some ten or fifteen game systems, and several dozen groups. Many of the names and Families mentioned in this book are from various campaigns.

But, wait. Hey, here's a fun idea. Let's talk politics. Hang tight, there's a point coming up.

My country isn't the good guy, anymore. We bomb other nations, killing thirty innocent children to get one suspected terrorist. We run illegal interrogation and torture camps. We suck up all the oil and water we can get, and if any nation dares to question our right to have everything we want, we turn on them faster than a rabid pitbull. We've toppled over twenty other sovereign nations' governments; we are the kings of "regime change." Surprise, children, Uncle Sam is the evil mastermind. We didn't used to be, but we sure as fuck are now. There's a lot of good reasons the rest of world hates us.

When I started the Tribe, I was a lousy human being. I was self-centered and full of my own importance, and I thought I knew everything. I treated people like crap, and I didn't usually think about other people. It eventually cost me a marriage, three kids, most of my friends, my sanity, and almost my life. It's a Hell of a wake-up call to realize what a shit you are when you are throwing up activated charcoal, pills and alcohol, and no one, not even the people who say they love you, can act like they're surprised. It took me two years to put my mind back together semi-successfully. Fun times.

After that, though, I realized that I didn't have to be the villain. None of us do. News-flash: we are all going to be victimized someday, and we are all going to make some bad choices. The real meaning of your life isn't in what you do wrong, it's how you make the wrong things right. I have a tattoo on my right bicep that says "sullem damnatior salvum." In gutter Latin, it means "even the Damned can be saved." I've been following that motto for fifteen years now, and it's brought me peace of mind, better self-awareness, a new marriage, a new son, a good job, a sober lifestyle, and even gotten me back in touch with those I had lost. Not bad, but not good enough. I believe we all need to work at bettering ourselves every single day of our lives until the day we die.

Hey, I'm not any stupider than anyone else; I realize that I am screaming about helping people and making a positive difference, and I've written a game about murdering people and committing illegal acts civilized people recognize as terrorism. People pay more attention to "entertaining" violence and action scenes than 420+ pages of overt moralizing. We fight monsters in our games and our fictions. I hope this game will identify the monsters you need to face, and help you and those you love consider what is going on around us in an enaging way.

Why am I bothering with this? Recently, I sat in a room and held my father's hand over the course of thirteen hours while he lay dying. When he took his last breath, I felt his heart stop and I saw his chest stop moving, and I was truly aware, finally, that I am going to die someday. What will I leave behind? What will any of us leave for those we love? The world we live in today is a world of hate and fear and misused resources and poverty and want.

Word of God, again, troops: IT DOESN'T HAVE TO BE.

I would love to turn back time and go meet Barack Obama and point to the 2016 election and beg him to do something to stay in office. I think fifty years from now, we're going to view him as one of the greatest presidents of the last generation or two. You may not agree, and that's fine. But I'll tell you this as a stone-cold fact. Trump is the worst President we've had in living memory, and maybe ever. He ain't making us great again. He's an egotist, doesn't think about what he's doing or saying, doesn't consider the consequences of what he's doing or who he's hurting, and has an unshakable belief in his own perfection. In other words, he's the guy I used to be. Only this time, if he fucks up bad enough, it won't just be him in the hospital.

I'm not stupid, I know almost no one who reads or plays this game is going to throw over their world-view and run out in the street to hug the homeless. Some of you won't do more than laugh about these words, and I don't even know if any of you reading will give a single shit about the world or others in it. This is a game book, and it will make exactly fuck-all difference in the world we live in.

Except...

One man stopped the tanks when they came for the students in China.

One tired black woman who didn't give up her seat for a white man started a movement which changed the entire country.

Every day, firefighters run into burning buildings while everyone else is running out, and every day lives are saved, and those people can grow up to make a difference.

Every day, we all struggle to get by, and every day technology and media make the world a little smaller, and a little easier to find answers to the questions the bosses don't want us to consider.

We're on the verge of total disaster. Things are looking pretty bad outside. In the words of Bob Dylan, it's not dark yet, but it's getting there.

But...it's NOT dark yet. And if we try hard enough, maybe it won't be.

I can't change your mind, or lead you to a bright future. I haven't got any answers, really. But I can, all of us can, all of us must, ask the right questions. And then do something, the right thing, not because it's easy, but because it's right.

Enjoy this game. That, at the end of the day, is really all I wrote this for. Share it. Share life. Love each other. Care for each other. Stand up to the asshats and the bigots and the idiots, and never stop questioning everything, even yourselves. Grow. Play. Think. Breathe. Learn. LOVE.

-The Motherfucking Man Who Laughs

"In America, we stand up to bullies. We don't vote for them."
-President Barack Obama

We all have shadows...



WELCOME TO THE HANDOUT SECTION.

Dear hard-working copier person of whatever gender role you identify as,

Hello. I hope you're having a fantastic life, and that the corporate suit-type that just bitched at you for how expensive copies are has not ruined your day. My name is Charles Borrall, and I am the writer and editor of this book. If someone presents it to you intending to make copies of various bits, you have my express permission to let them do whatever they want with it. No, really, I'm not trying to get rich. I wouldn't know what the Hell to do with the money anyway.

Do me a favor, though. If the person who hands you this book doesn't treat you with respect and courtesy, you have my permission to tell them you can't make copies of anything, and ask them to leave the building. I know you work hard, and no one should be a tool. Thanks so much!

LOVE,

Me

FAMILY NAME:

FAMILY TYPE:

Family Members/Ponies:

NEEDS	SATISFIED	SURPLUS	ADEQUATE	WANTING	IN CRISIS

For the purposes of running the Family, a starting Family of any kind has:

•7 to 9 members, including the players' characters (counts as a medium gang, 2-harm, hand/close 1-armor driven dedicated)

•Scavenging and trade with other Tribals for basic survival; this means a Family with no other source of income or resources will be able to eat (poorly), and will have basic survival needs met, but will be using Pull a lot to find what they need as far as gear. (The MC will find out more about this later in the book.)

•A relatively secure and mostly unknown place to crash as comfortably and safely as any other homeless people

Situation and Family Moves Taken:

OUR TURF

Pet store
Health food store
Bakery
Security store
Clothes boutique
Consignment store
Vet's office
Psychic
Tattoo parlour
Physical therapy office
Doctor's office
Bank
Post office
Travel office
Outfitters' shop
Engineering firm
Bike messenger stand
Taxi stand
Private investigator's office
Asylum
Barber shop
Music shop
Flophouse
Brothel
Prison
Farmhouse
Art gallery
Dry cleaner
Racetrack
Off-track betting parlour
Bookie
Homeless squat
Chop shop
Basketball court
Pizza place
Subway platform
3D maker space
Movie theater
Cat lady's house
Private security firm
Start-up web company
Warehouse
Bar
Roadhouse
Strip mall
Garage
River
Toll bridge
Pawn shop
Repair shop
Bodega
Convenience store
Mosque
Cell tower
Church
Zoo
Hideout
Biker bar
Gun store
Crack house

Luxury apartments
Office building
Hospital
Urgent care center
Car dealer
Park
Forest
Abandoned building
Factory
Executive center
Gym
Stadium
Tenement
Vacant lot
Burnt out building
Mall
Big box store
Home improvement store
DMV
Water treatment center
Police station
Sewer
Apartment complex
Pool
High rise
Library
High end store
Highway
Pet store
Phone store
Coffee house
Graveyard
Water tower
Overpass
Cloverleaf
Dance club
Dump
Thrift store
Strip club
Army surplus store
Restarraunt
Fast food joint
Homeless shelter
Payday loan company
Ritzy hotel
Museum
Utility company
Swamp
Dock
Power station
Metro station
Underground club
Back Alley
Humane shelter
Bridge
Marina
Beach
Open field
Rail line
School

University
Fire station
Toll road
Drawbridge
Courthouse
Jewelry store
Book store
Building contractor
Black market
Construction area
Bayou
Housing project
Monument
Steam tunnel
Airport
Bail bondsman
Liquor store
Rare book dealer
Temp agency
Leather bar
Forest Clearing
Darkened Path
College Dorms
Frat House
Marsh Pond
Dirt Track Shortcut
Rundown Park
Bandstand
Gazebo
Cave
Industrial Park
Adult Bookstore
Hidden Still
Meth Lab
Switchback Road
Dead-End Road
Road Construction
Swimming Pool
Gated Community
Dollar Store
Truck Park
National Guard Armory
Bike Messenger Hub
Food truck
Jewelry Strore
Newspaper Office
Fallen-Down Farmhouse
Effluent Overflow
Flooded Drainage Pond
Canal
School
Mystic Site
Tainted Ritual Site
Body Dump
Tangled Old Woods
Cliffside
Billboard
High-Class Wine Bar
Television Station
Brickyard

Lookout Point
Secret Make-Out Spot
Ravine
Abandoned Campsite
Overgrown Shack
Trailer Park
Ancient Chimney
Road Tunnel
Railroad Yard
Willow Grove
Waterfall
Rapids
Small Creek
Lilly Pond
Old Growth Pine Barrens
Brick Wall
Wrought Iron Fence
Rubble Pile
Game Trail
Hiking Trail
Historic Location Marker
Barbed Wire Fence
Mire of Fallen Trees
Misty Bog
Sunken Building
Rotting Boat
Steep Hill
Winding Path
Animal's Den
Strange Artwork
Black Mudhole
Reeking Swamp
Rusting Vehicle
Moss-covered Shrine
Useful Wild Flora/Fauna
Sinkhole
Sandy Salt-flats
Canyon
Police-Taped Crime Scene
Garbage Pile
Home with Shattered Glass
Scratch-built Shantytown
Dangerous Alley
Tiny Garden
Flooded Street
Coin Laundry
Illegal Gambling Parlour
Orphanage
Cafe
Internet Hotspot
Wireless Deadzone
Meeting Spot For Cruising
Sex Club
Dojo/Training Facility
Old Fashioned Vinyl Store
Repurposed Building
Gang Turf Boundary
Strange Poster
Sweatshop
Mob-Controlled Business

Who lives here?
Where do you get rid of the bodies?
Where's the best coffee?
Name a place famous in the Tribe.
Where does the local _____ live?
Who's the biggest badass in town?
Where can you scavenge gear?
What place is too dangerous to visit?
What area is heavy with spirit activity?
What place is devoid of spirits?
Why do kids hang out here?
Where do the rich people party?
What's the best place to hide in plain sight?
Who do you got to for _____?
What place looks suspiciously like an Outsider front?
Where's the worst Taint?
What place is low in Taint?
What group is common on these streets?
Where do the wild things lurk?
Name another Family in the area.
What undiscovered treasure lurks here?
Tell us a rumour about this place.
Where do your enemies fear to tread?
What place do your enemies control?
What's a possible target?
Where did a Family member die?
Where did a Childe come from?
What's _____'s favourite hangout?
What hidden value does this place have for Tribals?
What place would help Consortium plans?
Where's the bad part of town?
Who's helping the poor here?
If you're down and out, name the best spot to crash.
What is that strange tower for?
What caused this building to be ruined?
Why's everyone interested in this building?
There's a statue. What is it, and why is it here?
Where does this road lead?
Who meets at this fountain after dark?
What local business is in trouble?
What business is a front for illegal activity?
What dark secret is tied to this place?
What problem will this place unlock?
What strange broadcast is playing?
Who runs the illegal street-fighting ring?
Where is the weekly high stakes poker game?
What does the drunk on that corner know?
Where do the homeless squat?
What do you see outside the hideout's windows?
Why are there animals gathering here?
Why is this place called "the Dragon?"
What's the graffitti poet doing?
Which area is being guarded, and by who?
Why's that bell or horn sound every day?
What's really in that warehouse?
Show us a historical site in the area.
What changes at this place after dark?
Why do people line up at this building?
What rooftop offers the best view?
Where's the best meal in twn?
What used to be in this abandoned building?
Why do people say there's a ghost here?
What's on that huge advertising billboard?
What's being dumped behind that building?
What urban fairy tale do people tell about this area?
Why are people whispering about this place?
Tell me a secret you know about this place.
Why do the _____s claim this place?
Where's the best mechanic in town?
What place would be easy to fortify if you had to?
Where do you get food/water/ammo/power from?
What's the strange mark on the walls mean?
What are those lights in the distance?
What's unusual about this place?
What's that music playing near here?
Why is this area blocked off with barriers?
What's down by the water?
Why do police avoid this area?
Why is that van sitting on this corner?
Where do the street racers go?
Why is that car burnt out?
Show us a great stash point.
What is the strange man with the cart collecting?
Why does this place have private security?
What spirit claims this place?
What's in the basement?
What connects these two places?
Who secretly owns this place?
What's unusual about this place?
What REALLY gets sold here?
What gangs fight over this corner?
Why does the Family protect this place?
What changed here recently?
What's on the roof here?
What do you see if you look in the windows?
What happened last time you were here?
What foreign language do they speak here?
Why do the locals love/hate this place?
Tell us why we should visit this place.
Why are there so many cops around this place?
Why doesn't the person here come outside?
What is this citizen hiding?
What's attacking people around here?
How do the locals feel about this place?
Name someone we try to avoid. Why do they stay here?
Why do these people always help the Burner?
Where does the Dogcatcher take her pet after hours?
Why doesn't the Facedancer want us to see this place?
Where did the Firstborn's UpTop Family stay?
Why does the Ghostwalker come here for help?
Name a mercenary the Gun Person's had trouble with here.
What is the Signal shouting here that scares the Headcase?
Why does the Loner avoid this place's painful memories?
Who lives here that the Paladin wants to help at all costs?
Why can't the Ripper go back to this place?
What marks this spot as dangerous to the Shaman?
How does the Tech Rat intend to repay these people?
What story about this place does the Teller avoid telling?
Why has the Whitesleeve decided not to help this place?
What dark secret does the Mother/Father hide here?

BURNER: *Race you!*

The Quick and Dirty: Sometimes, the Family needs to get something somewhere RIGHT FUCKIN' NOW, and you're the one that makes that happen. Whether it's in a fast stolen car, your own street hog, or even by blazing a trail with your own two feet, you are eternal motion in action, and nothing will stop the ride until the day you flare out and fade away into smoke. Until then, it's live fast, move faster, be hotter, and leave nothing behind for the enemy.

In Their Own Words: *So I'm rollin' along big 64 in a stolen Jag, with Lola Blue and Tommy the Temp, with about a gazillion pounds of bang-bang we lifted from the National Guard Armory, and all of a sudden, all I see in the peepers is flashing blues. We can't get caught, cause then Lola would have to kill all the cops, and she hates that, so I run that engine all the way to the limiter and slap it on the ass until we make the tunnel. From there, it was lights off, wrong side of the road, a switchback, and we're clean and green. Simple, really.*

DOGCATCHER: *You and me, we're okay. But that growl there, that means Bubba don't like you much at all.*

The Quick and Dirty: No matter where you've gone in your life, you've always felt better around animals. Maybe it's a trust issue, or maybe it's just that you understand animals better than people. Either way, no matter where you go, you've always got a companion ready to step up for you when the chips are down.

In Their Own Words: *Used to work at an animal shelter as a volunteer. It didn't take me long to figure out three things. People are shitty selfish creatures that don't have any respect for the other inhabitants of our planet. Animals are wild at heart and worth more to me than a busload of Citizens. And the Bloats are the worst thing that can happen to my four-legged friends. I'd rather have a doberman than a dagger any day of the week.*

FACEDANCER: *I can seduce Mister Suit and get his ID badge, but you owe me one Hell of a backrub after, baby.*

The Quick and Dirty: Some people have fun at parties. You ARE the party. Whether it's helping your Family have a little fun to wind down, getting a reluctant ally to turn over what you need through a little "social coercion", or easing an enemy into a false sense of security before the Family drops the MOAB on them, you're the only game in town.

In Their Own Words: *It's easy, babydoll. I give you these two tickets to the Knicks game. You give them to Officer Jackson, who gives you the evidence baggie on the Brown case. Mr. Brown, the building foreman, trades you one baggie for the keys to the Daedulus offices. You let my friends in, we scoop a little peek at their computers, and we get the info we need. And if you act now, I'll throw in the phone number of that hot waitress you've been staring at since we walked in.*

FIRSTBORN: *Betcha my bracelet of teeth I can tag that suit and be on the bus afore he specs who done it!*

The Quick and Dirty: Stolen from neglectful or abusive parents when you were too young to remember, or one of the rare children born to Tribal parents, you have grown up in the Tribe, and know no other life. Citizens up top are idiots, and you live for the chaos and excitement of the war. You grew up fast, and hard, and you'll most likely die young, but you're damn sure gonna enjoy the ride.

In Their Own Words: *I don't get it. We need the car, he's got the car, he ain't Family nor Tribe, why we don't just slice him and TAKE the car? Be times I don't get you guys at all. Why we care he some Citizen? He don't wanna have his car jacked, he don't be drivin' it into our turf, yeh? Fine, fine, leave him go. But I'm still keepin' the hat.*

GHOSTWALKER: *Two guards in the alley are gone. I left them in the back of the van, dead. Cut the alarms. You go in when you want.*

The Quick and Dirty: You are the ghost in the darkness. Where others are speed and thunder, you are accuracy and silence. If there's an obstacle between the Family and where they want to go, you're the one who opens the doors and erases the trails. You are Silent Death incarnate.

In Their Own Words: *Don't move, citizen. What you're feeling pressed up against your lumbar spine is a six-inch thin blade stiletto. If you even flinch, you'll be in Hell before the Devil knows you're coming. Open the gate for my friends, and in a few seconds, all you'll be feeling is the breeze when I leave. Your choice, homes, but hurry up. I'm on a deadline.*

GUN PERSON: *Betcha I can hit that gomer in the head from here, lover.*

The Quick and Dirty: The Outsiders are, due to a combination of alien biology and extradimensionality, not very susceptible to most firearms, but there are plenty of agents and traitors who drop quite nicely with a .45 round to the head, thank you. You are a frontline warrior, choosing to practice mostly with guns and heavier weapons in order to provide assault support for your Family. Your first and dearest love is things that spit big bullets through people. As the best hunter in the Family, you also help feed the Family in hard times, making you essential to the Family's success.

In Their Own Words: *A frontal assault on that place is a technique, but I can't say it'd be the one I'd use, slick. What we're gonna do here is we're gonna have Baby and Tombs move up close, nice and quiet, until they're right by that guard post. I'm up there on that apartment building with Old Painless, and when I put the first bullet through that agent, you get the van moving. Baby and Tombs ace the guard post, I give covering fire and take out the heavies they're bound to scramble, and you put that van right through the gate and skedaddle before the explosives go.*

HEADCASE: *Oh, sure, I can read your mind, citizen. And if you think that about me again, I'll make your brain leak out your ears.*

The Quick and Dirty: Even before the Bloats came to Earth, people been seeing and feeling things that weren't normal. The shaman talks about spirits, but you know the truth: there's mental poison out there in the atmosphere, and you are soaked in it. You eat thoughts, breathe fears, and spit psychic venom that can boil a man's brain in his skull. And that's on a GOOD day. On a BAD day, well, let's just not think about that, okay?

In Their Own Words: *Hi, Tommy, it's me, Faust. I mean, Catherine. Member me? You usta pick on me in school, told the other boys I put out for ciggies and beer. And you laughed at me when Raymond trapped me after school. Yep, that's Raymond's voice in your head; he's right here with me, although I don't think he likes it anymore. Don't cry, baby, that nose bleed is the least of your problems. Wait'll you see what happens next time you try to cop a smoke.*

LONER: *Whoa, troop, let's stop and calm down, and think about this. The dude is a priest…No, wait, you're right, he's working for them, we should ice him.*

The Quick and Dirty: You try very hard to fit into a Tribal world, you really do. You agree with what we're doing, and with how; you just can't seem to get totally free from the threads of your old life and goals. Maybe it's an ex still out there who needs looking after, or maybe an old friend you just can't leave on their own. Whatever it is, you split your time between war and the world Up Top.

In Their Own Words: *I remember the way you looked when we got married, darling. You were the most beautiful person I'd ever seen. I couldn't imagine someone as amazing as you wanting to be with someone as broken as me. And I never wanted to leave you, but I had to. There were things you didn't know, that I couldn't tell you. I'm sorry those things got you killed. I cleaned around your headstone, and I'm leaving you the roses you like. I miss you. See you next week, baby.*

PALADIN: *It's my job to keep you safe, childe. It's your job to listen to what I say and not fuck up too bad.*

The Quick and Dirty: Not everyone is cut out for the front lines, and you know it's your calling to be there to protect the Family members who might not be able to protect themselves. Whether it's sticking close to the shaman while she casts a long ritual, or hanging out with the tech rat as he hacks into a secure system in enemy territory, you've got the skills and knowledge to bring them home safe every time.

In Their Own Words: *I get what you're saying, I really do, troop, and I respect what you're putting out there. But no matter how hard you try, no amount of peaceful talk is going to make those gangbangers stop harrassing the people in this neighborhood. And JoJo is getting mighty tired of having to sew you up after your "talks." Two-Gun, bring me the shovel, will you? Don't worry, I've got this.*

RIPPER: *You can drop that stick, citizen, or I'll take it away from you and beat you to death with it. Your call.*

The Quick and Dirty: What the gun person is to guns, the ripper is to melee combat. In the Tribe, the two combat styles fill different needs, and so they have slowly evolved into different roles in Families. Where the gun person is fire support and helps the Family eat, the ripper takes on the role of front line assaulter. They work long hours on being good at fighting with a weapon, and at their athletic prowess, so they can get in, hit, and get out fast. Parkour and freerunning are both popular with rippers, and many hold competitions at Equinox to see how fast they can run through dangerous obstacles.

In Their Own Words: *Tick-tock, tick-tock, boyo. You have a knife, I have a knife, and one of us isn't walking out of here. You've been trained in self-defense. I've had over a thousand knife fights. You work for your paycheck. I fight to survive. You hurt my Family. I'm pissed off enough not to care about getting hurt. I think your odds are pretty shitty.*

SHAMAN: *No, the loa didn't tell me he's going to die soon, son. The guy we put in the window across the street told me.*

The Quick and Dirty: Adviser, leader, confidante, therapist, priest, wizard, voice of reason, voice of outrage. A Shaman has dedicated their life to the spirit world, using its power to seek information and power to fight the war. Alone among their Family, the Shaman is marked by weirdness and strange powers which come at a price.

In Their Own Words: *I've always heard the voices, even when I was a child. The doctors called it schizophrenia, but I knew they were real. As soon as I joined the Tribe, my Family presented me at Equinox. I've been talking to the spirits ever since, and relaying their advice and desires back to my people. And the ability to set a Bloat on fire with words is pretty good, too.*

TECH RAT: *One-banana problem, that. I fixed it while I was wiring up the remote for the bomb you asked for. Just, next time, try not to mix daiquiris in it, k?*

The Quick and Dirty: You're the one the others turn to when they need their computers fixed, electrical cables routed, or the generator up and running after it takes a bullet. In fact, there's not much technical you can't fix, at least well enough to keep it running when it's needed. You're the Family's master programmer and Q Branch, and you love it.

In Their Own Words: *Yah, it's weird that he wants it hooked up to an inflatable sheep. I dunno, didn't ask why. Hand me that spanner, wouldja? So when I'm done with this, you need me to hook up your CD player to that hockey stick? Do I even wanna know why? Didn't think so.*

TELLER: *And that's the story of how Tyro took out the New Hampshire pump station with a pair of pliers and two rolls of duct tape.*

The Quick and Dirty: Where the Mother gives orders, and the shaman gives advice, the Teller is a walking storage and delivery system for Tribal lore. They provide entertainment, morale, and support for anyone in their Family who needs it. They can also provide diplomatic advice and handle contact with new people and other Families when needed.

In Their Own Words: *The important thing to learn from this situation is that sometimes advance planning is not a bad thing. So, next time, when I tell you those guys are undercover cops, we will listen to me, right? We will all remember that it's my job to talk to people BEFORE you all decide to beat people up. In the meantime, hand Fither that handcuff key and Dutch can call 911 so these guys can get some treatment. And I'll go apologize to the nice officers and try to find out who the Hell tipped them.*

WHITESLEEVE: *Stop screaming, I can stop the bleeding if you'd just stop screaming. Fuckit, Brucie, knock him out, wouldja? There, now I can work.*

The Quick and Dirty: You're the combat medic, the sanitation engineer, the vaccinator, the research chemist, and the clean-up girl, all rolled into one. Without you, the Family is sick, wounded, lame, and broken. You're the most essential survival tool in the Tribal arsenal. An important point: whitesleeves are NOT non-combatants. They are just as capable of killing the enemy as anyone else in the Tribe, and some whitesleeves are among the most creative when it comes to developing new weapons or techniques for decimating enemy forces.

In Their Own Words: *There's no way we're getting that bullet out of Bambam without some sedatives. I'll have to dig pretty good to get to it, and it's gunna Hella bleed. No, I know she's tougher than a coffin nail. The drugs aren't for her, they're for Sandy. He's gunna puke when he sees me start cutting.*

THE BURNER

NAME:
Finn•Goboy•Slasher•Burnout•Mad Max•Drift•Mover•Goodyear•Tight•Pacer
Jette•Rapid•Swift•Fallout•Wipeout Mary•Valve•Dusty•Roadeater•Tarbaby•Getter

LOOK:
Man•Woman•Transgressing•Concealed
Bike leathers•Punk•Jumpsuit•Work clothes•Runner clothes

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	1	0	1	-1

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
0	1	-1	0	1

MOVES You get all the basic moves. Choose two Burner moves.

O **Eye For Quality:** any time you obtain a new vehicle, roll +smoke. On a 10+, choose 2. On 7-9, choose 1. On a miss, the MC may make a move.
- It's a performer. +1 smoke behind the wheel.
- Cherry ride! +1 fire behind the wheel.
- Powerhouse. +1 steel behind the wheel.
- Brick shithouse. 2-armor for all inside.

O **Must Go Faster:** when you hit with a move involving speed or athletics, you get +1 ongoing.

O **Everything's Better Over the Hill:** whenever you have a chance to explore a place or activity you have never seen before, if you indulge yourself, roll +fire. On a hit, gain +1-ongoing to all moves until you leave or roll a miss. On 10+, give an additional +2-forward to someone else. On a miss, mark Taint as you overindulge yourself.

O **Sudden Death Overtime:** if you roll a miss while banging bricks or shining someone on in a vehicle, you may sacrifice the vehicle to make it a 10+.

O **Shortcut King:** when you look for a way to get somewhere, roll+ice. On a 10+, choose 3. On a 7–9, choose 1. On a miss: the MC makes a move.
- You get there without taking harm.
- You get there as fast as possible.
- You get there without leaving a trail or tracks.
- You get there even if you were restrained or blocked.
- You take minimal harm, and deal severe harm to those blocking you.

O **Freerunner:** you may use fire or ice when performing moves where athletics would help you.

ADVANCES OOOOO

__ get +1smoke
__ get +1ice
__ get +1fire
__ get a new burner move
__ get a new burner move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or steel
__ +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a speed-freak followers (small gang, 2-harm, 1-armor or 1-harm, 2-armor)
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ often bums inconvenient rides with you. They owe you Pull.
• _____ lived because you got them there on time. They owe you 2 Pull.
• You didn't get there when_____ needed you. You owe them 2 Pull.

CONNECTION MOVE

If you and another character make a connection, they gain Pull and 1-hold. They can spend this hold to call you somewhere when they need you. If you don't get there in time, mark Taint.

DARKNESS MOVE

If you choose not to honor Pull involving transport or delivery for someone, mark Taint.

TAINT MOVES OOOO

O **Maximum Overdrive:** Whenever you use a vehicle to dust-up or bang bricks, mark Taint to treat your roll as a 12+.
O **I'll Have That:** Any time you see a vehicle you would like to use, you may mark Taint to get into it and steal it.
O **Ludicrous Speed:** You may mark Taint in order to ignore all penalties to any vehicle-related move.
O **Leaf on the Wind:** You can mark Taint in order to take any harm the vehicle you are driving would have taken.

GEAR: You get:
• a special hot ride or custom machine

At the start of each Session, or when you can resupply, you get:
• one charm
• 1 ranged weapon
• 1 hand weapon

Hot rides and custom machines (bonuses only when using the vehicle):
• a vintage muscle car, gives +1-steel, 1-armour
• hot hatchback tuner, gives +1-smoke, 1-armour
• big ol' shitkickin' truck, 2-armour if inside, gain Pull on someone at the start of every session for hauling and helping out, limited space for people inside
• zippy crotch rocket, gives +2-fire, can't carry more than one passenger
• nasty-tempered hog, gives +1-steel and +1-Fringe Influence moves
• your own damn feet, +1-ongoing to all athletic or endurance moves

At the start of each session, roll +ice. On a hit, your ride is fine. On 7-9, you owe someone Pull for parts or labor. On a miss, the ride is down until you can get it fixed. Better scrounge resources for help. And, yes, this means you could be starting a session with a broken leg if your ride is your feet.

Ranged weapons:
• 9mm (2-harm close loud)
• smg (2-harm close autofire loud)
• sawed-off (3-harm close reload messy)
• zip cannon (4-harm close AP messy hazardous refill)

Hand weapon:
• cutter (2-harm hand)
• heavy wrench or crowbar (2-harm hand messy)
• hand razors (2-harm hand worn hidden)
• bleaker (2-harm/s-harm hand hidden)
• chopper (3-harm hand messy)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When you finally buy the farm, you may make one last Hell-or-glory ride, escaping the situation and enemies that have killed you, and rescuing your Family. You can't stop or be saved; you are dead on arrival.

THE DOGCATCHER

NAME:
Fish•Bug•Brace•Dogboy•Bluetop•Upright•Leopard•Loyal•Catcher•Boone
Slither•Peach•Deathbunny•Yellow•Fillie•Diamond Jill•Classic•Tuesday•Wolfgirl•Mouse

LOOK:
Man•Woman•Transgressing•Concealed
Denim and leather•patched and torn•stained•rough and tumble•padded and strapped

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
1	0	0	1	-1

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
-1	1	0	0	1

MOVES You get all the basic moves. Take Inhuman Resources and choose one more.

●**Inhuman Resources:** you have an animal companion, and the ability to work with that animal beyond what most citizens believe is possible. Your companion can take 4-harm, does 2-harm AP, and gives +1-ongoing to use the rule of twos. It finds its own food and water, plus enough extra to feed you. It is absolutely loyal, smarter than any animal has a right to be, and is your absolute best friend. Choose one:

__ You have a companion animal (lapdog, fluffy cat, gerbil). It has only 2 harm, does only s-harm, and grants you +1-ongoing with all moves involving getting someone to help you.

__ You have a dangerous animal (doberman, pit bull, baboon). It does +1-harm, and grants you +1-ongoing to dust-up or bang bricks.

__ You have a clever animal (raccoon, parrot, monkey). It does -1-harm, but can be used as a remote set of hands or eyes when needed, and grants +1-ongoing to shine someone on or gaslight.

__ You have a creepy animal (tarantula, python, bat). It grants +1-ongoing to any moves involving intimidating or scaring people, and absorbs one Taint from you at the start of each session.

__ You have a wild animal (wolf, cougar, falcon). It sticks out and is illegal to own, so you must guve someone Pull at the start of each session to keep it safe from animal control. However, it gives +1-ongoing to all moves with the Fringe or Tribal groups, and can help you keep up to five people fed.

O **Unlocked Genius:** Before every session, roll +fire. On 10+, choose 2. On 7-9, choose 1. On a miss, you need to do something for your animal's welfare which gives someone Pull.

-Your animal is working hard. +1 to all steel tests involving the animal this session.
-Your animal is extra-perceptive. +1 to all ice tests involving the animal this session.
-Your animal is very brave. +1 to all fire tests involving the animal this session.
-Your animal is very friendly. +1 to all Influence moves if the animal is with you.
-Your animal is aggressive. +1-harm to its attacks, and it has an additional 1 armor.

O **Law of the Jungle:** Any time you are interacting with other animals and have your companion with you, you may treat all misses on moves as 7-9 hits.

O **Homeward Bound:** Whenever you are attempting to find a way through a maze of obstacles, you may roll +smoke. On a hit, you and your allies gain +1-ongoing to all other moves made to bang bricks, pack your gear, or to find safe ways past the obstacles. On a 7-9, you or your companion take harm or the MC makes a move. On a miss, you and your companion are trapped and the MC makes a hard move.

O **Trust the Weasels:** Sometimes, your animal takes random actions which seem to make no sense but later turn out to be of value. You may respond to any MC move which involves you by describing a way in which some bizarre behavior by your companion has tipped you off or helped you be ready for crisis. Take -1-ongoing this session for Influence moves as your animal annoys or upsets someone, but then gain +2-forward to a move dealing with the MC's move.

O **Thank Your Prey:** Any time you use your animal to dust-up or shine someone on through intimidation, you may use your result on the move as an equal result for any Influence move related to your enemy, so long as you leave your enemy alive and free to leave after the battle.

ADVANCES OOOOO

__ get +1steel
__ get +1ice
__ get +1fire
__ get new dogcatcher move
__ get new dogcatcher move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a second animal companion
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ owes their life to your companion. They owe you Pull.
• _____ loves animals as much as you do. You both gain Pull with each other.
• Your companion really hurt _____ once, for no reason. You owe them 2 Pull.

CONNECTION MOVE

If you and another character make a connection, they gain Pull which they can call in to use Inhuman Resources until you have resolved their Pull, or you dislike their treatment of an animal.

DARKNESS MOVE

Any time you neglect to your animal companion in order to benefit your own needs, mark Taint.

TAINT MOVES OOOO

Blind Leading the Blind: Whenever you would take a Condition, mark Taint to have your animal companion take it instead. The companion can take three Conditions.
Bitch Alert: If an MC move or hard move would surprise you, mark Taint to get enough early warning to try a move before the MC move takes effect.
Creature of Habit: You may mark Taint in order to predict and control the behavior of any animal, as long as it is within their normal habits.
Raised by Wolves: You can mark Taint in order to use fire instead of any other trait on a move.

GEAR: At the start of each Session, or when you can resupply, you get:
• one charm
• 1 ranged weapon
• 1 hand weapon
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
• 9mm (2-harm close loud)
• hunting crossbow (3-harm AP far reload)
• battered squirrel rifle (2-harm AP close/far, +1-ongoing to dust-up)
• pump shotgun (3-harm messy loud close)

Hand weapon:
• cutter (2-harm hand)
• skinning knife (2-harm hand messy)
• chain whip (2-harm hand/close concealable)
• barbed and padded fighting glove (1-harm intimate/hand 1-armor)
• choking strap (1-harm lasting intimate hidden)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When you finally fall in battle, you may deed your animal companion to another character. They gain Inhuman Resources the same way you had it marked.

THE FACEDANCER

NAME:
Midnight•Goodtime•Perfect Tommy•Golden•Best•Rave•Blondie•Captain•Bouncer•Putout
Wiggle•Two-Again•Rounder•Dollface•Betti•Lyka•Pleather Annie•Panda•Mirror•Tish

LOOK:
Man•Woman•Transgressing
Bike leathers•slashed and taped•dance clothes•undies and a coat•stylish suit and belts

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL	CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
-1	0	1	1	0	1	1	0	-1	0

MOVES You get all the basic moves. Take Plasticine Poppet and choose one more.

•**Plasticine Poppet:** you are an expert at portraying yourself as what others want or expect. When talking to a comfortable target, roll +fire. On a 10+, choose 2. On 7-9, choose 1. On a miss, the MC chooses one.
- You gain the target's confidence. +2-hold on them, which you may spend as Pull.
- No one gets hurt.
- You make a connection with them. Use your connection move, even if you wish you didn't.
- They are enamored or lustful toward you. +1-ongoing to trick, con, or seduce them.
- They believe your story, as long as it's reasonable.

O **Looker:** Everybody wants to be with you. +1-ongoing to shine someone on, gaslight, or jam the system.

O **Master of Fetishes:** you know every perversion and addiction under the sun. +2 on moves to reduce or avoid circumstances of those activities, and gain Pull on anyone you find out has a hidden kink you're willing to satisfy. Or you can mark Taint after seducing someone to GIVE them a new kink they didn't know they had, and then gain Pull on them.

O **Golden Tongue:** if you roll a miss while manipulating or seducing someone, you may put out to make it a 7-9.

O **Wedding Crasher:** when you try to get into a restricted social event, roll+ice. On a 10+, choose 2. On a 7–9, choose 1. On a miss: the MC makes a move.
- You get in with your friends, but might draw suspicion.
- You get in on your own and are accepted as belonging.
- You get in and out without leaving any clues to your real identity.
- You get what you came for, but there's some drama.
- You don't get what you want, but there's no drama.

O **Fluid Mechanic:** if you put out, you can use ice to shine someone on, and fire to weave new strings.

ADVANCES OOOOO

__ get +1signal
__ get +1ice
__ get +1fire
__ get new facedancer move
__ get new facedancer move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)
__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a new Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ is a past lover. One of you gains two Pull, the other gains 1.
• _____ saved you from serious harm. You give them Pull.
• _____ has confided deep secrets to you. Gain Pull on them.

CONNECTION MOVE

When you and another person make a connection, you can influence their opinions of others and gain emotional leverage. You gain Pull on them. If you were being real, they gain Pull on you, or with someone else you have feelings for. If you were playing them, mark Taint if you use the Pull you have on them in a way that hurts them.

DARKNESS MOVE

Each time you debase yourself to gain an advantage over an innocent person, mark Taint.

TAINT MOVES OOOO

O **Attention Whore:** Any time you scrounge for resources or sniff out hidden answers, mark Taint to use fire instead of the Influence group trait.
O **Not So Hard Drugs:** You may mark Taint to ignore the negative physical effects of any drug, risky sexual encounter, or stimulation.
O **Final Temptation:** Any time you put out when seducing or misleading someone, you may mark Taint to gain a permanent hook on them. You start every session with Pull on them if you don't have any. If you use this Pull and it harms them, mark Taint again.
O **Evils of Free Will:** Use their secrets to seduce them to do what they want but know is wrong. Mark Taint. If a PC, if they do what you suggest, they mark Taint and gain +2-forward. If they don't, -2-forward to their next move. If an NPC, they do it or can't interfere with you in any way this session.

GEAR: At the start of each Session, or when you can resupply, you get:
• one charm
• 1 ranged weapon
• 1 hand weapon
• fashion suitable to your look, including at your option a piece worth 1-armor or +1-ongoing to attempts to seduce(you decide which and detail your look)

Ranged weapons:
• 9mm (2-harm close loud)
• derringer (1-harm close hidden)
• wrist-mounted bolt thrower (2-harm close worn reload quiet)
• big damn revolver (3-harm close/far loud)

Hand weapon:
• choking strap (1-harm lasting intimate hidden)
• rippers (1-harm worn hand hidden; if both hands, 2-harm)
• hand razors (2-harm hand worn hidden)
• edger (1-harm hand hidden)
• fink (0-harm hand hidden +1-ice to attempt a surprise attack)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When your many indiscretions catch up to you and you pay the ultimate price for your sins, nominate one other character. You left behind a detailed and personal diary or package which reveals your true feelings for them. They may erase one Taint move per Pull you owed them.

THE FIRSTBORN

NAME:
Boomer•TomTom•Siren•Goboy•Mac•Cutter•Zero•Jobe•Stoplight•Pagan
Kicks•Polpol•Rough Sally•Killian•Faro•Black Molly•Gyro•Demon•Dixie•Gobaby

LOOK:
Young Man•Young Woman•Child•Transgressing•Concealed
Scruffed Casual•Gothic Punk•Scrounged Leftovers•Failed Attempt To Fit In

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	1	0	0	0

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
-2	1	-2	0	2

MOVES You get all the basic moves. Choose two more.

O **Survival Monkey:** whenever you are faced with the need to scavenge resources needed for the Family's survival, roll +smoke. On a 10+, choose 2. On 7-9, choose 1 and give Pull to someone for the assist. On a miss, the MC may make a move.

- Your Family has enough food, water and shelter to survive the session.
- You find needed parts or supplies which return a needed item to service.
- Your Family is able to get rest and basic medical care.
- You locate friends and allies who can help with the situation.
- You prevent anyone from tracking your efforts.

O **Spirit Whispers:** you get +1 to sniff out hidden answers or petition the loa. You may mark Taint to make your roll a 12+, even if you have not advanced those moves.

O **Team Player:** when you are following the rule of twos, they gain +2 on a hit, instead of +1.

O **Easy to Read:** if you are being honest about the facts while shining someone on, your naturally honest and forthright demeanor give you +1-ongoing with them this session.

O **Soul of the Streets:** when you scope out an urban environment and study the area, roll+signal. On a 10+, choose 3. On a 7–9, choose 1, and the MC chooses 1. On a miss: the MC chooses one and makes a move.

- You see good movement options. +1ongoing if you use them.
- You spot any dangers.
- You and yours gain +1-armor in any conflict.
- You figure out the neighborhood background.
- You can deal harm to an enemy and take minimal harm.
- You know which loa will answer a call for help.

O **Rangy and Graceful:** you may use smoke instead of an Influence trait when scrounging for resources or gaslighting. You must choose which Influence group when you take this move.

ADVANCES OOOOO

__ get +1signal
__ get +1ice
__ get +1fire
__ get a new firstborn move
__ get a new firstborn move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ get a new Family move
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ has been your mentor. They gain 2 Pull on you.
• _____ has always had your back. They gain Pull on you.
• _____ is your secret crush. They gain Pull on you.

You are easy to read and an open book, always there to help out. Gain Pull on every Family member.

CONNECTION MOVE

If you and another character make a connection, you both gain Pull on each other, and when either of you follows the rule of twos with the other, the roll is +2 as long as you still have Pull.

DARKNESS MOVE

If you ever voluntarily accept a non-Tribal way of doing things as better, mark Taint.

TAINT MOVES OOOO

O**I've Stopped Caring:** Mark Taint to resist any attempt to coerce or sway your opinions, or to use Pull on you. Ignore penalties to such a refusal.
O**Tragic Dream:** Whenever the MC makes a hard move which places someone you care about in jeopardy, you may mark Taint to shift the target to random citizens in the area.
O**Disaster Junkie:** Whenever you need a distraction or a way to get into or out of a place fast, you may mark Taint to engineer a horrible accident or emergency which risks the lives of citizens.
O**Hairtrigger Honey:** If you are attempting to use an Influence move of any kind, mark Taint and act with threatening unpredictable violence. Describe what you have done, and count your roll as a 10+.

GEAR: At the start of each Session, or when you can resupply, you get:
• two charms
• 1 small practical weapon
• 1 concealed scratch weapon
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Small practical weapons:
• 9mm (2-harm close loud)
• cutter (2-harm hand)
• sawed-off (3-harm close reload messy)
• stun gun (s-harm hand reload)

Concealed scratch weapon:
• .38 revolver (2-harm close reload loud hidden)
• choking strap (1-harm intimate lasting hidden
• hand razors (2-harm hand worn hidden)
• bleaker (2-harm/s-harm hand hidden)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When you finally get overwhelmed by the world Up Top, your efforts to make a better world for the Tribe are discovered. You may pass all the Pull you are owed to any of your Family members as you want, and any moves they make that target the people who killed you gain +2-ongoing until those fuckers pay.

THE GHOSTWALKER

NAME:
Bloom•JonJon•Clever•Nameless•Snow•Nightmare•Magic•No-Light•Duster•Plain
Soyo•Somber•Whisper•Vapor•Silence•Begone•Brown•Dahlia•Negative•Cold

LOOK:
Man•Woman•Concealed•Uncertain
Long coat and jeans, work clothes, worn suit and tie, black on black, everyday casual.

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	1	1	0	-1

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
0	1	-1	1	0

MOVES You get all the basic moves.You also have No Boundaries and choose one more.

•**No Boundaries:** you are an expert in bypassing physical obstacles. When overcoming physical barriers or security, roll +ice. On a 10+, choose 3. On 7-9, choose 2. On a miss, the MC makes a move. You may mark Taint or take 2-harm AP to still bypass the barrier.

- No alarms go off.
- No one gets hurt.
- You and the Family are in without further complications. Out is up to your actions.
- You leave no trace of your passing.
- You eliminate any regular guards or beasts.

O **Ghost in the Darkness:** when you are able to take advantage of distractions or bad lighting, you gain +1-ongoing.

O **Lookaway:** when you are making moves involving distracting or misleading someone, if you fail, you may reroll with -1, but can't score a better success than a 7-9.

O **Black on Black:** if you successfully dust-up when you have the advantage of surprise, gain +1-hold on the target. You may spend this hold for +2-forward on any future moves to dust-up or shine them on.

O **Silence and Shadows:** when you want to move around inside a place, roll +smoke. On a 10+, choose 2. On a 7–9, choose 1. On a miss: the MC makes a move.

- Your enemies lose track of you as you move into the shadows.
- You slip into a hiding place for ambush. +2-harm on next successful attack.
- You're out of there, no one knows how.
- You get your hands on something useful.
- You clean up all evidence of your Family's presence.

O **Not All There:** When you burn shit down or shine someone on, reduce any harm you take by one.

ADVANCES OOOOO

__ get +1steel
__ get +1ice
__ get +1fire
__ get new ghostwalker move
__ get new ghostwalker move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrades for your Family

PULL

• _____ works closely with you. You both gain Pull on each other.
• _____ has seen you at your best. Gain Pull on them.
• _____ reminds you of yourself before the Tribe. They gain Pull on you.

CONNECTION MOVE

When you make a connection with someone, you confuse and unnerve them, or you conceal your true feelings. They either gain Pull on you and take -1-ongoing to all moves involving you, or you may mark Taint and use one Influence move with their group as if you had rolled a 7-9.

DARKNESS MOVE

Whenever you are misled or fooled, caught by surprise and unprepared, become enraged and mark Taint.

TAINT MOVES OOOO

O**Silence is Golden:** Mark Taint to prevent any member of your Family from failing on stealth or misdirection moves. Count as a 7-9 hit instead.

O**Get it Done:** You may mark Taint to choose an additional option on any hit for moves which require choices to be made.

O**Covert Callout:** If any member of your Family is the target of a hard move, you may mark Taint to appear at the scene with as many of the other Family choose to assist.

O**Wormsign:** By looking deeper in the darkness than you should, mark Taint and find the nearest Outsider or Consortium presence.

GEAR: At the start of each Session, or when you can resupply, you get:
• a homemade B&E kit
• 1 ranged weapon or one charm
• 1 hand weapon or one charm
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
• silenced 9mm (2-harm close quiet)
• whisperdeath (2-harm hidden close reload)
• wrist-mounted bolt thrower (2-harm close worn reload quiet)
• silenced smg (2-harm close autofire reload)

Hand weapon:
• choking strap (1-harm lasting intimate hidden)
• many knives (2-harm hand infinite)
• pigsticker (3-harm worn hand hidden awkward)
• crowbar (2-harm hand messy)
• katana (2-harm hand, +1 hard to get into a dust-up)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When you are finally dragged out into the light for all to see, hold-2 with your next character. Spend that hold at any time in the future to turn any Influence move into a 10+ hit, or to immediately cancel any one MC move or hard move. Explain how your former character had foreseen these possibilities and left contingencies in place.

THE GUN PERSON

NAME:
Foul•Duck•Wronghand•Storm•Kill•Persian•Tenner•OneInch•1-in-the-chamber•Fallback
Dropper•Billi the Bullet•Tiptop•Cinder•Trigger•Texas•Right Field•Better•Snake•Shado

LOOK:
Man•Woman•Concealed•Transgressing
Cowboy Chic•Duster & Dark Slacks•Fatigues & Jeans•Patches & Padding•Everyday Casual

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL	CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
1	0	0	1	-1	-1	-1	1	1	1

MOVES You get all the basic moves.You also have Bullet Time and choose one more.

•**Bullet Time:** when you are in hand or close range and attacked, roll+steel. On a 10+, choose 2. On a 7–9, choose 1. On a miss: the MC makes another hard move.
- You are able to dodge the attack, taking minimal harm.
- You strike back fast. One enemy takes severe harm.
- You escape to cover. Gain hard cover (4 armor) but lose your next move.
- You protect others from harm. They take -2-harm.
- You risk yourself to strike. Take harm, then deal +2-harm.

O **One Shot, One Kill:** when you are able to take aim from a sniper's position, you gain +2-forward and +1-harm.
O **First In, Last Out:** when the Family is in a fight, if someone else's move fails, you may take the consequences for them.
O **Whirlwind of Death:** if you successfully dust-up or burn shit down when facing normal humans or beasts, you may deal your harm to all of them as if using an area weapon. If you actually have an area weapon, the damage becomes messy.
O **Trigger Time:** years shooting have given you mad skills and reflexes. If shooting, you gain +1-ongoing and +1-harm to all firearms.
O **Chekhov's Gun:** in your own realm, you are rarely far from a gun. Unless you have been strip-searched and are held in enemy custody, you can pull one of your guns concealed nearby by rolling +fire. On any hit, you are now armed. On a 10+, choose 2. On 7-9, choose 1. On a miss, you got nothing and the MC makes a move.
- You surprise the enemy.
- You stop the enemy's move.
- You do severe harm.
- You can make another move at +2-forward.
- You eliminate any regular guards or beasts.

ADVANCES OOOOO

__ get +1smoke
__ get +1ice
__ get +1fire
__ get new gun people move
__ get new gun people move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or steel
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ has been downrange with you. Both of you gain Pull on each other.
• You enjoy _____'s company. They gain Pull on you.
• _____ needs to prove themselves to you. Gain two Pull on them.

CONNECTION MOVE

When you make a connection with someone, you are better at protecting them. They gain a Pull on you; when they take harm and you are there, you can take it for them and they erase the Pull.

DARKNESS MOVE

Whenever you kill those who don't deserve it, whether on purpose or by accident, mark Taint.

TAINT MOVES OOOO

O**Spear Carrier:** Mark Taint to destroy any group of normal human foes of less than elite status. Describe how you wipe them out.
O**No Surrender:** You mark Taint to force an enemy to continue to engage you, even if they have tried to escape or leave the area. You stay right on their heels until they can force you to stop.
O**Ominous Walk:** Whenever you meet someone new, friend or foe, you may mark Taint to frighten them with your suppressed violence. You may immediately gain Pull on them, then must use Pull to gain advantage immediately.
O**Kick Them When They're Down:** Mark Taint to deal your harm to any enemy which has just been affected by a successful move.

GEAR: At the start of each Session, or when you can resupply, you get:
• a homemade gun-cleaning kit
• 1 special ranged weapon
• 2 ranged weapons or 1 ranged and 1 hand weapon or 1 hand weapon and one charm
• fashion suitable to your look, including at your option a piece worth 2-armor (you detail)

Special ranged weapons:
• pair of combat pistols (2-harm close area or 4-harm close loud)
• sniper rifle (4-harm close/far or 3-harm close/far quiet or 3-harm close/far AP)
• close quarters battle smg (2-harm hand/close autofire quiet, +1-ongoing to dust-up)
• short-barrel combat shotgun (3-harm hand/close messy loud)

Ranged weapons:
•big damn revolver (3-harm close loud reload)
•assault carbine (2-harm close/far autofire)
•concealed backup pistol (2-harm hand/close reload loud)
•pump shotgun (3-harm close messy)

Hand weapon:
• chopper (3-harm hand messy)
• combat knife (2-harm hand)
• slicer (2-harm hand messy awkward)
• bayonet (2-harm hand)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When the scene is directed by Sam Peckinpah, go down in a bloody gunfight, guns blazing until the end. If your Family flees for safety, you do not die until the end of the combat; no matter the damage, ou can fight. Conditions count against you; the dying stops when the last member of your Family has escaped or fallen, you expire.

THE HEADCASE

NAME:
Backdraft•Boy•Drift•Fester•Spike•Firebaby•Damage•Sullie•Trocious•Goose
Honest•Luxury•Silver•Dies-Twice•Petrie•Frequency•Pushback•Cateye•Mystery•Jeep

LOOK:
Man•Woman•Concealed•Transgressing
Rumpled Clothes•Worn and Dirty•Oversized Clothes•Teeshirt and Jeans•Club Fabulous

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL	CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
0	0	1	-1	1	-1	1	0	1	0

MOVES You get all the basic moves.You also have Twisted Echo and choose one more.

•**Twisted Echo:**You're able to tap into the underlying psychic static of reality, and may try to affect others through it. **If you reach for the thoughts and feelings of others; roll +ice.**

On a hit, hold 2. You may mark Taint to hold an additional 1. On 7-9, also either take 1-harm AP mystical or the MC makes a move.

On a miss, mark Taint; the MC makes a hard move.

You may spend hold to do any of these:

•S**niff out hidden answers** as if you'd done that move and scored a 10+.

•Link to a living creature, having access to their senses for the entire scene.

•You get an impression of their next move.

•If your target is an NPC, you may cancel their move. If that move causes harm, you can redirect that harm to a target of your choice.

•Send and recieve psychic messages to someone for the rest of the scene.

You may not use this move if you still have hold left.

O **Cognitive Killer:** when getting into a dust-up, you may replace steel with ice. When you burn shit down, you may replace fire with ice.

O **Correspondence Course:** if you successfully open yourself to the signal, you can choose to immediately do another move using the same result roll. This move may happen somewhere you aren't at.

O **Sick and Wrong:** if you are willing to mark Taint, you gain +1-ongoing to a trait of your choice until sunrise.

O **Psychic Nosebleed:** you can kill with your mind by rolling +ice. On a 10+, 4-harm AP close/far. On 7-9, 2-harm close AP. On a miss, you got nothing and the MC makes a move.

O **Emotional Torque:** by focusing your knowledge of someone, you can use the rule of twos with them at a distance; roll +ice. On 10+, you can use this if you can see them or know where they are. On 7-9, close range or closer. On a miss, YOU take -2-forward to your next move from psychic feedback.

ADVANCES OOOOO

__ get +1signal
__ get +1ice
__ get +1fire
__ get a new headcase move
__ get a new headcase move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1steel or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ understands your pain. Gain Pull on them.
• _____ is creeped out by you, and you're really trying. They gain Pull on you.
• You have been inside _____'s head. Gain two Pull on them

CONNECTION MOVE

When you make a connection with someone, you are better at reading them, but also connected to them. You gain Pull on them; as long as you have it, gain +2-forward on any psychic or magical moves. However, as long as you have that Pull, any time they are hurt by a move, whether emotionally or physically, you feel it, too, and therefore share the consequences with them.

DARKNESS MOVE

Whenever you use your powers to force someone to do something you know is wrong, mark Taint.

TAINT MOVES OOOO

O**Annoying Laugh:** Whenyou interact with anyone not a Tribal, you may allow your chaotic anti-social behavior to affect the moment. Describe what you have done, and mark Taint to score a 12+ hit on any efforts to jam the system or gaslight them, even if those moves are not advanced.

O**Hovercraft Full of Eels:** You are tuned into the hidden darkness, mark Taint to read the signals and sounds of the streets, asking the MC two questions about the secret realities of any place or Influence group's activity. The graffitti, cracks in the pavement, and skittering of rats in the walls speak to you.

O**Please Hold:** Because the *loa* recognize you as one of their favoured children, mark Taint to ignore negative effects from any move involving them.

O**Rashomon:** No one can predict your fickle and changeable ways. When a move forces you to act, mark Taint to misinterpret the desired response and change that reaction's outcome so it is beneficial to you, your Family, or the Tribe.

GEAR: At the start of each Session, or when you can resupply, you get:
• 2 weapons options
• fashion suitable to your look

Weapons options:
•pistol (2-harm close) and a wakizashi (2-harm hand, +1-fire when brandished)
•concealed backup pistol (2-harm hand/close reload loud) and a charm
•pump shotgun (3-harm close messy)
•chopper (3-harm hand messy)
•hairpin dagger (1-harm hand hidden reload) and a charm

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When your mind finally unravels under the pressure, you may open yourself to the signal one final time. This counts as a 12+ hit, even if you haven't advanced that move. You may apply all the benefits of your move to anyone in your Family and they keep those benefits until used. No one marks any Taint.

THE LONER

NAME:
Gibbs•Fella•Vinnie•Taken•Shoulda•Badday•Under•Copper•Between•Bill the Pipe
Ember•Sickle•Someday•Monster•Mary-behind-the-door•Criminal•Amp•Tiffany's•Lizzie•Spare

LOOK:
Man•Woman•Concealed
Well-worn Street Clothes•Work Clothes•Everyday Casual•Gym Clothes•Suit and Tie

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	0	0	1	0

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
1	-1	1	0	0

MOVES You get all the basic moves.You also have Inside Job and choose one more.

•**Inside Job:** Because of your continued hold on your old life up top, whenever you choose to contact old friends and colleagues, roll +fire. On a 10+, choose 3. On 7-9, choose 2. On a miss, mark Taint and hurt the people you've contacted, or the MC makes a hard move.
- Gain your contact as a Pony which you must burn this session.
- Use your move result as an equivalent result on any Influence move.
- Your contact goes unnoticed by your enemies.
- Your contact and your Family are not harmed.
- Gain two Pull on them.

O **Wheel of Pain:** By drawing on the anger and frustration of watching those you love get hurt, any time a move has bad consequences for a citizen you care about, take 1-hold. You may spend this hold to gain +2-forward on any move involving revenge.

O **Beneath the Mask:** The person you are UpTop and the one you are in your Family are radically different. As a result you have learned how to fit in. At the start of each session, you may rearrange your Influence ratings as you choose, keeping the trait ratings the same.

O **Beware the Nice One:** If an enemy is not expecting an attack, you may roll +ice instead of +steel when you dust-up or dig deep to survive.

O **Burning Bridges:** By sacrificing your relationship to someone you have an attachment to , remove all Pull you have on them and roll +fire. On a hit, choose 1 per Pull you removed. On a 7–9, also mark Taint. On a miss, mark Taint and the MC makes a move.
- Gain access to a place you shouldn't be.
- Sabotage or destroy an enemy asset of value and importance.
- Your bridges can be mended with effort if you do them a favor.
- Gain the 12+ hit result for any Influence move with their group.
- Erase all Pull they have with you without giving them anything.
- Gain protection for someone else you care about.

O **Do-Right Man:** When you interact with Citizen or Authority Influence groups, as long as you behave the way "normal" people are expected to, treat your Influence trait as 1 higher.

ADVANCES OOOOO

__ get +1 steel, signal or fire
__ get +1 to ice or smoke
__ get +1 to Influence group
__ get a new loner move
__ get a new loner move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ +1 to 2nd Influence group
__ +1 to 3rd Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony
__ retire to safety with the one you love
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ understands who you were before the Tribe. They gain Pull on you.
• _____ reminds you of yourself before the Tribe. They gain Pull on you.
• You stopped _____ from doing something horrible to a citizen. Gain Pull on them.

Define three people from your life Up Top before you were Tribal.
_____ is still an awkward part of your life.
_____ is the person you failed.
_____ is the reason you joined the Tribe.

Each of them gain two Pull on you.

CONNECTION MOVE

When you make a connection with someone, they gain Pull on you, or you must mark Taint as you turn your back on them. If you allow them to gain that Pull, you may, when they cash it in, immediately gain a 7-9 hit on any Influence move with a group they are part of, as long as you let them gain another Pull on you.emotionally or physically, you feel it, too, and therefore share the consequences with them.

DARKNESS MOVE

If you ever fail to repay a debt through your own actions, mark Taint.

TAINT MOVES OOOO

O**Bad Samaritan:** When faced with consequences from not helping someone in need, or from not paying your debts, you may mark Taint to ignore those consequences. This is in addition to your Darkness move.

O**True Neutral Switch:** If you betray someone you have Pull on, you may erase Pull and mark Taint to make the damage you deal to them catastrophic.

O**Convenient Bastard:** If you fail to shine someone on or gaslight someone, you may mark Taint to immediately dust-up on them as if you had rolled a 10+. If you had Pull on them, you may instead call 10+ on burning shit down.

O**Go Team Normal:** Any time you would be caught or revealed as a Tribal, you may mark Taint and burn all Pull with your Family to immediately escape the situation as if you had rolled a 10+ to bang bricks.

GEAR: At the start of each Session, or when you can resupply, you get:
• 1 ranged weapon or one charm
• 1 hand weapon or one charm
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
• silenced 9mm (2-harm close quiet)
• legal registered handgun (2-harm close/far)
• stun gun (s-harm hand/close quiet refill)
• throwing knives (2-harm hand/close quiet)

Hand weapon:
• choking strap (1-harm lasting intimate hidden)
• many knives (2-harm hand infinite)
• tapout (harm equal to the user's steel-1, hidden hand; on a 10+ while dusting-up, the user may choose to do s-harm)
• slicer (2-harm hand messy awkward)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When the house of cards finally tumbles to pieces, you may define one result about the effect of your death for each NPC you still had Pull with (MC may veto anything ridiculous). Each PC you had Pull on may make an Influence move using your Influence traits, as secret allies pay off old debts and favors.

THE PALADIN

NAME:
Dropper•Long•Heat•Bearkiller•Cochise•Uptown•Chosen•Bible•Righteous•Deal
Queen Charlie•Shaker•Fairplay•Short-time•Cross•Sarah Stretch•Endtime•Core•Chill•Skullgirl

LOOK:
Man•Woman•Concealed•Transgressing
Long Coat and Denims•Leather•Every-day•Patched and Faded•Military Fatigues

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL	CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
1	0	0	1	-1	-1	0	1	0	1

MOVES You get all the basic moves.You also have Bodyguard Blues and choose one more.

•**Bodyguard Blues:** Once per session, you may nominate someone to be your principal. Any moves you make involving them gain +1-ongoing, and any time they suffer physical harm, you may take that harm for them if you are within close range of them. You may also follow the rule of twos with them with a +2 to your Influence roll. These effects last until the next time you designate a principal.

O **You Can Cope:** You've learned pain is simply a way of motivating your performance. You take one less harm from any attack against you directly, and gain +2-forward on your next move if you are hurt by an attack.

O **Alpha Strike:** The fastest way to end a fight is to destroy the opponent's ability to fight before they can. If you are the first to dust-up with someone in a scene and you are only using your own body as a weapon, you gain +2-forward on the move, and on a 10+ hit the opponent is taken down and out of the action for the rest of the scene. You may choose to have all your harm converted to s-harm if you would like to avoid killing someone.

O **All's Well:** Any time you are on watch or keeping a lookout for enemy action and danger, you may roll +steel. On a hit, you see the danger coming in time to react. On a 10+, you and your principal may immediately bang bricks with a 10+ hit if you choose to. On a miss, you're upset at your own failure; take -2-forward to your next move.

O **Hope Springs Eternal:** Whenever your Family or your principal is in a bad spot and things look hopeless, you may roll +fire. On a hit, you may rally them together through your speech or actions, giving +1-forward on any attempt by them to pack their gear or dig deep to survive. On a 10+, you may also gain Pull on each of them to lead them to an unexpected place of safety where they can rest and regroup. If you do this, you owe a powerful someone else two Pull. On a miss, the MC makes a move.

O **Stop-Motion Jesus:** No one has faster reflexes than you do in a scuffle. You may always act first in any kind of conflict happening at close range or less if you are aware you are being attacked. If your first move involves protecting your principal in some way, it is automatically a 10+ hit.

ADVANCES OOOOO

__ get +1 to steel
__ get +1 to fire
__ get +1 to ice
__ get a new paladin move
__ get a new paladin move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1 to signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ has been your principal before. Gain Pull on them.
• You're not sure _____ can protect themselves, and you're always watching. They get Pull on you.
• You work well with _____ when you're keeping the principal safe. Gain Pull on each other.

Who's your current principal?

CONNECTION MOVE

When you make a connection with someone, you may give them Pull on you and declare them an extra principal in addition to your normal principal. You may only have one extra principal at a time. Once declared, you can't drop them from this position until they have cashed in their Pull on you, or you mark Taint to abandon your feelings.

DARKNESS MOVE

If you ever sacrifice a friend's safety to protect your principal, mark Taint.

TAINT MOVES OOOO

O**Resentful Guardian:** You may choose to transfer any harm you would take to your principal if they are in close range. Mark Taint.
O**That Man is Dead:** You may mark Taint and target anyone who has harmed your principal at any time since they became your principal. All your attempts to harm the target gain +1-ongoing and +1-harm.
O**While Rome Burns:** If your principal is in direct danger from any sort of environmental threat (fire, earthquake, radiation, etc.), you may mark Taint to have them escape if you sacrifice another person in the area.
O**Back Alley Surgeon:** Mark Taint to immediately heal 2-harm or remove one Condition from yourself or your principal. You use some extremely gruesome and painful impromptu first aid.

GEAR: At the start of each Session, or when you can resupply, you get:
• 1 ranged weapon or one charm
• 1 hand weapon
• fashion suitable to your look, including at your option a piece worth 1-armor (you detail)

Ranged weapons:
• silenced 9mm (2-harm close quiet)
• legal registered handgun (2-harm close/far)
• stun gun (s-harm hand/close quiet refill)
• big damn magnum revolver (3-harm close/far loud)

Hand weapon:
• bleaker (2-harm or s-harm hidden hand)
• edger (1-harm hand hidden)
• fink (0-harm hand hidden +1-body to attempt a surprise attack)
• collapsible steel baton (2-harm hand concealable, can deal s-harm and +1-armor when open)

You also have badass physical training. Choose one:
• hardcore offensive martial arts, like karate, krav maga, or kickboxing: gain +1-ongoing to dust-up and your hands and body do 2-harm AP hand messy in combat
• graceful defensive martial arts, like judo, tai chi, or executive defense training: gain +1-ongoing to bang bricks and your hands and body do s-harm intimate/hand and give 2-armour against hand weapons
• tricky grappling and lock techniques, like aikido, brazilian jiu-jutsu, or tai chi: gain +1-ongoing to shine someone on in combat and your hands do 1-harm intimate/hand lasting messy
• untrained violence, like street fighting, prison brawling, or unrestrained aggression: gain +1-ongoing when you dig deep to survive and your hands and body do 3-harm hand AP messy or 2-harm hand area messy

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When it's time to make the ultimate sacrifice for others' safety, your principal and all the Family automatically escape from the situation without any further complication, and your enemies are shined on as if you had rolled a 12+ on that move. This happens even if you have not advanced that move.

THE RIPPER

NAME:
Wing•Micmac•Killmonkey•Edger•Bulldog•Moreso•Twitch•Big Red•Ugly•Beatdown
Comeback•Trojan•Shard•Sharper•Warchild•Lilly•Dancer•Hole-in-1•Fair•Slice

LOOK:
Man•Woman•Concealed•Transgressing
Lots of Leather and Padding•Bare Skin and Scars•Metal Studs and Straps•Jeans and T-shirt

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL	CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
1	0	0	1	-1	-1	0	0	1	1

MOVES You get all the basic moves.You also have Bodyguard Blues and choose one more.

•**Hardware Homicide:** You can always tinker up an improvised weapon of some kind from almost any item which could be harmful in the slightest. When you use items in your environment to commit hardware homicide, roll +steel. On a hit, you have a fairly serviceable weapon which will do 2-harm hand for the duration of the fight. Choose one extra from the list below. On a 10+, you may choose two. On a miss, you still get the weapon, but it's only good for one attack.

- It's concealable. +hidden
- It's deadly. +1-harm.
- It's armor-piercing. +AP
- It's big and nasty. +1-harm awkward
- It's able to be used at range. +hand/close

O **Group Hug:** You've learned how to use a gang's size and tactics against it by closing inside their range and using their positioning to get them one at a time. Any gang you are fighting at close range or less counts as one size smaller, does one less harm, has one less armor, and can't attack anyone but you until you're out of action.

O **Serial Escalation:** When someone hurts you, you hurt them harder. Every time you take harm in hand to hand combat in a session, you gain +1-harm ongoing for the rest of the session.

O **Satisfying Crunch:** You've learned the ways to disable an opponent effectively and quickly with the maximum amount of damage for the minimum amount of force. When you deal harm to any mortal foe, you may mark Taint to instantly disable them in a graphic and horrid way. They may not be dead, but they'll wish they were. Non-mortal foes will still be able to act, but will be seriously hindered if they don't flee immediately; +2-ongoing to moves on them. Unlike normal Taint moves, this point of Taint disappears at the end of the Session if you haven't gained a Taint move by then.

O **Bloodbath:** Any time a fight is about to start, you may choose to up the ante and press attacks aggressively; roll +fire. On a hit, your aggressive assault puts the enemy off-balance, and all Family members gain +1-ongoing to moves against or in response to them. You take +1-harm from any attacks which hit you. On a 10+, you may either ignore the harm taken penalty, or accept it to do an additional +1-harm with your own attacks. On a miss, the MC makes a hard move and you take severe harm.

O **No Off Button:** Once the dying starts, you aren't likely to quit until you fall. Once a fight has started, you are immune to any moves or powers which might control your body or mind.

ADVANCES OOOOO

__ get +1 to steel
__ get +1 to fire
__ get +1 to ice
__ get a new paladin move
__ get a new paladin move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1 to signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• You saved _____ from a bad beating. Gain Pull on them.
• _____ helped you out with a personal situation you weren't ready for. They tell you what it was, and gain Pull on you.
• You and _____ have always been there for each other in a fight. Gain Pull on each other.

CONNECTION MOVE

When you make a connection with someone, they gain Pull on you. They may use it to request you fight for them at a time and place of their choosing. If you refuse, you mark Taint. If you do it, you gain two Pull on them.

DARKNESS MOVE

If you ever turn down or flee from a fair fight or a bully who needs to be taken down, mark Taint.

TAINT MOVES OOOO

O**All Sins Remembered:** Mark Taint to give in to anger at someone's crimes. The next time you dust-up with them, it's automatically a 12+ hit, even if you haven't advanced the move.

O**Contender:** If someone defeats you in hand-to-hand combat, mark Taint to obsess about it. +1-ongoing to all moves to find or harm them until you win.

O**Kick the Dog:** If someone comes between you and a target in such a way that it would prevent you reaching the target or the target escaping, you may mark Taint to go straight through that "obstacle" without stopping. The MC decides what happens to them, but it won't be nice.

O**Bus to Hell:** Mark Taint when you are pursued or cornered to allow rage and lack of self-preservation instincts to rule you. Any time you take harm this combat, you may immediately deal that amount of harm+1 to someone else within close range.

GEAR: You get:
• 1 "baby"

At the start of each Session, or when you can resupply, you get:

• 1 ranged weapon or one charm
• 2 hand weapons
• fighting leathers (2-armor) or fashion passable as civilian (1-armor)

"Baby" (rename it if you like)
• heirloom sword/katana/saber: 3-harm AP hand, +1-ongoing to intimidate
• hand-built and tricked-out bat/club/hammer: 3-harm messy hand, +1-ongoing to moves involving damaging or disabling things
• paired masterpiece small blades/sticks/gloves: 3-harm intimate/hand, +1-armour
• specially built enchanted fighting knife: 2-harm AP intimate/hand/close, counts as a mystical item, +1-ongoing to open yourself to the signal

Ranged weapons:
• silenced 9mm (2-harm close quiet)
• thumper (3-harm AP awkward close reload)
• brace of throwing knives (2-harm hand/close quiet)
• sparkler (2-harm close area messy hazardous refill awkward lasting)

Hand weapon:
• bang stick (4-harm hand hazardous)
• chopper (3-harm hand messy)
• 2 cutters (2-harm hand)
• razor glove (3-harm worn hand messy)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When the damage you've taken is too great to walk away, you may rise up and immediately dust-up and burn shit down at the same time on all enemies within range in one last spasmodic orgy of violence. Your moves take no penalties of any kind, and any enemies who are not destroyed will flee the scene in terror. You then die.

THE SHAMAN

NAME:
Book•Golden•2-4-1•Wisdom•Dante•Looker•Crowchild•Lobo•Mojo•Window
Dusker•Sister Salvo•Peacetaker•Wraith•99-Times•Wrack•Bobbi Black•Home•Change•Sensei

LOOK:
Man•Woman•Concealed•Transgressing
Well-groomed and Stylish•Symbols and Feathers•Long Coat & Hat•Teeshirt & Jeans•Gothic

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	0	0	0	1

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
-2	1	0	1	1

MOVES You get all the basic moves.You also have Invisible Guests and choose one more.

•**Invisible Guests:** You've formed small bargains and pacts with the *loa*. You may enact rituals in order to benefit your Family and harm their enemies. Choose two rituals you know from the General Rituals list.

O **Voices From the Other Side:** Choose another ritual from any list you have access to. Spirits speak to you sometimes. When you want to listen, roll +signal. The MC tells you what spirits are talking, and what they want. On a hit, their whispers are generally useful; you may give Pull to them in order to ask a question which could be answered yes or no. You may mark Taint to ask another question. On a 10+, you may also add +2-forward to a move of your choice this session, or mark Taint to gain +1-ongoing to all your moves as the spirits help you. On a miss, the spirits are angered, erupting into violence unless you allow them to make you their horse. If you refuse possession, they do 2-harm AP close area centered on you.

O **Ley Reader:** Choose another ritual from any list you have access to. You are an expert at reading the environment for magickal power and spirits which may be present. +1-ongoing on all moves involving figuring out magickal effects, or using magickal items or ceremonies.

O **Soul Fragment:** Choose another ritual from any list you have access to. A small part of you is innately supernatural, whether you have some angel's blood or were exposed to a vampire's bite. Choose one supernatural group. Its members can sense you are like them, and you gain +1-ongoing with any Influence moves involving creatures of that type. Also, at the start of each session, you may give Pull to a supernatural creature of that kind to gain +2-forward to one Influence move this session.

O **Words Break Bones:** Choose another ritual from any list you have access to. You have learned simple attacking rituals which are hidden as coincidence or health issues. When you use them, roll +fire. On a 10+, 3-harm AP to any target you can see. On 7-9, 2-harm close AP, and you mark Taint. On a miss, you may mark Taint to deal 2-harm close, and the MC makes a move.

O **Bad Dream Brilliance:** Choose another ritual from any list you have access to. You have visions and dreams of what might happen; when you inspect these visions, roll +ice. On 10+, you gain advanced warning of risks and threats which will face you this session. The MC will describe what you have seen, and you have 2-hold, which can be spent to give +2-forward on responses to MC moves. On 7-9, you must dig deeper; mark Taint, and then gain the warning and 1-hold, or don't take the Taint and get nothing. On a miss, mark Taint for no benefit, and the MC makes a move.

ADVANCES OOOOO

__ get +1steel or smoke
__ get +1ice or fire
__ get an additional mystical tradition
__ get a new Shaman move
__ get a new shaman move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal
__ get +1 to a faction
__ erase a Condition
__ gain three new rituals and access to two new lists
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ is marked by the loa. Which one? Gain Pull on them; they gain Pull on that loa.
• _____ has angered the loa. Which one? They gain Pull on you; they also give Pull to that loa.
• You've been a trusted shoulder to lean on for _____. Each of you gains Pull on the other.

CONNECTION MOVE

When you make a connection with someone, you may ask the *loa* to look after them. Give Pull to a *loa* of your choice, and choose one *loa* to bestow blessings on them. If you call on that *loa* again, or if you ask for a blessing from another *loa*, the person loses the blessing. As long as they are blessed, they gain +1-ongoing to any actions that *loa* would approve of.

DARKNESS MOVE

Whenever you fail to satisfactorily pay off Pull to a spirit, mark Taint.

TAINT MOVES OOOO

O**See No Evil:** You may mark Taint to access evil spirits to add +2-forward to a move which uses mystical power to cause harm or damage.

O**Lock Meets Key:** If you are faced with a barricade or obstacle you are unable to cross, you may mark Taint to call on spirits to solve the problem for you.

O**Guilt Complex:** You may mark Taint to access the spirits around a person and learn their shameful secrets; you may count this as a 10+ hit on running a go-to or seeking hidden answers. You also gain Pull on the target, but must mark Taint again if you use it.

O**Innocence Lost:** You may take Taint for someone you owe Pull to.

GEAR: You get:
A magickal tradition. Choose one:
•Tantra, mystic martial arts, or ecstatic dance: +1-ongoing to moves which benefit from health and physical training; learn one ritual from Chango, Erzulie, or Maman Briget. Gain access to their ritual lists.
•Ritualism, alchemy, or hermetic study: +1-ongoing to moves which involve study or logical planning; learn one ritual from Baron Guede, Tante Marie, or Cachon Gris. Gain access to their ritual lists.
•Folkways, sympathetic magic, or will-working: +1-ongoing to moves which resist any undesired influence; learn one ritual from Papa Legba, Petit Bon, or Coyote. Gain access to their ritual lists.
•Wicca, animism, or voodoo: +1-ongoing to all moves involving communicating with or bargaining with spirits; learn one ritual from Baron Samedi, Damballah, or Raven. Gain access to their ritual lists.
•Dark and forbidden sorceries: take one of your Taint moves immediately; learn two rituals from the Tattered Lord and owe him Pull. Gain access to his ritual list.

At the start of each Session, or when you can resupply, you get:
• 2 weapons options
• two charms, or a talisman
• fashion suitable to your look

Weapons options:
•pistol (2-harm close) and a blade (2-harm hand)
•concealed backup pistol (2-harm hand/close reload loud) and a charm
•pump shotgun (3-harm close messy)
•cane or walking stick (2-harm hand, doesn't look like a weapon)
•ribbon (1-harm close hidden or 1-armor)

NOTES

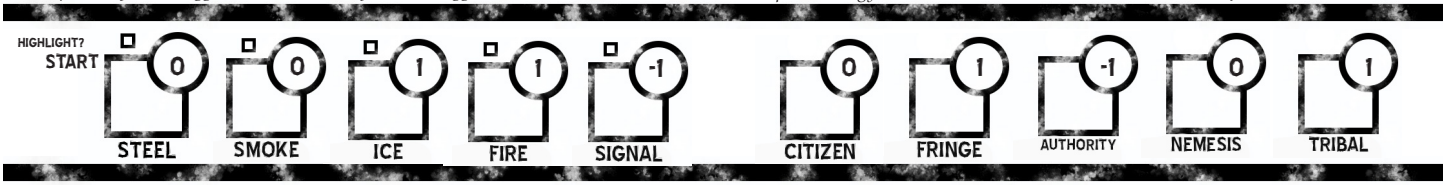
HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE
When the loa come to take their own home, check your Taint. For every Taint move you have, you may visit one curse upon someone; tell the MC what it is. Then use Pull to gain advantage with any Pull you still have with any of the loa.

THE TECH RAT

NAME:
Noise•Micro•Bottle•Uptown•Badger•Automatic•DaVinci•Volume•Network•Mountain Boy
Powertop•Battery Barbi•Tigger•Little Alice•Weekly•Niknok•Piggie•Mask•Moaner•Willdo

LOOK:
Man•Woman•Concealed•Transgressing
Rumpled•Grungy Work Clothes•Overalls & Grease•T-shirt and Jeans•Patched and Torn



MOVES You get all the basic moves. Choose two more.

O **Failure is Always an Option:** Whenever any piece of gear or item is damaged or malfunctions, you may jury-rig together a fast repair; roll +ice. On a hit, choose 2. On 7-9, you choose 1 and the MC chooses 1. On a miss, the item is permanently destroyed and the MC makes a move.

- You make it work as normal until the scene is over, then it's broken permanently.
- It's mostly functional in a moment, -1-ongoing to use it until it's fully repaired.
- You bodge together a functional replacement in about an hour's time.
- You can save parts and spares worth +2-forward on another of your moves.

O **Bamboo Technology:** You're a master at rigging low-tech substitutes for high-tech items. Like a certain TV show hero, you can try to use household items to build high-tech effects. Roll +ice. On a hit, you come up with something that can do the thing you want, but any moves with it are -2-ongoing, and the object is only good for one use. On a 10+, it lasts for an entire session, and the penalty for moves is only -1-ongoing. On a miss, it doesn't work and the MC can make a move.

O **Adderall Genius:** Sometimes, the fast partial solution is better than a time-consuming full solution. You may follow the rule of twos by rolling +ice instead of Influence, and any move involving building, repairing, or destroying things can be retried with a -1-forward to your reroll. The second result counts.

O **Weapons-Grade Lumber:** At the start of each session, you may choose up to (ice) Family members, and fine tune and maintain their gear. All weapons do +1-harm the first time they are used in the session, and all moves depending on gear will gain the same bonus the first time they are used, also.

O **Garbage Can Grail:** A master scavenger, you know everywhere and everyone that has useful gear. You gain +1-ongoing to scavenge needed resources, or to use Pull to gain advantage when the person is involved in supplying needed gear. At the start of each session, any normal equipment your Family used or lost in the last session is replaced with something similar.

O **Communications Ninja:** Between Radio Free America and Tribal social networking sites, you are always up on the latest info. You may roll +Fringe when you need help or information; on a hit, you give Pull to someone in the Fringe but may then get what you need. On a 10+, you don't have to give Pull; you already knew someone who's paying you back for an earlier favor. On a miss, the MC makes a move.

ADVANCES OOOOO

__ get +1ice
__ get +1steel
__ get +1fire
__ get a new tech rat move
__ get a new tech rat move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1signal or smoke
__ get +1 to an Influence group
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ is always breaking the gear. Gain Pull on them.
• _____ is your secret crush. They gain Pull on you. If you ever make a Connection move with them, no matter what else happens, you gain an advance at the end of the session. This only happens once.
• You owe _____ a big favor for handling something for you. What was it? They gain two Pull on you.

CONNECTION MOVE

When you make a connection, you aren't good at the interpersonal thing. You may be totally enraptured, and they gain Pull on you that doesn't go away, even when they use it, until they hurt you bad enough you're broken. Or you're so shy and awkward you can't relate; lose any Pull you had on each other, and you can't make any moves on them which involve personal interaction until they can reconnect with you. Either way, mark Taint to be immune to attempts by them to entice or persuade you.

DARKNESS MOVE

Whenever you tinker or interfere with any sort of non-human technology, mark Taint.

TAINT MOVES OOOO

O **Cold Fusion:** You may mark Taint to wrap your brain around the performance and function of an alien or secret technology, and to operate it. This does NOT trigger your Darkness move.

O **OSHA Nightmare:** There are a million ways to sabotage someone's gear, and you know them all. If you have access to someone's equipment for more than a few seconds, you can mark Taint to rig that gear to fail catastrophically when used. MC's decision as to how much harm in what area this causes.

O **We Need a Bigger Boom:** If you mark Taint, you can upgrade the damage potential of any explosive or overload. This is a don't-care-who-gets-hurt approach, raising the damage by +1-harm and expanding the area one size.

O **Honeytrap:** You are a master of booby-trapping. You may mark Taint to leave an area thoroughly trapped and deadly to anyone who comes along. Again, this is an untargeted attack on whoever first walks in. 5-harm AP close area messy, and anything left behind in the place is gone.

GEAR: At the start of each Session, or when you can resupply, you get:
• 1 weapon option
• one dangerous toy
• tools and spares galore
• fashion suitable to your look

Weapons options:
•pistol (2-harm close) and a blade (2-harm hand)
•small submachine pistol (1-harm area close or 2-harm messy close)
•pump shotgun (3-harm close messy)
•pipe wrench (3-harm hand)

Dangerous Toys:
• burning man (as a mace, 3-harm hand messy awkward; as a close range flamethrower, 2-harm lasting messy area hazardous refill)
• calliope (4-harm messy close hazardous refill)
• cloud burster (3-harm close area messy hazardous refill)
• death blossom (2-harm area close AP messy hazardous refill)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE

When the toys you've built finally run down and fail for good, you may describe the completed device or project you've been working on. That item gives you a 12+ hit on any one basic move of your choice, which your Family gains the benefits of. Also, if you choose to, you may score a 12+ hit on burning shit down at the scene where you died, as a hidden suicide trigger sets off a booby-trap. Both the effects happen even if you have not advanced those moves.

THE TELLER

NAME:
Source•Gin•Whynot•Church•Do-Right•Moon•Circle•Newton•Forever•Carrabas
Shimmy•Average Joe•Share•Baby Red•Parkside•Jealousy•Lucky•7th Street•Bowler•Matchmaker

LOOK:
Man•Woman•Concealed•Transgressing
Lace and Elegance•Leather and Colors•Bespoke Suits•Model-Casual•Ren-faire Homemades

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	0	0	1	0

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
-1	1	0	0	1

MOVES You get all the basic moves. Choose two more.

O **Become the Mask:** You're an expert at reading social groups and predicting their behavior. When you make a basic move involving a group of people, you may use your rating with their Influence group instead of the normal trait.

O **Ghost Story:** When you have significant time to speak with other Tribals, you may tell tales of Tribal history and past battles. Roll +fire. Any given Tribal can only be affected by this move once per session. On 10+, choose 2. On 7-9, you choose 1 and the MC chooses 1. On a miss, the message didn't quite get across. The MC makes a move.

- The listeners are really motivated. +2-forward on their next move.
- They get into the right mindset for the coming action. +1-ongoing with moves based on a trait of your choice.
- They're hell-bent on serious violence. +1-harm given, but -1-ongoing on any moves not involving violence.
- Everyone feels connected and supportive. Trigger your Connection move.
- They're chilled out and refreshed. Heal 1-harm, and all ongoing effects end.
- They're distracted from their original goals. You may shine them on with +2-forward.

O **Mail Order Mind Control:** Even when you aren't physically present, you can still follow the rule of twos. The character you are aiding remembers a time you told them a story or advice, and then you roll the move, applying the results. If your result is a 7-9 hit, they are the ones who are exposed to danger by your advice.

O **Passion Play:** You've become an expert at stirring emotions and playing to the audience's heart strings. Any time you are able to give a performance to a crowd, you may roll +fire. On a hit, you may define the general mood of the crowd, and a simple purpose or idea they've taken away. Not everyone in the crowd will feel that way, but many will. MC's call on what the exact effects are, but anyone who was affected gains +1-ongoing for the next 24 hours on any moves which would support your message, and -1-ongoing to oppose it. On a 10+, a small gang gathers to act on your message, in a way you may define. On a miss, that gang still gathers, but they do something terrible. The MC makes a hard move.

O **Stone Soup:** When times are hard, you can inspire endurance and sooth suffering. When a move would cause a negative ongoing effect, you may roll +fire. Any given person can only be affected by this move once per session. On a hit, the ongoing effect is postponed for their next move. On a 10+, the effect can be canceled. On a miss, your meddling actually makes things worse. The MC makes a move.

O **Get Them Monologing:** If you are faced with enemies, have time to talk, and are not yet engaged in violence, you may shine them on while also running a go-to as a single move. Roll +ice, and apply your result to both moves at the same time. If you rolled a 10+hit, the enemy can't initiate violence until you stop communicating, or someone on your side makes an aggressive move.

ADVANCES OOOOO

__ get +1signal or steel
__ get +1ice
__ get +1smoke
__ get a new teller move
__ get a new teller move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn two new Ponies for your Family

(after your fifth advance)

__ get +1fire
__ get +1 to two Influence groups
__ erase a Condition
__ erase a Taint move
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• _____ is the subject of one of your tales. Gain Pull on on them; they gain 2-hold.
• _____ is great at accompanying you in performances. They gain Pull on you; you gain 2-hold.
• You're secretly writing an epic about _____. You both gain Pull on each other; both of you gain 1-hold.

Hold from these links may be spent for a +2-forward on any move.

CONNECTION MOVE

When you make a connection with someone, including a group, you share powerful feelings and memories of the moment. If both sides agree it was important, both sides gain Pull on the other and +1-ongoing to any Influence moves which evoke those memories as long as the Pull lasts. If either side thinks it was no big deal, the side that did doesn't gain Pull, but the side which thought it wasn't meaningful must mark Taint (if a PC) or lose Pull on someone else who notices their fickle nature (PC or NPC.)

DARKNESS MOVE

Whenever you use or manipulate someone who doesn't deserve it into a position that's bad for them, mark Taint.

TAINT MOVES OOOO

O **Victory is Boring:** Whenever you gain a 10+ hit on a move, you may mark Taint and allow the MC to make a move. If you do so, you may apply a +3-forward to any one move made by any Family member this session.

O **Artistic License:** If you fail an attempt to shine someone on, you may mark Taint to make a false offer to them of Pull which you do not intend to ever pay off. Do not mark the Pull; the result of your move becomes a 7-9.

O **Fetish Fuel:** You may use your knowledge of human weaknesses to rouse obsessive interest from people. Mark Taint to gain Pull on someone once you know what they secretly desire, if you provide it for them.

O **Sell the Show:** Sometimes, a good story needs some extra support. You may mark Taint and the MC makes a move against a friend or ally of your choice. After that move is resolved, you gain +2-forward to a move of your choice.

GEAR: You have one favorite performance type:
•spoken word: +1-ongoing on moves involving extended communication
•song and dance: +1-ongoing on all athletic moves
•written word: +1-ongoing on any moves involving research or assimilation of information
•instrumental: +1-ongoing on moves involving the *loa*

At the start of each Session, or when you can resupply, you get:
• 2 weapons options
• fashion suitable to your look

Weapons options:
•pistol (2-harm close) and cutter (2-harm hand)
•bleaker (2-harm or s-harm hidden hand) and a charm
•fink (0-harm hidden hand, +1-ongoing to attempt a surprise attack) and ribbon (1-harm close hidden or 1-armor)
•musical instrument tricked out as a weapon (2-harm hand hidden) and a charm
•assault carbine (2-harm close area or 3-harm close/far)

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
O **Weakened: steel -1-ongoing.**
O **Stressed: ice -1-ongoing.**
O **Shaken: fire -1-ongoing.**
O **Fatigued: smoke-1-ongoing.**

DEATH MOVE

When the final chapter of your tale is written, check the Pull you still owe. For each one, you may tell one final tale or story which becomes Tribal lore. If the story is positive, that person receives 2-hold to use to make any Influence move with Tribals an automatic 10+ hit. If the story is negative, that person takes a permanent -1-ongoing with all moves involving other Tribals (if a PC), or is severely damaged and weakened by vengeful Tribals (if an NPC.)

THE WHITESLEEVE

NAME:
Poison Pete•Burn•Herbal•Slatewiper•Doc Cancer•Needles•Parktown•Union Jack•Bushbaby•Boring Poker Alice•Rum•Sawbaby•Jump•Quickly-Quickly•Doc Zombie•Faster•Priest•Minus•Lambo

LOOK:
Man•Woman•Concealed•Transgressing Rumpled Clothes•Clean&Neat•Lots of Pockets•Modified Suit and Tie•Easily Cleaned

HIGHLIGHT? START

STEEL	SMOKE	ICE	FIRE	SIGNAL
0	0	1	1	-1

CITIZEN	FRINGE	AUTHORITY	NEMESIS	TRIBAL
1	1	-1	-1	1

MOVES You get all the basic moves. You have Helping Hands and choose one more.

•**Helping Hands:** Whenever you are treating wounds or damage, mental or physical, roll +ice. On 10+, choose 3. On 7-9, you choose 2. On a miss, you still choose 1, but the trauma you've seen makes you mark Taint.

-You stop any ongoing effects and stabilize the patient.
-Basic first aid restores an additional 1-harm(2 total.)
-There's no risk of infection, and they may remove one Taint they just took.
-They can get up and get moving again. Heal critical harm.
-There's no lasting damage. They may remove one Condition they just took.
-You get them to safety without risking yourself or them.

O **Lethal Diagnosis:** Knowledge of all the ways a human being can be hurt allows you to attack with surgical precision. Roll +ice. This move only affects human bodies. On a hit, you do your weapon's harm, adding +1-harm AP. On a 7-9, someone on your side takes minimal harm from them as well. On a miss, you take severe harm from them.

O **You Can Still Make It:** If you can reach someone immediately after they have taken enough damage to kill them (say, within the same scene), you may try to save their lives. Roll +fire; on a hit, they survive, removing exactly enough damage to stay alive. On a 10+, they are +2-forward to bang bricks. On a miss, they die, and you mark Taint. If a PC is the target of this move, they have the option of refusing to live and triggering their Death move anyway; if they choose that fate, you do NOT mark taint. The MC may decide certain injuries are not survivable, based on story (for instance, a nuclear bomb or decapitation.)

O **Martial Pacifist:** Any time that you deal harm, you may choose to reduce it by 1-harm, convert all damage to s-harm if that would be possible, or disable or remove the target from the fight instead of dealing harm at all.

O **Good Vibrations:** You've got training in mental trauma as well as physical. Whenever someone is affected by negative mental or emotional trauma, you may spend time helping them through it. Roll +fire; on a hit, you alleviate their suffering and they are +2-forward to pack their gear. On a 10+, you make a major breakthrough allowing them to recover from longer-term trauma; trigger your Connection move and they lose any ongoing effects from mental or emotional issues. On a miss, you can't help them, and their suffering stays with you; mark Taint.

O **Bullet Dodger:** Any non-offensive moves you make that are directly related to actions trying to reach an injured person are at +1-ongoing, and you are -2-harm taken.

ADVANCES OOOOO

__ get +1signal or fire
__ get +1steel or smoke
__ erase a Condition from someone else
__ get new whitesleeve move
__ get new whitesleeve move
__ get a new Family move
__ get a new Situation move
__ get a move from another playbook
__ get a move from another playbook
__ earn a new upgrade for your Family

(after your fifth advance)

__ get +1ice
__ get +1 to an Influence group
__ erase a Condition, also erase one from someone else
__ erase a Taint move, also erase one from someone else
__ advance 3 basic moves
__ advance 3 basic moves
__ gain a Pony for your Family
__ retire to safety
__ change to a new playbook
__ earn a new upgrade for your Family

PULL

• You've got scars from saving _____. Gain Pull on them.
• _____ gave up possessions to get you needed supplies. They gain Pull on you.
• You wish _____ would stop taking so many risks. Gain two Pull on them

At the start of every session, you always have Pull on every Family member; you're too valuable to refuse. But you also want to ensure their safety; they all always have Pull on you. These Pulls do not add to any you already have.

CONNECTION MOVE

When you make a connection with someone, you leave them feeling better than before. They owe you Pull, and gain +1-ongoing on all moves for the rest of the session. If you connected with them because you felt you had to, there's no other effect. If you did it because it was personal, you owe them Pull, but gain +1-ongoing to all moves involving treating any of their injuries or rescuing them. This lasts until they use their Pull to gain advantage. If they die while you still owe them Pull, immediately take a new Taint move.

DARKNESS MOVE

Whenever you don't treat someone human you could have helped, mark Taint.

TAINT MOVES OOOO

O**Window to the Soul:** Once you have successfully made the Good Vibrations move with someone, you can mark Taint to gain a permanent +1-ongoing to any moves involving influencing or persuading them.
O**In Harm's Way:** Whenever you suffer harm, you may mark Taint to re-target that harm to someone else within hand range of you.
O**They Shot Fritz:** If one of your friends or allies is hurt bad enough to have taken a Condition, be incapacitated, or die, you may mark Taint to go berserk, dusting up on every enemy within range of your weapon.
O**Medical Torture:** The knowledge of how to ease pain also includes the knowledge of how to cause it. If you have the ability to restrain or prevent another person's escape, you may mark Taint to interrogate them, gaining an automatic 12+ hit on any attempts to gather information from them. They are not bound by any form of agreement they might make under torture.

GEAR: At the start of each Session, or when you can resupply, you get:
- one medical kit of some kind
- 1 weapon option
- fashion suitable to your look

Weapons options:
- pistol (2-harm close) and cutter (2-harm hand)
- pigsticker (3-harm worn hand hidden awkward)
- pump shotgun (3-harm close messy)
- real medical implements (1-harm intimate/hand hidden, +1-ongoing to helping hands)
- none at all, 3 charms

NOTES

HARM **Light** OO **Moderate** OO **Severe** OO
- O **Weakened: steel -1-ongoing.**
- O **Stressed: ice -1-ongoing.**
- O **Shaken: fire -1-ongoing.**
- O **Fatigued: smoke-1-ongoing.**

DEATH MOVE

When you no longer can give anymore and it's time to lay down and rest, you may make one last rescue, automatically saving the lives of any allies at the scene before you fall. They escape the scene without any other complications. Unlike other playbooks, you may choose to trigger this move even if you are not hurt at all, as long as at least one person you care about has been. After this move triggers, any Pull still owed to you transfers to the persons of your choice, as everyone remembers your noble sacrifice.

ADVANCED PLAYBOOK: THE CHILDE

A new member of the Tribe, not yet named or fully aware of what the Tribe and their Family are all about. Your only responsibility is to learn what being a Tribal is, what your Family believes and expects of its members, and how not to get yourself or anyone else killed.

You may take this advanced playbook when you first make your character. Do the following:

•Make your character with a non-Tribal playbook from another game; you have Influence traits of -1 in all groups. Take all the moves for this playbook immediately, and add the remaining advances from this playbook to those you may choose in the future.

Or, when your non-Tribal playbook character is accepted into a Family, and spend an advance, you may take this advanced playbook. You have Influence traits of -1 in all groups. Take all the moves for this playbook immediately, and add the remaining advances from this playbook to those you may choose in the future.

CHILDE MOVES

O **NOT ONE OF THE CLUB YET**
You take -1-ongoing to all moves involving knowledge of the Tribals.

O **COOL LOSER**
Any time you fail on a move involving Tribal habits, training, or lifestyles, you are given additional advice and training, and may mark an additional experience.

O **HUMAN PACK MULE**
All of the Family's odd jobs and tedious chores become yours to take care of. You start every session owing all other Family members Pull.

O **MANDATORY FUN**
Any time you have to spare is occupied with training, and you are never left alone. At the start of each session, another Family member must be nominated as your partner. They must keep you under observation at all times, and are also targeted by any moves made against you. They may roll their own results, however.

New Advancements
_ remove a Childe move
_ remove a Childe move
_ remove a Childe move
_ if you have one remaining Childe move and the Family agrees to give you a name, remove the last Childe move and change to a new Tribal playbook

ADVANCED PLAYBOOK: THE FACELESS

The Faceless are survivors, assisting the Tribe with tasks Ponies or citizens would not be up for. The Faceless are most like Tribals retired into citizen jobs Up Top. They usually no longer maintain direct connections to the Tribe, but they are welcome among Families, and treated as full members, since most once were. The few that have not actually been Tribals must have seen combat in the Tribe's service, and are fully aware of what they are supporting.

You may take this advanced playbook when you first make your character. Do the following:

Select a non-Tribal playbook, and add this playbook. You gain the Manchurian Candidate move; gain access to the new moves and advances from this playbook.

MANCHURIAN CANDIDATE

Your prior skills and knowledge of the Tribe are rusty, but still there. Choose two moves you still know from a Tribal playbook of your choice.

Or, in play, you may decide to retire from your Family and spend that advance. You may take this advanced playbook. You gain More Than Meets The Eye. Also, gain access to the new moves and advances from this playbook.

MORE THAN MEETS THE EYE

You are trying to transition safely to a civilian life. Choose two moves from a non-Tribal playbook that you have picked up.

FACELESS MOVES

O **UNITED WE STAND**

Whenever you are working with Tribals, you count as one of their Family members if you want to. If you do, you must accept the consequences of any moves aimed at the Tribals you are with.

O **DIVIDED WE FALL**

When you make an Influence move involving Tribals, you may give them Pull to add +2-forward to the move. Alternately, you may trade any Pull you have on Tribals to gain +2-forward on non-Tribal Influence moves.

O **I HAVE BROTHERS**

If you are in trouble or need support, roll +fire.

On 10+, choose 1. You may choose 2 if you give Pull to a Family.

On a 7-9, choose 1 and allow the MC to make a move.

If you already had Pull on a Family, you may erase it to gain +2-forward on this move.

- A Family comes to assist in battle. Medium gang, 3-harm, 1-armor, +1-ongoing for you to **dust-up** or **bang bricks**.
- The Family helps you make some connections. +2-forward to a Fringe or Nemesis move.
- You gain access to a Pony for this session.
- A Family preps the way for you. Choose to either **gaslight** or **jam the system**; you have a 10+ on the move, but the MC makes a move.

On a miss, the help you're seeking only makes things more complicated.

New Advancements

_ gain another Faceless move

_ +1 Influence to any Influence group except Tribal

_ erase a Taint move or a Condition

_ sever ties with the Tribe and retire permanently, or clear entanglements and rejoin by switching back to a Tribal playbook

ADVANCED PLAYBOOK: THE MOTHER/FATHER

You have been recognized as the Mother or Father of your Family, with the right to lead and make decisions for the group. Your leadership is not dictatorial, and only goes as far as the other Family members allow.

You may take this advanced playbook when you first make your character, if everyone agrees you should be in charge. Gain the Wisdom of Solomon move, and access to the new moves and advances from this playbook.

Or, if during play you are elected as Mother or Father of a Family and spend an advance; you may take this advanced playbook. You gain the Wisdom of Solomon move, and access to the new moves and advances from this playbook.

WISDOM OF SOLOMON

Years of dealing with interpersonal conflict between Family gives you the ability to solve a lot of problems. **If you exercise your authority to fix problems, roll either +ice of +fire, your choice.**

On a hit, you can calm tempers and work out a fix to any interpersonal grief between your Family members so no one holds a grudge.

On 10+, this even works against supernatural fear, anger, or hatred, meaning any such effects on your Family end instantly.

On a miss, escribe how the situation breaks down even farther, and the MC makes a hard move.

MOTHER/FATHER MOVES

O ACTION BABYSITTER

You're an expert at keeping a handle on a bunch of screaming maniacs in combat. Once per combat, whenever a Family member in close range of you fails a move in combat, you may allow them a reroll of the move. They must take the second result.

O CUTTING THE KNOT

Problem-solving for Tribals often involves unconventional solutions. **When you hit an obstacle head-on at speed, roll +fire.**

On a hit, overcome the obstacle in a loud and violent fashion, bypassing it entirely.

On 10+, you can actually do it quietly enough to not warn any enemies.

On a miss, you suffer the full effects of that obstacle, it's still there, and the MC makes a move as any enemies nearby are warned.

If you are present with another member of your Family and have time to Slam out a plan with them, you can let them use this move. They roll it; you both take the consequences.

O DEAD MEN'S BONES

With leadership in the Tribe comes dealing with loss and your mistakes. **When you have made a move which results in the MC targeting your Family or allies with a move or hard move, you may remember past mistakes to avoid current ones; roll +ice.**

On a hit, you have been through this sort of screw-up before, and learned hard lessons. The MC must give you two different MC moves, and you are allowed to choose which she can use. You must mark Taint.

On 10+, you get enough of a heads-up about what's about to happen that your reaction to MC move or hard move is at +2-forward.

On a miss, you mark Taint for the bad memories, and the MC does what he wants anyway.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ advance three basic moves
_ all your Family members may advance two basic moves you have advanced

ADVANCED PLAYBOOK: THE MURDERMOUSE

Murdermice are children who are old enough the Tribe considers them combat-capable; this varies between different Families, but can go as low as six in the most out-there groups. A closer average age is around twelve or so.

Child-soldiers, murdermice have their uses, as most civilized people will be horrified at the idea of fighting a child, and children have protected rights the rest of their Family will not get.

Where Citizens will tend to try to "save" murdermice from the grip of the Tribe, many other Families are also offended by the idea of putting a gun or blade in the hands of a ten-year-old. Consequently, any Family which has a murdermouse in it is going to suffer some push-back from their colleagues. ***A player who chooses this playbook should check with the rest of the group to make sure everyone is comfortable with the idea.***

When you make your character with a Firstborn playbook and everyone agrees they are okay with you playing a true child, you may take this advanced playbook. Obviously, you are a child, with all the social and emotional baggage that brings. Due to your small size, you take a **permanent -2-ongoing to steel moves**, but **+2-ongoing to smoke moves**. All Influence moves with Tribal Families who do not have murdermice also are at -1-ongoing for everyone in your Family. If you ever kill someone who isn't clearly a monster or villain, you must mark Taint. You gain the Loophole Abuse move, and access to the new moves and advances from this playbook.

LOOPHOLE ABUSE

You've seen all the ways to get around the rules of Citizen life where they pertain to preventing kids from doing things. You might not be able to buy a handgun over the counter, but you know every way there is to sneak into an r-rated movie. **When you bypass Citizen restrictions on your age, roll +smoke.**

On a hit, you can bypass any restriction that isn't based on your immediate safety or access requiring licenses or adult supervision.

On 10+, you find a willing if somewhat shady adult willing to act as your "guardian" and get you what you need, but you give them Pull on you. The adult you locate must be the kind of person willing to overlook whatever it is you're doing. That CAN carry risks all its own.

On a miss, the attempt fails, and the local authority figure responsible for policing the rules is aware and interferes. If you're trying to buy beer, the shop clerk figures it out; if you're trying to score a pack of detonators, you can bet ATF is on the way to get your surrogate.

MURDERMOUSE MOVES

O SELECTIVE SLAUGHTER

No right-thinking person considers a child a possible threat. Any time you are fighting someone, you may choose to make all harm from any source you cause into s-harm. As long as you have not done actual harm in a combat, all normal people will assume you are just a misguided soul, and can't do anything which might cause YOU real harm. This includes harm that would hit you in area attacks on others with you.

O CAPTIVE AUDIENCE

Any time you **shine someone on**, **sniff out hidden answers**, or **jam the system**, any normal adults who are unaware of the Tribe or the Outsiders are automatically fooled. You may take a 7-9 hit without even rolling, or roll to try and get a better result, although you must accept what you rolled. When you select this move, you may automatically advance all three of those moves.

O CONVENIENT ORPHAN

Unless you are caught by Outsiders or their worst agents, or unless you admit your guilt, any adult who catches you committing an illegal or questionable act immediately assumes you are a victim of abusive adults. You will be sent into the child care system for your area, which isn't great, but it's fairly easy to escape from. If you used a firebomb to kill two infected agents, you could cry and sob about the trauma you've experienced, and the police will remand you to child welfare instead of jail. Any time you use this ability, mark Taint.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ find a mentor; add a Pony to the Family's upgrades, but gain +2-forward to use them and once per session you can access them without giving them any Pull or spending any Pull you have on them
_ retire to a safe home, or grow up, lose all moves and advances from this playbook, and take a new Tribal playbook, gaining as many moves and advances from that one as you lost

ADVANCED PLAYBOOK: THE PLEDGED

Sometimes, a Tribal establishes such a relationship with a certain *loa* that their ability to talk to any of the others is hindered. With that silence comes much greater access to the *loa* they have acknowledged as their patron. These Tribals are said to be Pledged to that *loa*.

When you have been a horse for a *loa* and spend an advance to bind yourself to its desires, you may take this advanced playbook. You gain the Fettered move, and access to the new moves and advances from this playbook.

FETTERED

Name a single *loa*; you may never speak with or accept any aid from any other *loa*. All attempts to do so automatically miss. All rituals you know belonging to any *loa* except the one you are Pledged to no longer work. You may NOT replace them. However, you learn one ritual for your patron *loa*, and one general ritual. All rituals with your patron gain "12+: gain Pull with your patron *loa*, and mark experience if you also mark Taint."

O I GAVE MY WORD

Because you have agreed to serve one *loa* to the exclusion of all others, you may never refuse to become its' horse. However, when you are ridden, all moves which the patron *loa* would approve of gain +1-ongoing, including any use of the *loa*'s move. Also, when ridden, you may name one trait which gains an additional +1-ongoing.

O KICKED UPSTAIRS

Any time you give your patron the ability to make your decision, the MC may dictate to you what your next move will be. Because of the power of the *loa*, it will be a 10+ hit. If you do not want to make the move the MC tells you to, you must mark Taint and the patron gains Pull on you.

O THE GAME PLAYS YOU

Whenever the MC has the opportunity to make a move against you, you may accept being ridden by your patron and nullify that move, although then you must accept the consequences of your patron's subsequent actions.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ gain a new ritual for your patron
_ gain a new ritual for your patron

ADVANCED PLAYBOOK: THE STONE TRIBE

There are still a few of the old-timers who joined the Tribe back in the early days of the seventies. They float around in the quieter Families now, because many are pushing sixty and are slowing down with age. However, what the Stone Tribal lacks in energy and physical ability, he more than makes up for in knowledge and skill. And most of them have fought hundreds of battles, making them deadly support against the Tribe's enemies.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must mark one Condition which can never be healed under any circumstances, even with magic or special moves. You also must take one Taint move immediately. You gain the Living Legend move, and access to the new moves and advances from this playbook.

LIVING LEGEND

EVERY Tribal has heard the stories, even if they aren't true. You gain +1-ongoing on all basic moves, and on all Influence moves with Tribal groups. **Any time you meet a new Family, you may roll +Tribal.**

On a hit, you know the Mother or Father of that Family well enough to call them friends. Gain Pull on them, and give them Pull on you.

On a 7-9, maybe it wasn't entirely friendly. There's a complication to your relationship that will need to get dealt with soon.

On a miss, nothing special happens. Unlike most moves, you do NOT mark experience for a miss; the MC still gets to make a move.

STONE TRIBE MOVES

O HARD TIME KILLING FLOOR BLUES

You've been doing this for a LONG time. You get +1-harm to every attack you make, regardless of what it is. However, you lose one point of harm permanently as well from old war wounds and scars.

O WHILE THEY WERE IN DIAPERS

Sometimes, people need to know where they stand. **When you point out what they don't know, roll +fire.**

On a hit, they take your point, and gain +1-forward on the next move they make.

On 7-9, you poked them a little harder than you wanted to; they get +2-forward to the next move, but you must either mark Taint, or you take -1-ongoing on moves which affect them and give them Pull on you.

On a miss, you blew it and shattered their confidence. They take -2-forward on their next move and you must mark Taint.

O CHANGING OF THE GUARD

In addition to your normal death move, when you die a tired hero's death, pick one move you know for each character in your Family. They may gain that move permanently. It does not have to be the same move for each of them. However, if they take the move, they must also owe all the Pull you owed at the time of your death as they try to honor your memories.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ teach another character one of your moves
_ sicken and die at the end of the session; this DOES trigger your death move

ADVANCED PLAYBOOK: THE DREADBOY

The Dreadboy was designed to be an exceptional conduit for psychic powers. They appear mostly human, but their eyes are larger than normal and slightly almond-shaped. Their nose is very slight, almost just nostrils in the front of their face, and their mouth is very small with a noticeable receding chin. They tend to have very little hair, and to be shorter and much thinner than human normal as well. The overall impression is similar to the little grey men of popular conspiracy theory, although they are human enough to pass as very ugly humans.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Evil Twin immediately. You gain the Madness Mantra move, and access to the new moves and advances from this playbook.

EVIL TWIN (TAINT MOVE)

Every time you use any sort of psychic power or ability, if you do not get at least 10+, you may mark Taint as your power leaks out in unpredictable fashions. You may reroll the move with +2-forward, but the MC may also make a move.

MADNESS MANTRA

The Signal of the Outsiders speaks to you, slowly rotting away your connection to the real world. **When you expose your fragile psyche to the Outsiders' corruption, roll +signal.**

On a hit, mark Taint and connect to the mind of the nearest Outsider within five miles, taking 2-harm AP. You may ask them up to three questions they must answer truthfully; for each answer, they may then ask you one you must answer truthfully as well.

On a 10+, you may ask your first question for free, avoid the damage, or avoid marking Taint.

On a miss, you get nothing, but every Outsider within ten miles knows where you are; the MC makes a hard move.

DREADBOY MOVES

O WEIRDER THAN USUAL

Any time a move involves you interacting with a normal human or group of humans, you may add +2-forward by marking Taint and affecting their minds, or take -2-forward and erase one Taint you have marked by bleeding it out in your actions, causing them severe unease.

O DREAMLAND

Any time you sleep, you may dream of those whose minds call to you; roll +signal.

On a hit, you may nominate up to five people you have a relationship with; you immediately know where they are, how they are, and what they desire most at that moment. You then take -2-ongoing on all ice moves for the next day as you have difficulty pulling your thoughts back to yourself.

On 10+, reduce the penalty to -1-ongoing, and you may mark Taint to transmit to one of your targets a message lasting no longer than one minute.

On a miss, the move fails, and horrid nightmares overwhelm you, giving you -1-ongoing until the next time you can get a full night's sleep.

O THERE IS NO SPOON

If you force your will upon the world, roll +ice. Name one fact about a non-sentient being or non-magical object.

On a hit, you may mark Taint to make that fact a reality now. All other beings in the world accept that this has always been this way.

On 10+, the power affects even sentient beings, as long as it doesn't cause them direct physical loss.

On a miss, the fact remains untrue, but your own confusion about reality allows the MC to change one fact about YOU, as long as it doesn't result in direct physical harm.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1signal (maximum +3)
_ take a new move from the Headcase playbook

ADVANCED PLAYBOOK: THE FERAL

Bred for strength and endless stamina, Ferals are horribly malformed, unable to pass for a normal human in anything but the worst light and under heavy cover. They are wiry and muscular, but their hands are deformed into three-fingered claws with hardened talons, unable to perform any fine manipulation. Their teeth are triangular, like a shark's, and just as dangerous; should a Feral smile, they expose three rows of ripping razor-sharp teeth. They can't speak in any understandable way, instead relying entirely on Slam or sign language to communicate. Their skin is brownish and ratlike, their eyes black without any iris or pupil. Overall, they are the least human of all the Breeds.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Nobody to Nightmare immediately. You gain the Basement Dweller move, and access to the new moves and advances from this playbook.

NOBODY TO NIGHTMARE (TAINT MOVE)

Whenever you or someone you care about is hurt (physically or emotionally) you may immediately mark Taint to burn shit down with a 12+, even if you haven't advanced that move yet.

BASEMENT DWELLER

You are used to living on your own, in the spaces and places no one else wants to go. You are immune to all normal diseases, and can eat any sort of organic material for nutrition and without any issues. Temperatures from arctic cold to desert heat have no practical effect on you, and you only require four hours' sleep a night. You take -2-ongoing to all social or Influence moves with any normal humans, but your claws and teeth do 3-harm intimate/hand messy AP damage.

FERAL MOVES

O ADAPTATIONAL BADASS

Any time a toxin, magical, or psychic power causes you harm, you may mark Taint and your body adapts to the source of that attack, reducing all further harm from that source to zero for the next 24 hours.

O BUTCHERY BUTTON

When you give in to the animal side of your nature, roll +steel.

On a hit, you gain +1-ongoing to all moves involving your speed, senses, or physical challenges. However, you become unable to use any ice moves until you have calmed down.

On 10+, you may mark Taint to make all attacks with your natural weapons do +2-harm also.

On a miss, you lose control of yourself, and act on hidden impulses or atavistic fears; the MC makes a move for your character.

O I AM WHAT I AM

Years of being alone and fending for yourself have made you hard both inside and out. You gain 1-armour for your skin, and gain +1-ongoing on all moves to avoid any sort of pain, control, or emotional hurt.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1steel (maximum +3)
_ take a new move from the Ripper playbook

ADVANCED PLAYBOOK: THE PALE

Superior intelligence and a lack of basic morality were viewed as assets by the Consortium, and the Pale is their answer. A Pale appears mostly human, although very thin and with a slightly elongated forehead and thinner hair than normal. Their fingers and toes are long and thin as well, giving them what some people refer to as a spidery sort of look. They tend to have somewhat vague and distracted demeanors, as their brains are racing ahead, assimilating date at prodigious speeds. The Consortium's attempt to remove emotional content from them as an unneeded distraction didn't quite work, but they are frequently poor at personal relations; they are often highly functional sociopaths.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Mister Creepy immediately. You gain the Hyperaware move, and access to the new moves and advances from this playbook.

MISTER CREEPY (TAINT MOVE)

Any time you are affected by emotional or psychological pressure, you may mark Taint to ignore the effect.

HYPERAWARE

Your mind processes information and sensory input at a phenomenal pace, almost like a supercomputer, and with about as much emotion. **When you predict possible outcomes, roll +ice**.

On a hit, choose 1. On a 10+, you may strain your mind, mark Taint, and choose 2.

- predict the next action someone will take
- predict the best way to get what you want
- predict the best way to neutralize someone else's advantage
- predict the most dangerous and least dangerous approaches to a problem
- predict where and when someone will be at a specific location
- the next time the MC makes a move, he must give you a choice of two; you pick which one he uses
- calculate in advance what is needed to make any one move someone makes either an automatic miss, or 10+ hit

On a miss, the MC may make a hard move as you misinterpret the data to your Family's detriment.

PALE MOVES

O SYMPATHY FOR THE DEVIL

A lack of moral compass allows you to do things others can't. **Any time you would mark Taint, you may justify your crimes as expedient; roll +ice.**

On a hit, do not mark the Taint.

On a 7-9, your actions still horrify others who know of what you've done. Lose all Pull with someone of the MC's choice as they find out.

On a miss, even the most rigid logic still leaves you sick inside; mark two Taint instead of one.

O SPIDER IN THE VOID

Others have become less real to you; manipulating them has become easier. Whenever you **weave new strings** or **gaslight someone**, you may substitute ice instead of the appropriate Influence trait. Additionally, you may mark Taint to change a miss to a 7-9 hit on those moves.

O COLD HEART WARM HANDS

Even though you have little empathy, you have figured out the way to mirror a healthy person's reactions. Choose one Influence group; you never take a negative modifier to rolls for Influence in that group. If something would result in your total dice modifier being below 0, it is effectively 0.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1ice (maximum +3)
_ take a new move based on ice from another playbook

ADVANCED PLAYBOOK: THE QUICK

If ever there was a poster child for impulse control issues, it's the Quick. Where the Ferals were made to be strong and hardy, the Quicks were made to be fast, agile, and super-responsive. Every system in their body is wired for speed and agility, at the cost of severe health issues if they overdo it. Metabolism and oxygenation are hyped up, and neural speed and twitch-reflex are dominant in the Quick's brain. On the plus side, they are incredibly fast and agile, able to race like a cheetah or move through incredibly complex terrain at high speed without difficulty- until their body temperature peaks out and they collapse from heat exhaustion. Externally, Quicks have a dancer's frame, thin and highly flexible, with amazing hand-eye coordination. They tend to be almost scarecrow thin, and can eat whatever they want without gaining any weight at all. They also tend toward darker skin, most being tan or black, almost to a gray tint, and their skin is constantly flushed and warm to the touch. Even at rest and quiet, they are almost always in motion, unable to sit still for long.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Who Wants to Live Forever immediately. You gain the Basement Dweller move, and access to the new moves and advances from this playbook.

WHO WANTS TO LIVE FOREVER (TAINT MOVE)

You may mark Taint to make athletics, stealth or speed moves a 10+. If you take 2-harm that can't be stopped or reduced in any way, make the result a 12+, even if you haven't advanced that move yet. If the move doesn't normally have a 12+ result, it gains the result "On a 12+, you automatically go first, and nullify any one enemy's move in response to yours."

RUNNING HOT

If you rely on your amped-up metabolism, roll +smoke.

On a hit, you may perform a movement or physical stunt reasonably possible for a good athlete.

On 10+, you may mark Taint and exceed human limits to replicate things seen only in action movies. You could dodge a moving bullet, or run up 30' of wall, or run fast enough to actually catch a speeding car.

On a miss, you fail to pull off the move, and must **dig deep to avoid hardships** as your system overheats; the harm is 3-harm which can't be reduced or avoided.

QUICK MOVES

O **ALLERGIC TO ROUTINE**

Tasks needing long-term concentration or repetition suffer -1-ongoing; however, constant curiosity and wandering attention make it hard to surprise you. Gain +2-forward to respond, and the results of your response are applied BEFORE the results of the enemy move. This can cause an enemy move to fail immediately.

O **ACTION CHANNEL**

After you roll moves using speed or agility, raise the result by 1 for every 1-harm you take immediately, without any possible reduction or avoidance.

O **GENIE IN A BOTTLE**

When you take an action needing a long time and effort, unleash all your bottled-up energy; roll +fire.

On a hit, choose 1, or 2 if you take 2-harm immediately which can't be reduced or avoided.

On 10+, you can instead take only 1-harm.

- the action takes 1/4 time
- only you are needed to complete the action
- you complete another move at the same time
- you give a benefit from this move to someone else doing a long task
- you gain advantage over those opposing your success
- you win race or time-based competitions

On a miss, take s-harm immediately as you collapse, overheated and exhausted, and the MC makes a hard move.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1smoke (maximum +3)
_ take a new move from the Burner playbook

ADVANCED PLAYBOOK: THE SILK

Silks were produced to work on our desires. Silks are almost impossibly pretty and well-built, but often have striking differences in their appearance which call attention to them wherever they go, like peacocks on display. Their eyes are almost universally dark, with tinges of violet in the right lighting. They are immune to almost every human disease and very sensitive to physical stimuli, and even unpleasant sensations seem to get their motors running.

When you make your character with a Tribal playbook, you may take this advanced playbook. You must take the Taint move Corruption Cutie immediately. You gain the Face of the Band move, and access to the new moves and advances from this playbook.

CORRUPTION CUTIE (TAINT MOVE)

You may mark Taint when you trigger your Connection move to add the additional effect: "Gain one Pull on the other person, which they can't remove until you have used it. As long as they have this Pull, they can't do anything that might harm you, and they will feel as if they must be with you. If you deny them your affection, they may overreact; think creepy stalker."

FACE OF THE BAND

You can use your universal look and social skills to fit in with almost any social group or racial type. Any time anyone meets you, you may leave a lasting impression. **Define what you want them to remember about you, and roll +fire.**

On a hit, they remember you that way, and in a positive light, giving you +2-forward to any Influence or Pull moves involving them.

On 10+, you also gain Pull on them; +1-ongoing with social moves involving them until you spend your Pull.

On a miss, it goes badly wrong, and they see through your manipulations. Lose all Pull you have with their Influence group, and the MC makes a hard move.

SILK MOVES

O NOT IMPORTANT

Being infinitely attractive and desirable can be a real curse, and you have learned to slum it, covering up your Silk heritage effectively enough to fit in with regular humans. You may declare you are using this move; from then on, as long as you do not use any other Silk playbook moves, you can disappear into any crowd as if you had gotten 12+ on **bang bricks**, even if you have not advanced that move. You may drop this mask at any time you want.

O GREEN-EYED MONSTER

You've mastered the ability of enticing people to feel they need to fight over you, or over situations or decisions they normally wouldn't care about. Target two people or groups of people who can both hear you and aren't actively hostile to you. Identify a topic they might argue over; Mark Taint to cause them to get into a painful disagreement. They will respond as per their natures; a group of soccer moms might get into a screaming, friendship-ending shouting match, while a pair of gangbangers are probably going to try and kill each other.

O EMOTIONAL MASSACRE

Sometimes, all it takes is the wrong words in the right ear to utterly derail someone's plans. **When you whisper subtle poisons into someone's ear, roll +smoke.** This move can only target those who are at least neutral to you.

On a hit, you may dictate the next action they take, as long as it is in line with something they could justify to themselves. You can seduce a priest, convince a cop to look the other way, or even get a teenager to commit a crime for you. If the action you have conned them into would hurt them emotionally or physically, you must mark Taint.

On 10+, you can instead take a longer-term position, spending at least a week subtly shifting their loyalties and goals. Gain Pull on them, make them lose Pull on someone else, and define one new idea you have installed in their head. Again, they will act on this as befits their nature, and if it's hurtful to them, you mark Taint.

On a miss, you must either make a painful bargain with them, or they realize what you are doing and become instantly hostile to you and immune to any further use of this ability.

New Advancements

_ take a new move from this playbook
_ take a new move from this playbook
_ +1heart (maximum +3)
_ take a new move from the facedancer playbook

ADVANCED PLAYBOOK: THE BLOOD

When you make your character, or when another Vampire infects you and you are able to go through the Sealing, you may take this advanced playbook.

- You must feed at least once a week or suffer -2-ongoing to all moves you make. If you feed on anyone who doesn't willingly cooperate, mark Taint.
- You must choose three weaknesses from the list below, and one of the three Taint moves listed.
- Gain one Blood move of your choice, and access to the new moves and advances from this playbook.

Weaknesses: Fire does +2-harm to you, direct sunlight burns you for 1-harm AP mystical every minute you are in it, running water does 4-harm AP mystical, you can't enter any place uninvited by the owner, religious icons presented by the faithful cause you s-harm

TAINT MOVES

O KINGMAKER

Descended from the elder vampires, you are a master at surviving at the expense of others. Mark Taint to feed on an innocent person and kill them; heal all harm and erase all Conditions you have.

O CHRONIC BACKSTABBER

As an example of the social manipulators who own urban power centers around the world, you are a master at getting what you want through betrayal. Whenever you make an Influence move, sacrifice someone you have Pull with, exposing them to their enemies. Mark Taint, and your move gains +2-forward and can't fail (a miss becomes a 7-9 hit.)

O MISTER BAD EXAMPLE

Your vampiric heritage lies with wild and uncontrollable monsters that do whatever the Hell they please. Any time you are making a move, you may mark Taint to violate the accepted bounds of society, doing something horrifically violent or perverse. Gain +2-forward to the move, and also raise all harm or hold done by the move by +1.

BLOOD MOVES

O SCIENCE IS USELESS

When you use wisdom of days long past, define a problem which could be solved by the application of forgotten knowledge long lost. Roll +ice.

On a hit, you remember something no longer taught which can assist you. Gain +2-forward to one move involving the problem.

On 7-9, things long forgotten cause you to remember less welcome debts. Give someone Pull for something which happened before they were even born. You must try to resolve this Pull as soon as practical.

On a miss, the memories are confusing and painful; mark Taint.

O MEMORY DEMOLITION TEAM

You can reach into a mortal mind with finesse; roll +signal. On a hit, hold-2. On a 7-9, the effort is tiring and stressful; either hold only 1 and mark a Condition for the next 24 hours, or the target takes 2-harm AP mystical; you mark Taint.

On a miss, deal 3-harm AP mystical to your target.

Spend hold from this move to define a brief memory or fact the target now remembers as absolutely true. If it can be expressed in one sentence, you can implant it.

O EXPLICIT CONTENT

Arcane vitality and mystical essence permeate your body. **You may display physical powers beyond human ability; roll +signal.**

On a hit, nominate one trait which becomes an effective +3 as your vampire powers surface. You become able to do amazings feats based on that trait. Risen steel might make you able to lift a car, while risen ice might let you process problems like a supercomputer. If it sounds like it would be possible with a superpower, go for it. This lasts one hour.

On a 7-9, you must also nominate a different trait normally 0 or greater which becomes an effective -1 for that hour as well.

On a miss, do 7-9, but your powers last for one move only, and you must mark Taint.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ gain +1 with an Influence group of your choice
_ erase one Taint move

ADVANCED PLAYBOOK: THE GRAVE-KISSED

When you make your character, or when your dead character is returned to life through dark rituals and you are able to go through the Sealing, you may take this advanced playbook.

- You are unable to eat, sleep, or heal normally. Choose a compulsion from the list below; if you go an entire Session without taking some sort of action to fulfill that Compulsion, you must mark Taint. If you ever complete that Compulsion, or if that Compulsion becomes impossible to ever achieve, your spirit finally returns to the grave at the next sunrise.
- Take one of the three Taint moves listed.
- Gain one Grave-Kissed move of your choice, and access to the new moves and advances from this playbook.

Compulsions: kill all those who harmed your loved one, recover the item you coveted in life, pursue the magician who returned you to life, destroy the powerful person or group you hated in life, find your loved one and figure out a way to be together again

TAINT MOVES

O NO ESCAPE

The power that returned you to life has its claws tight in the real world's skin. Whenever you take enough damage to kill you, do not mark a Condition. Instead, mark Taint, and you return to life the next sunset, fully healed. If you take your fourth Taint move, you become a monster on an out of control rampage. The character becomes an NPC.

O EXPLOSIVE OVERCLOCKING

You can use Taint to fuel any action which would further your Compulsion. By taking one Taint, you upgrade the quality of success of another move by one level. A miss becomes a soft hit, a soft hit becomes a hard hit, and a hard hit becomes a critical hit. You must declare that you are using this ability and take the Taint before you roll dice for the move it affects.

O BROKEN ACE

Even if, in life, you were an accountant or nun, once you have returned from the other side, you are an unstoppable occult killing machine. Any time you use a move that would do harm or resist harm you are taking, you may mark Taint to raise or lower the harm by 1, and may also add +2-forward to the appropriate move.

GRAVE-KISSED MOVES

O BIG REVEAL

You appear human. Your Compulsion can be ignored for a session if you don't use moves you gained from this playbook during the session. Use one of this playbook's moves, (including Taint moves), and you return to your deathly appearance. Your Compulsion is again in effect.

O CAN'T GO HOME AGAIN

You can draw on your emotional pain of your past life; roll +fire.

On a hit, hold-2. On a 7-9, the effort is tiring and stressful; hold 1 and mark a Condition for the next 24 hours, or hold 1 and mark Taint.

On a miss, the memories are too much for you, and you are overwhelmed. Take s-harm, and the MC makes a hard move.

You may spend the hold from this move to ignore any one source of harm or Taint, even Taint you took to activate a move. Alternately, you may spend hold to automatically gain a 10+ hit on the **bang bricks** move. If you use the hold this way, you simply are gone the next time no one is watching, and you may reappear in the next scene wherever and whenever you would like, even if that wold normally not be possible.

O FEARLESS FOOL

Having died once, you are no longer very impressed by it. When you are targeted by any MC move or hard move, or whenever an MC move would interfere with an action you are taking regarding your compulsion, you may take established harm to cancel that move. If the MC move had no harm involved, you may mark Taint instead.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ gain a Pony for your Family, someone you knew before your death
_ erase one Taint move

ADVANCED PLAYBOOK: THE BELIEVER

When you make your character, or when your character survives a potentially fatal encounter with holy or unholy powers (damage enough to have given you a Condition) and you are able to go through the Sealing, you may take this advanced playbook.

- Choose a Conviction from the list below; if you ever iolate that Conviction, you must mark Taint.
- Take one of the three Taint moves listed.
- Gain one Believer move of your choice, and access to the new moves and advances from this playbook.

Conviction: punish those who harm the innocent, pursue any new pleasure or experience, never allow your desires to go unsatisfied, protect those who can't protect themselves, help others to believe, teach others to follow the right path, solve each problem by the easiest method

TAINT MOVES

O OVERREACHING POWER

At great risk to your physical and mental health, you may release a tiny fragment of the power which you were once exposed to. Mark Taint and a Condition to automatically get a 12+ hit on either **burning shit down** or **getting into a dustup**. This happens even if you have not yet advanced those moves.

O MAKE A WISH

You have the demonic ability of relentless seduction. If you make an Influence move, you may mark Taint to add the following to any result you get, even a miss: "Gain 2 Pull on the target; until you spend it, they are incapable of acting against you, or allowing anyone else to do so without warning you."

O ABOVE GOOD AND EVIL

No matter the source, you are able to prevent the effects of any supernatural or psychic power by marking Taint.

BELIEVER MOVES

O LEAP OF FAITH

When you trust in the infinite power of the universe, identify one question or situation outside your powers you would like resolved. Roll +signal.

On 10+, the answer comes to you or the problem is solved for you through a sequence of serendipitous coincidence and freak accident.

On 7-9, you gain an insight into the question or situation which will give you +2-ongoing to moves you make while attempting to resolve the issue. However, once you have solved your problem, you must give 2 Pull to "the universe" which the MC may spend to make moves involving your character.

On a miss, you have inadvertently angered mysterious forces; mark Taint or allow the MC to make a hard move.

O I KNOW YOUR NAME

If you watch the natural world and environment carefully, you can read the secret messages of reality; roll +ice.

On a 10+, signs and portents are clear; hold-2.

On a 7-9, vague whispers and confusing forms take shape; hold-1 and the MC makes a move.

On a miss, hold-1 and mark Taint.

You may spend hold from this move to upgrade the result of any move for gathering information or using Pull to the next higher result. If the move is to run a go-to, you gain an automatic 12+ result, even if you haven't advanced that move.

O TIME STANDS STILL

You are able to temporarily step outside the boundaries of time and space; roll +smoke.

On 10+, you leave the real world to do anything you could do in a day's worth of time in a single instant. You could walk ten miles to your home, get an item, and walk back, or spend a day's worth of time readying a ritual, or running computer programs to find something; whatever you can think of.

On 7-9, you gain enough time to perform one move of your choice outside of time. You could interrupt someone, and jam the system in that single instant.

On any hit, you may mark Taint to either reroll a miss on a move or bring one other person you are touching with you.

On a miss, nothing happens, you take s-harm, and the MC makes a hard move.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ heal all Conditions on yourself or someone you touch
_ erase one Taint move

ADVANCED PLAYBOOK: THE SEEKER

When you make your character, or when your character manages to learn from a reliable source of magical knowledge and you are able to go through the Sealing, you may take this advanced playbook.

- Choose a Bargain from the list below which powers your Seeker moves as described in the Reckoning move, below.
- Take one of the three Taint moves listed, which you already have.
- Gain the move Reckoning and one other Seeker move of your choice, and access to the new moves and advances from this playbook.

Bargain: sacrifices Pull to cast spells, must destroy in order to create or create in order to destroy, loses memories and pieces of herself with each spell she casts, pass on or keep himself the damage he heals or deals, allows something dark into the world with every casting, must undertake a move selected by the Bargain-holder after casting

TAINT MOVES

O AMONG THE GODS

Your power is almost limitless, and it's easy to get what you want with magic if you're willing to pay the price. Mark Taint to cancel ANY move or hard move; describe how you've handled it magically.

O NOTHING'S SACRED

There are no sources of knowledge or ritual you won't try. On moves which involves finding knowledge of any kind, you may mark Taint to get a 10+, or a 12+ if the move has a result for that. Describe what dark or forbidden lore you used, and how it helps.

O SCREW THE RULES

Reality is a construct made by the shared consensus of humanity (maybe.) A person who's willing to violate the belief of the sheep can do almost anything for a while. Mark Taint to redefine one aspect of reality for one scene.

SEEKER MOVES

•RECKONING

Every time you use any magical ability which triggers a move, describe how you are honoring your Bargain. **If the MC or anyone at the table feels you haven't done enough, fight the bonds of karma; roll +your highest stat, and take -1 on your result for every point of hold you've accumulated for this move.**

On 10+, you're fine, and the forces of the universe either ignore your transgressions or give you a temporary pass. Take 1-hold on this move in the future.

On 7-9, minor consequence rears its ugly head. The MC makes a move, and you take 1-hold on this move in the future.

On a miss, reality snaps back at you, hard. The MC makes a hard move; erase all hold you have accumulated for this move.

O SORCERER'S APPRENTICE

You have made connections with various spirits, supernatural beings, magicians, and holders of dark knowledge. **When you enlist the help of strange allies,describe the ally, how they are exceptional, and the bad part about getting their help; roll +Fringe.**

On 10+, they are able to assist you with a problem. They gain Pull on you, and you gain either +2-forward on a move (either yours or someone else's of your choice) or may cancel an MC move or hard move as the ally acts to resolve the issue for you.

On 7-9, they are either not as willing, or not as able, to assist you. You may either give them Pull on you to gain a +1-forward on a move, mark Taint to cancel an MC move (but not a hard move) as they do something horrid to "help" you, or accept the MC making a move to gain +2-forward on a move of yours.

On a miss, they have no interest in helping you without a steep price; mark Taint or allow the MC to make a hard move, and then use the 10+ result for the move. Once you have introduced these allies, they are part of the story like any other NPC. Watch out.

O BLUE COLLAR WARLOCK

You have mastered dozens of simple spells for everyday use. Choose any three rituals from the *loa*; you may cast these rituals as you like, and they do not count as needing to meet your bargain for the purposes of Reckoning.

O GREAT WORKING

You have earned access to a ritual which, if done properly, can change the world. See the rulebook for the rules.

New Advancements

_ take a new move from this playbook
_ gain +1 Influence with any two Influence groups
_ take three ritual moves from the loa; they do NOT count as moves for Reckoning
_ take three ritual moves from the loa; they do NOT count as moves for Reckoning

ADVANCED PLAYBOOK: THE SHIFTER

When you make your character, or when your character survives exposure to another creature or spirit who can pass on shape-shifting, once you go through the Sealing, you may take this advanced playbook.

- Choose a natural animal. The moves you take from this playbook define what changes you can go through, and how.
- Choose a Taboo from the list below every time you take a move (even a Taint move) from this playbook. If you ever violate one of your Taboos, you must mark Taint and immediately are forced back into your human form for the rest of the scene.
- Take one of the three Taint moves listed, which you already have.
- Gain the Hidden Depths move, and access to the new moves and advances from this playbook.

Taboo: never touch silver, harm no innocents, violate no natural law, never run from a fight, punish hose who transgress against nature, use no complex tools, leave all natural places as you found them or improved, eat no flesh, protect the natural order of predator and prey, hunt and kill worthy prey every day

TAINT MOVES

O COLLATERAL DAMAGE

Whenever you are performing any move that involves harm, you may mark Taint and describe how your animal powers assist you to raise or lower the harm by 2.

O MINE GOES TO ELEVEN

You are able to partially change your form in order to take advantage of natural abilities of your animal while still appearing mostly human. Define what ability you want, and how it looks; mark Taint and gain +2-forward on a move.

O PASS THE TORCH

Your bite and natural weapons can spread the infection of shapechanging. If you would take Taint from any move, you may reserve that Taint and pass it to another mortal if you can bite them within 24 hours. If you fail to pass on your Taint, you must take a second point of Taint. You may only reserve one Taint at a time. If you pass Taint to an NPC, the MC may make a move involving that character as the curse takes hold.

SHIFTER MOVES

• HIDDEN DEPTHS

When you assume your animal skin, you mystically shift into your animal form. This is a natural animal of the type you declared when you took this playbook; roll +fire.

On 10+, your connection to your animal form is very strong. Gain +2-ongoing to any moves that animal would be good at.
On 7-9, annoying after-images of your human side make it more difficult to acclimatize; gain +1-ongoing instead.
With either hit result, gain the abilities the MC agrees would be normal to your animal form.
On a miss, you are unable to make the change for some reason, and lose access to this move for the rest of the session

O LOSING IT

When you unleash the rage inside you heart, change to a monstrous warbeast version of your animal; roll +fire.

On a 10+, it is a perfect hybrid of man and your animal, with all the strengths of both. Gain +2-ongoing to any moves the MC feels would gain benefit from your new animal traits. You may do 3-harm AP with your natural weapons, whatever they are, and gain 1-armour. You retain your own personality, and may communicate and plan as a human normally would. If you want, you may downgrade this result to a 7-9.

On 7-9, you are mostly an enraged hybrid of animal with some man left over. Gain +2-ongoing on any moves the MC agrees an animal could do, but lose access to any moves which require human thought and intelligence. You are still aware (barely) of your human form and desires. Your natural weapons now do 4-harm AP messy; gain 2-armour. If you want, downgrade to a miss.

On a miss, you either fail to change and mark Taint, or you are entirely consumed by werebeast rage for the rest of the scene. You lose the ability to make any moves an extremely clever animal would not be able to use, and have no memory at all of who you are. Your natural weapons do 5-harm AP messy, and you gain 2-armour which reduces ALL forms of harm.

O WOLF IN SHEEP'S CLOTHING

All natural animals and spirits of nature recognize you for what you are. Predators stay wary but neutral if you don't force confrontations, while prey animals either flee or submit meekly, depending on your actions. Any natural animals of your type will follow your instructions if they can and it doesn't violate their normal behaviors.

New Advancements

_ take a new move from this playbook
_ gain a move from the shaman or riper playbook
_ gain +1 to a trait of your choice
_ erase one Taint move

ADVANCED PLAYBOOK: THE UNMADE

When you make your character, or when your character's body or soul is used to create a new creature and you are able to go through the Sealing, you may take this advanced playbook.

•If you are taking this advanced playbook after play started, you keep all of the moves from your prior playbook, but lose all Pull, and all memories of your prior life.

•Choose three Triggers from the list below, and a Response for each Trigger. If you ever experience your Trigger, you must mark Taint or immediately act out the Response for that Trigger, no matter how inappropriate it is.

•Take one of the three Taint moves listed. Gain a move of your choice, and access to the new moves and advances from this playbook.

Trigger: humiliation, injustice, pain, fire, solitude, joy, desire, hunger, fatigue, harm to others, music

Response: violence, rage, sleep, hyperactive glee, impulsive outburst, flee, collapse, inactivity, devour, programmed response, follow orders as given

TAINT MOVES

O GUILTY PLEASURES

If there is something you want, you will do almost anything to get it, even things most people find socially unacceptable. Mark Taint to gain a 10+ result to scrounge for resources or to any other move which involves getting a thing you want for purely selfish reasons. Describe what horrible or inhuman thing you did.

O RAMPAGE TRIGGER

Whenever you want to take advantage of the unnatural construction of your body, describe what you are trying to do, and mark Taint. You do it; if it requires a move, you gain a 7-9 result if you choose not to roll the move. If you are burning shit down, the result is always a 12+, even if you haven't advanced that move yet.

O NEVER SAY GOODBYE

There are lingering intense memories from your past life or those who created you. You may mark Taint to use a move from ANY OTHER basic playbook; describe what you remember, then use the move once. If you want to do that move again, you have to use this move again.

UNMADE MOVES

O BORN YESTERDAY

Purity is still a virtue for you. **When you take strength from wide-eyed innocence, roll +fire.**

On 10+, you may avoid the bad consequences of an MC move or hard move either by not understanding what has happened, or by being too innocent for anyone to harm.

On 7-9, you may gain +2-forward on any move you make in response to the MC's move, but must take the consequences of that move.

On either of these results, the move still happens, and only you are safe from its effects.

On a miss, your reaction to the move somehow makes things worse; the MC makes a hard move, and you mark Taint as your illusions are shattered.

O BLANK SLATE

You are constantly watching the world and taking notes on what others do. Once per Session, you may declare a 7-9 result on any move another person has made in your presence before, any time since play began.

O BATTLE ANGEL

You were designed as a weapon, or as a monster. No longer bound by your creator's wishes, you still bear the coding and gear deep inside you. **When you morph into battle mode, roll +steel.**

On 10+, you gain hold-3. On 7-9, either hold-1, or hold-2 if you mark Taint as memories of past misdeeds flood your mind.

On a miss, you gain hold-1, mark Taint, and the MC makes a move.

The hold from this move may be spent to manifest one of the following abilities for the rest of the scene:

- •a weapon of your choice projects from your body
- •3-armour
- •a new mode of perception
- •heal all harm taken so far
- •a new mode of movement
- •gear that gives +2-forward when expended

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ take a move from the Headcase, Gun People, or Whitesleeve playbooks
_ erase one Taint move

ADVANCED PLAYBOOK: THE WYLDBORN

When you make your character, or when your character escapes from Fairy captivity and you are able to go through the Sealing, you may take this advanced playbook.

- Choose a Nightmare from the list, and a Ban; mark Taint to act rationally when faced with your Nightmare, or to violate your Ban.
- Take one of the three Taint moves listed, which you already have.
- Gain one Wyldborn move of your choice, and access to the new moves and advances from this playbook.

Nightmare: captivity, restraint, enclosed spaces, an intense weather condition, a common item or material (forks, silver, salt, etc.), a type of animal, crowds, loneliness, darkness, bright lights

Ban: never eat meat, never touch salt, never do something three times in a row, never leave a lock locked, never touch iron, never tell the whole truth, never leave a debt unpaid, never break a promise

TAINT MOVES

O TROUBLE FOLLOWS

Whenever the MC makes a move which affects you, you may mark Taint to redirect it at a different target you have Pull on; erase all your Pull with them. Mark Taint to redirect a move aimed at someone who has Pull on you; erase their Pull, and it hits you instead .

O DISSONANCE

When you use a move involving rational thought or predictable action, you may mark Taint, do something crazy, and choose the result of your choice on that move.

O LOTUS EATER

When exposed to any drug, intoxicant, mind-altering power, or sanity-damaging event, you may mark Taint to ignore the negative game effects for the rest of the Session. You are still affected by the source, and should roleplay being in a different frame of mind, but you are so used to being in alternate states of awareness that the game effects are ignored. An enemy can mind-control you, but if a spell gives you -1-ongoing, you ignore it.

WYLDBORN MOVES

O FACE ON THE MILK CARTON

Your body and your appearance are covered in Fairy glamour. **When you hide behind false images, roll +smoke.**

On 10+, you appear for all intents and purposes to be whoever you wish to be. You can be a generic doctor, the local mayor, or even James Bond if you think anyone would believe that. This affects all normal senses, scrying or magical eavesdropping, and technical surveillance and cameras. The effect lasts for one scene, or until a mortal human touches your skin.

On 7-9, the effect works, but only if you are mimicking a general person, or if you only affect one sense.

On a miss, the effect doesn't work unless you mark Taint; if you do, count the result as a 7-9, and the MC may make a move that doesn't cancel your disguise.

O PHILOSOPHER'S STONE

The nature of the Land of Dreams and Smoke is change, often irrational change. When you take this move, define three things that are different from human normal about your character. **If you rely on your otherworldly change, describe how one of these abnormalities can help you; roll +fire.**

On 10+, it works like you wanted, and you receive +2-forward on a move, ignore one harmful environmental effect, or gain a mystical attack which duplicates a weapon of your choice and ads +mystical. Alternately, mark Taint to declare another move a 10+.

On a 7-9, your dreamlike body modification is sorta helpful; either upgrade a miss on another move to a 7-9, or mark Taint to duplicate the effects of any ritual as a 7-9 result.

On a miss, you are impeded by the mutations the Kindly Ones forced on you. Mark Taint, and the MC makes a move. However, you may then choose one of the results from the 10+ result on this move.

O BORN IN THE WRONG CENTURY

The Lords and Ladies of Forgotten Dreams live in a world of imagination and romance. Your time there has trained you in skills no longer used in modern life. Gain +2-forward on any moves you use that involve non-combat skills from bygone times: sewing your own clothes, chivalric knowledge, using a spinning wheel or anything else you could find at a Ren Faire.

New Advancements

_ take a new move from this playbook
_ gain +1 to a trait of your choice
_ develop three more abnormalities you can use
_ erase one Taint move

BASIC MOVES

When you have decided to **get into a violent dust-up**, roll +steel. On a miss, suffer harm. On a hit, choose 1.

- Inflict severe harm on someone.
- Place someone at a disadvantage.
- Take something or seize control.
- Prevent all harm to someone.

On 7-9, also choose 1.

- Suffer harm if you inflict harm.
- You are placed at a disadvantage.
- Lose something or escalate to burning shit down.
- The MC makes a move.

When you need to **dig deep to survive hardships**, roll +steel. On a 10+, you are good to go; you tighten your belt and drive on without further comment.

On a 7-9, choose 1. On a miss, choose 2.

- You suffer harm as established.
- You are weakened or sickened. -1-ongoing to all moves with a trait of the MC's choice until the source of your pain is resolved.
- You must reach out to someone for help. They have pull on you.
- Survival is gonna cost you; the MC decides what you have to give up to make it.
- The experience has darkened your soul. Mark Taint.

When you decide it is time to **bang bricks**, describe the actions you are taking to flee the scene; roll +smoke. On a hit, you get away. On a 10+, choose 1. On a 7-9, choose 2.

- You suffer harm as established. If you take severe harm, deal harm as well.
- Something or someone gets left behind.
- You suffer a complication to further actions from your flight.
- Your enemy gains an advantage or achieves their goal.
- Someone gains pull on you as they help your escape.
- You do something you later regret. Mark Taint.

When you **shine someone on,** declare what you want, and how you are trying to get it; roll +smoke.

On a hit, they do what you want.

On a 7-9, they have a price and gain Pull on you, or there are complications you must accept to get what you want.

On a miss, the MC makes a move. If you have Pull on the target, you may use it before rolling to gain +3 to your roll.

When you need to keep yourself together by **packing your gear**, roll +fire. Before you roll, you may declare you are pushing the feelings down deep; mark Taint and gain +3 on the roll.

On a 10+, you can restrain your emotions and suffer no ill effects.

On a 7-9, you can keep calm and drive on, but there's a cost. The MC determines what that is.

On a miss, you lose it, and act on those emotions, even if it's not appropriate.

When you decide it's time to let lose and **burn shit down**, describe how you are taking your rage out on your target; roll +fire.

On a hit, mark Taint and choose 1.

On a 10+, ignore the Taint or take it and choose 2.

On a miss, mark Taint, and the MC makes a hard move.

- Your rage gives you fearsome power. Raise all harm given by 1, lower harm taken by 1.
- Anger fuels an unbelievable rush. Ignore all effects and debilities that would give you negative modifiers to your moves.
- Something gets utterly destroyed.
- Someone is totally terrified and bent to your will.
- Your unbelievable violence creates opportunity for your Family.
- You draw unwanted attention; the MC can make a move, but you gain Pull on a new ally.
- Your actions cause you severe harm, but you don't mark the Taint.
- You are able to avoid collateral damage.

When you gather intel by **running a go-to**, roll +ice.

On a hit, hold 2.

On a 7-9, they also hold 1 on you.

On a miss, the MC makes a move. If you have at least +1Influence in their group and want to use it, you both may hold an additional 1, even on a miss.

Hold from this move can be spent to ask any question you want about that person or group, their plans, history, motivations, or abilities.

When you try to **jam the system,** describe what clever sabotage you are using and its desired effect; roll +ice.

On a hit, you gain the effect you were looking for.

On a 7-9, there are unforeseen complications, or the target of your sabotage suspects who did it.

On a miss, either your sabotage fails or your sabotage is partially effective, your actions are revealed and the MC makes a move.

When you **petition the *loa* for their help**, identify which loa you want to bless your goal, and what your goal is; roll +signal.

If the MC agrees the loa you petition is particularly suited to your goal, she may give you +1-forward on this move. If you make an appropriate sacrifice, you gain another +1-forward.

On a 10+, the loa you asked for answers, granting you 2-hold. On a 7-9, they will grant 1-hold but only if they gain Pull on you. For either result, you may mark Taint to raise the bonus by +1-hold.

On a miss, your request is ignored, or you can mark Taint in order to gain 1-hold even though you missed.

Hold from this move can be spent at any time to convert a miss on moves toward your goal into a 7-9 hit, or a 7-9 hit into a 10+ hit. The hold can be spent on other people if the character desires.

When you **open yourself to the signal**, roll +signal. On a hit, you take 1-harm AP. Choose 1 and mark Taint, or choose none, or allow the MC to choose 1. On a 10+, you may make an additional choice. On a miss, you mark Taint, the MC chooses 1 and makes a move. The options below marked (T) may only be chosen if you marked Taint.

- You receive visions of what may come.
- You see the motives and intentions of someone else.
- You see an opening or weakness in an enemy's defenses.
- Strange whispers grant you knowledge about someone's plans.
- (T) You black out, taking a move of the MC's choice, but automatically scoring a 10+ hit on it.
- (T) Bizarre forces warp and energize you. Gain +1-ongoing to all moves made with a trait of your choice, -1-ongoing to another trait, and gain natural weapons which do 3-harm AP intimate/hand messy.
- (T) You are able to release a supernatural attack on an enemy, no matter where they are. Deal them 3-harm AP, or 4-harm area if you suffer 2-harm AP which can't be healed until the end of the session.
- (T) You gain secret knowledge about someone which gives you Pull on them.

INFLUENCE MOVES

When you need to **scrounge up needed resources,** roll +Influence. You may spend any Pull you have with that group before you roll to gain +2-forward on this move. On a hit, you gain access to any uncommon gear that group could provide. If you let someone gain Pull on you, or if you allow the MC to make a move, you may gain a second uncommon item. Also, choose 1. On a 10+, choose 2. On a miss, the MC makes a move.

- Gain a rare item, and someone has Pull on you.
- You leave no trace of what you're doing.
- Find out something useful, and someone has Pull on you.
- You make new connections in the group. They ask for aid; if you give it, gain Pull on them.

When you need to **sniff out hidden answers**, roll +Influence. You may spend any Pull you have with that group before you roll to gain +2-forward on this move. On a hit, you gain 2-hold. If you allow someone to gain Pull on you, it's 3-hold. On a 7-9, anyone you are asking questions about gets wind of what you're doing, and the MC makes a move. On a miss, you get nothing, and the MC makes a move. You may use hold from this move to ask the MC any questions you want about the activities, actions, or persons involved with that group.

When you want to **weave new strings in your web of Influence**, describe what kind of contacts you are looking for; roll +Influence. On a hit, choose 1. If you allow someone to gain Pull on you, choose 2. On a 10+, you may instead add a new Pony to your Family's resources; they gain Pull on you. On a miss, you either get nothing, or choose 1 and the MC makes a move.

- You hear of someone who needs some help. If you help, gain Pull on them. If you don't, mark Taint.
- You learn of an enemy of the group. Hit that enemy and gain Pull, or befriend them and gain Pull with that enemy.
- No one notices your efforts to find new friends among the group.
- You find out details about a powerful member of the group, your choice who. The MC will tell you their standing in their group, and how you might approach them.
- Someone can pass you plans and details on a location the group frequents. They gain Pull on you; you gain temporary access to the place until the group changes security.
- You are introduced to someone new; the MC will tell you who, why they are important, and what their motives are.
- Hints and whispers about an enemy within that group reach your ears.

When you want to **gaslight someone inside a group**, describe what actions you are taking to interfere with your target; roll +Influence. On a hit, your action inconveniences them; choose 2. On a 10+, if someone gains Pull on you, choose 3. On a miss, the MC either makes a move, or allows you to choose 1 and makes a hard move.

- Something the group needs malfunctions or is destroyed.
- No one traces the actions back to you.
- They are misdirected and confused. +2-forward to your next move.
- You steal something from them, or capture someone.
- You create a weakness in their defenses. +1-ongoing to your Family's moves to get into dustups.
- You may mark Taint to re-target an MC move to someone else you have Pull on. Lose that Pull.
- There's something really bad you can take advantage of to really hurt them. Mark Taint if you do it; the target takes severe harm.

When you **follow the rule of twos**, roll +Influence. On a hit, you may modify their next move by +1. On a 7-9, you also choose 1. On a miss, it doesn't work and the MC chooses one.

- You suffer minimal harm.
- You share the consequences of their move results.
- Someone gains an advantage over you.
- A potential complication ups the level of risk.
- Your assistance is noticed by the parties involved.

When you **use Pull to gain an advantage**, erase that Pull and choose 1.

- They do you a favor that is not too dangerous and in line with their style.
- They support your efforts. Add +1-forward to your move, or -2-forward to someone else's move.
- Get a piece of information from them.
- Erase Pull they have on someone else.
- Give you the Pull they have on someone else.
- Make an introduction for you to someone in their group.

If the MC tells you the person isn't going to help you, you may either gain another Pull on them, or force them into a bad position, or damage their social connections, or cause them harm as established.

When you **tell someone asking for help to pack sand**, roll +fire. On a hit, you're able to avoid doing what they want, but they still have Pull on you. On a 7-9, you either give them another Pull on you, suffer complications from your refusal, or the MC makes a move as you are forced into a bad position and must scramble to deal with it. On a miss, you either pay off the way they want, or you get in serious trouble. The MC can either force you to remove all other Pull you have on anyone in their group, or the MC makes a hard move and removes the Pull they had on you.

BASIC MOVES (ABBREVIATED)

When you have decided to **get into a violent dust-up**, roll +steel.

When you need to **dig deep to survive hardships**, roll +steel.

When you decide it is time to **bang bricks**, describe the actions you are taking to flee the scene; roll +smoke.

When you **shine someone on**, declare what you want, and how you are trying to get it; roll +smoke.

When you need to **keep yourself together by packing your gear**, roll +fire.

When you decide it's time to **let lose and burn shit down**, describe taking your rage out on your target; roll +fire.

When you gather intel by **running a go-to**, roll +ice.

When you try to **jam the system**, describe what clever sabotage you are using and its desired effect; roll +ice.

When you **petition the *loa* for their help**, identify which *loa* you want to bless your goal, and what your goal is; roll +signal.

When you **open yourself to the signal**, roll +signal.

INFLUENCE MOVES

When you need to **scrounge up needed resources**, roll +Influence. You may spend any Pull you have with that group before you roll to gain +2-forward on this move.

When you need to **sniff out hidden answers**, roll +Influence. You may spend any Pull you have with that group before you roll to gain +2-forward on this move.

When you want to **weave new strings in your web of Influence**, describe what contacts you are looking for; roll +Influence.

When you want to **gaslight someone inside a group**, describe how you interfere with your target; roll +Influence.

When you **follow the rule of twos**, roll +Influence.

PULL MOVES

When you **use Pull to gain an advantage**, erase that Pull and choose 1.

- They do you a favor that is not too dangerous and in line with their style.
- They support your efforts. Add +1-forward to your move, or -2-forward to someone else's move.
- Get a piece of information from them.
- Erase Pull they have on someone else.
- Give you the Pull they have on someone else.
- Make an introduction for you to someone in their group.

If the MC tells you the person isn't going to help you, you may either gain another Pull on them, or force them into a bad position, or damage their social connections, or cause them harm as established.

When you **tell someone asking for help to pack sand**, roll +fire. On a hit, you're able to avoid doing what they want, but they still have Pull on you. On a 7-9, you either give them another Pull on you, suffer complications from your refusal, or the MC makes a move as you are forced into a bad position and must scramble to deal with it. On a miss, you either pay off the way they want, or you get in serious trouble. The MC can either force you to remove all other Pull you have on anyone in their group, or the MC makes a hard move and removes the Pull they had on you.

ORGANIZATION

- Criminal (impulse: expand profits)
- Conspiracy (impulse: conceal and manipulate)
- Overlord (impulse: seize more power)
- Militia (impulse: take down targets)
- Fanatic (impulse: destroy unbelievers)
- Control (impulse: enforce the rules)

MC Moves:

- Entrap someone with your power.
- Single out and hurt an enemy.
- Set up a target for a fall.
- Infiltrate another organization.
- Threaten something someone cares about.
- Buy off or bribe someone.
- Offer a tempting resolution to a problem with hidden consequences.
- Take over someone else's domain with guile or manipulation.
- Expand in an unexpected direction.
- Produce a surprising new ability or advantage.

MONSTER

- Assassin (impulse: kill the target)
- Destroyer (impulse: wreck and ravage)
- Beast (impulse: devour victims)
- Scourge (impulse:punish the guilty)
- Deceiver (impulse: mislead and cause chaos)
- Corrupter (impulse: seduce and betray)

MC Moves:

- Display discomforting power.
- Reveal hidden evil.
- Deal harm from a hidden source.
- Brutalize someone.
- Sow terror through horrific actions.
- Take advantage of their distraction.
- Take hostages.
- Shit all over something beautiful or pure.
- Reveal unexpected depths or humanity
- Transform into something worse.

ENVIRONMENTAL

- Illness (impulse: spread the infection)
- Disaster(impulse: widen the destruction)
- Encroachment (impulse: push others out)
- Obstacle(impulse:impede progress)
- Transformation(impulse: alter expectations and foundations)
- Taint (impulse: spread the poison)

MC Moves:

- Impose weakness.
- Endanger an innocent.
- Shut down a path.
- Expose hidden secrets.
- Impose unexpected limits.
- Destroy a needed upgrade.
- Call in unwanted attention.
- Stampede the locals.
- Provoke desperate decisions.
- Break down a barrier.

THE FRONT

• The basic urge:

• The approaching doom:

• The Victims:

• Important NPCs:

• Complications:

• Trigger:
Flashpoint
Climax
Twists:

THREAT ONE:
Impulse:
Description:

Additional Cast:

This Threat triggers when:
The flashpoint:
The climax:
Twists?

THREAT TWO:
Impulse:
Description:

Additional Cast:

This Threat triggers when:
The flashpoint:
The climax:
Twists?

THREAT THREE:
Impulse:
Description:

Additional Cast:

This Threat triggers when:
The flashpoint:
The climax:
Twists?

INTERNAL

- Shortage(impulse: make the need desperate)
- Exhaustion(impulse: prevent initiative)
- Friction(impulse: amplify conflict)
- Breakdown(impulse:avoid the cause of the pain)
- Loss(impulse: take away resources)
- Misinformation(impulse: misdirect and mislead)

MC Moves:

- Someone fails to do what they were supposed to.
- Someone isn't where they are supposed to be.
- Provoke allies to violence.
- Inflict harm from a trusted source.
- Isolate or impair someone.
- Place someone outside the boundaries of comfort.
- Someone they care about is in crisis.
- Desperation breeds bad decisions.
- Provoke desperate decisions.
- Drive the weak to self-harm, through action or risk.

SOCIAL

- Excess(impulse: go beyond the acceptable limits)
- Defiance(impulse: provoke and defy those in power)
- Dominance(impulse: force others to submit)
- Subversion(impulse:fracture the social norms)
- Riot(impulse: break out of control)
- Entanglement(impulse: entrap and ensnare)

MC Moves:

- Explode into unwarranted violence.
- Indulge distasteful desires.
- Ruin an ally.
- Alienate someone they need.
- Defy common sense and the rules.
- Rally around a new leader.
- Absorb someone into the group.
- Someone acts without thought.
- Drive out those who do not belong.
- Violate an outsider.

ALIEN

- Intrusion (impulse: break through from beyond)
- Forbidden Knowledge (impulse: compel dark actions)
- Enigma(impulse: hide the truth)
- Whispers(impulse:test sanity)
- Dark Birth (impulse: create monsters)
- Perversion (impulse: defile and convert)

MC Move:

- Disrupt the status quo.
- Transgress against purity.
- Violate someone .
- Drive them insane.
- Release monsters .
- Pervert someone in power.
- Expose the strange and disturbing.
- Provide unexpected power with hidden costs.
- Reveal an ally as your agent.
- Warp and shatter reality.

MC FRONTS AND THREATS SHEET

GENERAL MC MOVES

- Challenge their values.
- Put them in a vice and squeeze.
- Exchange blows.
- Develop new challenges off-screen.
- Foreshadow doom.
- Hurt somebody.
- Activate one of their needs.
- Advance a timeline.
- Make them engage.
- Present them with a hard choice or an irresistible offer.
- Announce unintended consequences from their move.
- Threaten their Family status.
- Make a threat move:

MC PRINCIPLES

- Paint the world with a Tribal lens.
- Don't let game rules rule the game.
- Everyone's expendable, and all things fall in time.
- Three dimensions is always better than two.
- Ask interesting questions and accept interesting answers.
- Nothing comes for free, but there are always opportunities.
- Be a fan of the players' characters.
- The world doesn't wait on the characters, and it doesn't always let them make the call.

TRIBAL NAMES: Alli, Gallon, Lovely, Sym, Maggie, Dish, Hammer, Now, Deluxe, Donut, Homework, Can, Piller, Honey, Sugar, Mosh, Cashback, Solid, Paper, Loss, Tooth, Needles, X, Aggro, Bambam, Black Bonnie, Golf, Power, Not, Teddy, Lockup, Comp, Rat, Open, Noway, Straight, Marshall, Tiger, Wombat, Pussy, Passby, Wave, Sheriff, Wall, Diary, Twist, Slumber, Shimmy, Good Stacey, Broken, Bambi, Mover, Over, Gimp, Trib, Bouncer, Xray, Camper, Smoke, Sleever, Lumber, Radio, Winter, Thomboi, Frybaby, Ryder, Bucket, Bullet, Cruitse, Mature, Mate, Tusker, Workman, Toledo, Block, Super, Line, Change, 380, Property, Impact, Limit, K-Town, Eyesback, Bottom, Tow, Murder, Paycheck, Casing, Cookie, River, Rabid, Static, Repeat, Stoplight, Noodles, Blitzer, Cheer, Montana, Reefer, Spite, Nails, Ridgeline, Chocolate, Replay, Rebel, Dot, Union Jack, Joker, Loop, Foul, Downer, Auntie Pain, Uncle, Shaggy, Hootch, Gator, Loco, Tumble, Byebye, Monty, Heffalump, Piglet, Closer, Shades, Gadget, Tomtom, Morocco, Cuz, Later, Viper, Copperhead, Cereal Killer, Ranger, Frodo, Limerick, Poet, Soul, Damascus, New, Spiral, Shudder, Tantrum, Pirate, Timepeace, Teach, Gecko, Menace, Mudhound, Rough Molly, Israel, Pacman, Gopher, Lido, Metal, Tool, Whippet, Puppet, Zebra, Moxie, Rutter, Cyclops, Unknown, Model, Yuri the Mole, Oddity, Ringtone, lolly, Head, Roobaby, Declare, Angel, Sister Sinister, Clive, JoBob, Natasha, Shifty, Monk, Submarine Sally, Jimmy Shakes, Scourge, Saint Jo, D-Nice, Show, Stick, Smoulder, Dozen, Transfer, Station, Lost, Cayman, Brilliant, Morphine, Anthrax, Deaf Billy, Hunter, Kite, Miles, Kate the Skate, Whispering Sara, Haven, Qwerty, Acid, Venus, Sleepy, Long Tom, Supersonic, Mister E, Tenson, Sad Eddie, Edison, Falco, Gunner, Colt, Pammy, Kraken, Brain, Rotten, Adverse, Kruger, Hellgrin, Smilin' Mike, Syd, Vicious, Glyph, Birdie, Fold, Vulcan, Giant, Razor, Brick, Dropkick, Tide, Brace, Gleam, 10-By, Lowball, Hangover, Bristol, Shipshape, Shasta, Westie, Inbound, Guide, Guile, Sweet, Balk, Alt, chevy, Process, Logger, DMV, Fault, Pet, mole, Dutch, Duke Street, Black Duchess, Scope, Temple, Fixit, Slice, Nova, Preacher, Tumble, Viral, Mojo, Mongoose, Lolly, Under, Stinger, Devious, CQ, Battle, Tommy Karate, Mac, British, Anytime, Direct Bill, Ricochet Bob, Piker, Numb, Status, Sierra, Bravo, Castle, Electric, Payback, Total, Ginger, Flash, Rascal, Hangtime, Chief, Captain, Zulu, Alpha Dog, Boggins, Bushbaby, Bugsy, Goodtime, Delta, Jackpot, Jilly, Judah, Mountain, Everest, Fox, Tango, Doorkicker, Devil, Island Girl, Taz, Jewels, Golfbag, India, Justice, Spill, Romeo, Dive-In, Moccasin, Molly Cool, Beautiful, Gently Gently, Mosquito, Maggie Red, Manga, Chapter, Sifter, Page, Locks, Victim, Yankee, Read, Visible, Planet, Pattern, Might Be, Think, Maker, Vocal, Verbal, Vader, Eagle, Horse, Peaceful, Pull, Primal, Flight, Meta, Duke More, Duchess Doom, Nothing, Princess, Measure, Haven, Promise, Trailblazer, Jett, Truck, Rust, Accent, Petal, Seven Gets Ten, Rowhouse, Gunslinger, Forty, Pistol, Top Hat, Tradesman, Colony, Bold, Blockade, Proclaim, Pardon, Treaty, Vertical, Birdman, Coastal, Idaho, Black Betty, Heartless, Fulsome, Attica, Amazing, Wrecker, Piecemaker, Stagger, Lafayette, Moriarty, Sheer, Smaller, Big Dean, Travel, Circular, Retire, Spotlight, Downstairs, Baby Kat, Western, Soldier, Warrant, I Was, Idaho Earnie, Even, Front Line, Blockparty, Wider, Ten-a-day, Spider, Keep-Up, Lobster Alice, Just John, Cold, Wireless, Zipgun, Basset, Concrete, Anchor, Damned, Liftoff, Twist, Tank, Galaxy, Boombox, Foil, Dragonslayer

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THERE'S SOMETHING MOVING IN THE SHADOWS...

Imagine that everything you know about your world is a lie, that the people in your government aren't working for you, or for themselves, or even for the rich businessmen you think have control.

Imagine that the world is getting worse, not because we polluted the planet beyond repair, or because climate change and overpopulation have strained the supply of food and clean water.

Imagine that the person you love and trust, that you share your secrets with, that you share your life with, the center of your hopes and dreams, imagine they might not actually be who they said they were.

Imagine that there is one central force behind it all, behind the evil and the poison and the lies. Imagine that no one but you and a few other unfortunate souls are even aware that anything is wrong.

And imagine that, there in the shadows, as you search for answers, something wicked is looking back at you, with hunger in its' eyes. And all it needs is to find a nice warm spot deep inside your flesh...

The Tribe: Humanity's Last Hope is a roleplaying game of conspiracy, body horror, and urban revolution, run with the Apocalypse World system. Play the men and women who have dropped out of everyday life and American culture to fight an illegal uprising against the body-stealing horrors who are secretly taking over, one victim at a time. If you've lost your country, your rights, your voice, and your love, what else have you got to lose, Troop?



...HELP US KILL IT.

"Yeah, I'm gay, and Boomer is Chinese, and GetBack is into tantric sex, and Felonious is a wanted hacker. Momma Dice s a militant libertarian vegan. Dutch there's even a Catholic. You really wanna argue lifestyles right now, or can Goner go ahead and kill that slug that's trying to gut you?"
-Certain, Ripper in Momma Dice's Lucky Seven Hard Tribe