

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

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

TO CREATE YOUR ELDER, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES AND GEAR.

## LOOKS

Masculine, feminine, concealed, ambiguous

Wrinkled face, wise face, tired face, rough face

Clouded eyes, sharp eyes, laughing eyes, weary eyes

Bent body, wiry body, slight body

## STATS

Choose one:

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

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

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

## BACKSTORY

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

I've known the likes of \_\_\_\_\_ many a time.

\_\_\_\_\_ is wise beyond their years.

\_\_\_\_\_ would make a good match for one of my followers.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

### DEATH MOVE

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

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

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

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

Each advance can only be chosen once.

### LOYAL STAFF

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

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

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

### THE VOICE OF EXPERIENCE

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

### STATESMAN

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

### POLITICAL UPHEAVAL

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

### TOUGH OLD SOUL

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

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

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

TO CREATE YOUR ENVOY, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

## LOOKS

Masculine, feminine, concealed, ambiguous

Smooth face, handsome face, striking face

Calculating eyes, arresting eyes, frosty eyes, welcoming eyes

Muscular body, angular body, gorgeous body, slim body

## STATS

Choose one:

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

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

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

## BACKSTORY

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

\_\_\_\_\_ showed me the truths of their family in confidence

\_\_\_\_\_ will make a good bodyguard.

I suspect \_\_\_\_\_ is stealing my secrets for their family.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

- Dashingly Scarred
- Angry
- Bleeding (-1 Force)
- Shellshocked (-1 Steel)
- Dead

### DEATH MOVE

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

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

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

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

Each advance can only be chosen once.

### WASTELAND SAVANT

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

### FRAGILE ALLIANCE

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

### LONG MEMORIES

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

### A MATTER OF HONOUR

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

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

### THE BLACK DOSSIER

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

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

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

TO CREATE YOUR HUNTER, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

## LOOKS

Masculine, feminine, concealed, ambiguous

Scarred face, blunt face, bony face, gaunt face

Mad eyes, cunning eyes, sad eyes

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

## STATS

Choose one:

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

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

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

## BACKSTORY

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

\_\_\_\_\_ has fought shoulder to shoulder with me.

\_\_\_\_\_ once left me for dead.

\_\_\_\_\_ is smart enough to be worth keeping around.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

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

<ul style="list-style-type: none"> <li><input type="checkbox"/> Get +1 Steel</li> <li><input type="checkbox"/> Get +1 Force</li> <li><input type="checkbox"/> Get +1 Lore</li> <li><input type="checkbox"/> Get +1 Sway</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Get a new Hunter Move</li> <li><input type="checkbox"/> Get a move from another playbook</li> </ul>
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Each advance can only be chosen once.

### DEATH MOVE

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

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

### A SHADOW IN THE WIND

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

### HUNTER FOR HIRE

When you Forge a Treaty to take down a target (man, beast, or horror) you can roll +Force instead of +Sway.

### HUNTER'S LORE

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

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

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

### ETERNAL ARSENAL

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

### RED IN TOOTH AND CLAW

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

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

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

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

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

TO CREATE YOUR REMNANT, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

## LOOKS

Masculine, feminine, fluctuating, neither

Shifting face, blank face, twisted face

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

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

## STATS

Choose one:

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

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

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

## BACKSTORY

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

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

\_\_\_\_\_ welcomed me as one of their own.

\_\_\_\_\_ made me do something terrible.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

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

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

Each advance can only be chosen once.

### DEATH MOVE

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

### PROTEAN FORM

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

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

### ETERNAL MEMORIES

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

### PAINFULLY IMMORTAL

When you take Harm, you take +2 Armour forward as your body reflexively protects itself. **ARCANE ABERRATIONS**

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

### INHUMAN ELEGANCE

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

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

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

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

TO CREATE YOUR SCAVENGER, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

### LOOKS

Masculine, feminine, concealed, ambiguous

Gas-masked face, pretty face, grimy face

Squinty eyes, calm eyes, appraising eyes, guilty eyes

Lithe body, scarred body, worn body, athletic body

### STATS

Choose one:

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

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

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

### BACKSTORY

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

\_\_\_\_\_ has much to learn about life in the wasteland.

\_\_\_\_\_ is why I come back to civilisation.

\_\_\_\_\_ shares my lust for discovery.

### MOVES

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

### GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

### DEATH MOVE

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

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

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

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

Each advance can only be chosen once.

### SCRAPHEAP INGENUITY

When you spend a few hours wiring up and harmonising all the odd junk you carry around with you, you can accomplish great things.

Choose a main feature:

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

The GM will choose one downside:

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

### ARCHITECTURAL EYE:

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

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

### BAGFUL OF TRICKS:

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

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

### RUIN SURVIVOR

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

### TECH ATTUNEMENT:

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

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

The Seeker focuses on Lore above all else.

TO CREATE YOUR SEEKER, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

## LOOKS

Masculine, feminine, concealed, ambiguous

Young face, kind face, aged face, pale face

Naïve eyes, soft eyes, quick eyes, bright eyes

Compact body, awkward body, fit body, energetic body

## STATS

Choose one:

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

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

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

## BACKSTORY

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

I fear \_\_\_\_\_ hates what they don't understand.

\_\_\_\_\_ can guide me to the truth.

\_\_\_\_\_ will be soon lost without my technology.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

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

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

Each advance can only be chosen once.

### DEATH MOVE

When you mark off your Dead box, your tech goes haywire. Everyone has a few minutes to flee before the entire area is wracked by devastating energy and becomes a scorched, deadly wasteland forever after. Choose one of your possessions as a Relic, and one of your moves; while a family member holds that relic, they can use that move.

### VISIONARY ARCHAEOLOGIST

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

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

### CURATIVE ADMIXTURE

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

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

### WORLD TRAVELLER

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

### DUCK AND COVER

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

### EXPERIMENTAL ENERGY PROJECTOR

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

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

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

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

TO CREATE YOUR SENTINEL, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

### LOOKS

Masculine, feminine, concealed, ambiguous

Handsome face, blunt face, hidden face, scarred face

Wise eyes, merciless eyes, judging eyes

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

### STATS

Choose one:

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

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

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

### BACKSTORY

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

I have sworn to protect \_\_\_\_\_  
\_\_\_\_\_ is a trusted comrade in arms.

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

### MOVES

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

### GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

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

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

Each advance can only be chosen once.

### DEATH MOVE

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

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

### HOLDING BACK THE TIDE

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

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

### CITADEL OF DUST

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

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

### ARMOURED IN VIGILANCE

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

### ARMOURED IN GLORY

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

### STEEL RAIN

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

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

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

TO CREATE YOUR SURVIVOR, CHOOSE A NAME, LOOKS, STATS, BACKSTORY, MOVES, AND GEAR.

## LOOKS

Masculine, feminine, concealed, ambiguous

Weathered face, grimy face, friendly face, scarred face

Hollow eyes, sunken eyes, wary eyes, cold eyes

Lean body, bulky body, marked body, quick body

## STATS

Choose one:

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

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

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

## BACKSTORY

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

\_\_\_\_\_ reminds me of someone lost long ago.

\_\_\_\_\_ will need my help to survive.

I saved \_\_\_\_\_ from certain death.

## MOVES

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

## GEAR

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

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



FORCE:

STEEL:

LORE:

SWAY:

NAME:

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

### DEATH MOVE

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

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

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

<ul style="list-style-type: none"> <li><input type="checkbox"/> Get +1 Steel</li> <li><input type="checkbox"/> Get +1 Force</li> <li><input type="checkbox"/> Get +1 Lore</li> <li><input type="checkbox"/> Get +1 Sway</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Get a new Survivor Move</li> <li><input type="checkbox"/> Get a new Survivor Move</li> <li><input type="checkbox"/> Get a move from another playbook</li> </ul>
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Each advance can only be chosen once.

### THE THINGS I'VE SEEN

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

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

### LONE SURVIVOR

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

### THIS WON'T KILL ME

When you suffer Harm, roll +Steel. On a 10+ choose two. On a 7-9, choose one.

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

### MEMENTO

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

### ABLE GUIDE

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