

TITANOMACHY

LEGACY
LIFE AMONG THE RUINS
2ND EDITION
QUICKSTART



UFO PRESS

Games from out of this world.

MÖDIPHIÜS
ENTERTAINMENT

WELCOME TO HEKATON

This world was meant to be paradise. From the first probe flyby we heard incredible tales of lush jungles, pristine oceans and fantastic beasts. Our ancestors landed and there were some teething problems, for sure. The space elevator took longer than expected to build, and the ambient spores caused widespread illness before we working out the source. Solutions were found, and the colony was prospering.

Then the titans came. Maybe they were always there, slumbering in the jungle. Maybe they're agents of the planet's immune system, generated to wipe out our infestation. Maybe the research complexes out there in the jungle made something strange they couldn't control.

They struck like a hammer blow. Towering beasts several stories tall surged out of the jungle, tearing apart our city. With a snap heard around the world, a titan shattered the diamond filaments of the space elevator. We fled into our bunkers or deep into the wild as its shards crashed down gouging deep furrows in the land. With victory achieved, the beasts melted back into the jungle.

We don't know why nobody's rescued us. Maybe they think the colony's dead. Maybe they've fallen to their own apocalypse. All we know is that we're stranded down here, finding homes in the ruins of our grandparent's palaces. But still we look to the stars, and dream of a life free from the titans.

WHAT THIS IS

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

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

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

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

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

As you play you'll move between the family and character levels, **zooming in** to play through a short adventure with a group of characters and then **zooming out** to show the broad strokes of your families pursuing their agenda across the face of Hekaton.

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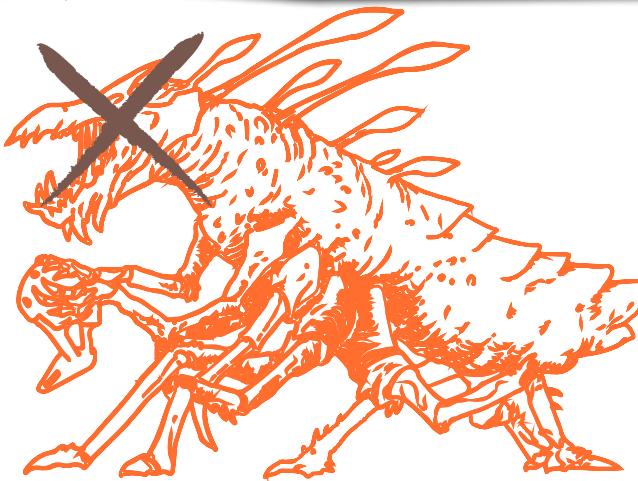
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GIGAS IS DEAD



The great titan, terror of your parents and grandparents, lies among the ruins of its final rampage.

It didn't go down easily. Your families banded together to draw it away from settlements, to evacuate the people in its path, to blind it and weaken it until it was finally brought down.

As its corpse cools, you find yourselves in a changed world. You'd previously thought your homeland was a place of safety carved out over generations, but the beast has struck at its very heart. Hundreds are dead, settlements are destroyed, refugees are needing food and shelter and the howls of mourning titans fill the night.

What will you do to bring your family safety and prosperity?

THE FAMILIES

Four factions define the society of Hekaton. Players, pick one; GM, take any that remain for your own use.



CHØSEN ØF DAMOCLES

In high orbit, the DAMOCLES artificial intelligence does what it can to protect its charges trapped on the planet below. It's re-purposed weather prediction algorithms to track the titans, and welded satellites and construction gear together into towering titan-challenging mech suits it drops from orbit. All of that would be nothing without its agents on the ground - operatives called up when needed to protect humanity.

Ghost is a veteran operative, but is beginning to have doubts. During Gigas' attack something in DAMOCLES broke, exposing the pickled astronaut brain at the core of the system. Now Ghost is searching for a way to restore the AI's mind, or re-purpose the satellite network.



AKANE MERCANTILE

The remnants of the interstellar construction guild that built Hekaton's space elevator and the ships that brought colonists here. They retreated to their crisis bunker as soon as the titans attacked, only emerging a decade ago surprised to see others had survived. They've since used their advanced knowledge to make settlements more resilient, rebuild the homeland's infrastructure, and plan a new path to the stars.

ARTI used to be a dumb construction bot, but decades of code patches and component grafts have given them a keen sentience. They're a tough and intelligent engineer sent out by Akane to scout new locations, lead rebuilding efforts and save people trapped in hostile environments. With Gigas' rampage, there's plenty of rebuilding to be done.



THE NEW WAY

When the great beasts attacked, some fled into the jungle. It took a few generations to find them again, living among the flora and fauna of Hekaton. They claim they have found symbiosis with the planet by rejecting advanced technology, and maybe there's something to that; the treatments and poisons they've extracted from the planet's native life are surprisingly effective, and their faith seems to lend them inhuman strength.

Preacher Bright is the current leader of the New Way, making miraculous things from the fusion of harvested tissues. They're working on a grand work of biotech to give their followers the vigour of the titans, but to do that they'll need access to Gigas' corpse.



TERACOM WORLD SECURITY

As the colony fell, this private security company declared a state of emergency and seized control. Though generations have passed Teracom maintain a rigid grip on power. They've expanded to take on more of the functions of government: taxation, law courts, policing, even distributing supplies to make sure few go hungry. In the wake of Gigas' rampage rebellion is rising - if Teracom can't bring peace, they may find themselves at war.

During the assault **Sgt. Rook** was trapped underground with the rebels they were apprehending. As the beast raged above Rook and the rebels saved each other's lives time and time again, and once danger passed Rook let them escape, sure now that there's a better way to protect Teracom's subjects. If hard-line members of Teracom object, they'll find out just how stubborn Rook can be.

A PRIMER TO THE APOCALYPSE

THE CONVERSATION

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

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

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

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

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

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

THE GM'S ROLE

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

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

MAKING A MOVE

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

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

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

MOVE EXAMPLE: FORGE A PATH¹

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

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

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

PLAY AGENDAS

PLAYER AGENDA

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

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

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

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

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

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

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

Always follow the fiction.

Play pro-actively, act dangerously.

Ask questions, and have ideas for answers.

GM AGENDA

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

Here's some guiding principles to get you going:

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

Write down every detail.

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

Turn the players' questions back on them.

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

Ask questions about Surpluses to flesh out the world.

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

Give every character screen time with the other characters.

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

Look for seeds you can use for future conflicts.

Twist their ideas by splicing them with your own.

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

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



The Duke
Enjoys solving puzzles - particularly
how to pierce your defences.
It mimicked my voice to distract the
other hunters. Can it understand us?
Don't look in the star on its head.



GETTING STARTED

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

DRAWING THE MAP

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

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

GM:

Take a blank sheet of paper and draw a large circle in the middle. This is the Homeland: a place of relative safety, where people can travel between settlements without expecting trouble. Outside that is the jungle, an untamed land filled with strange creatures, bizarre diseases and looming titans.

Akane:

Mark down the ruins of the space elevator. The base of it is mostly intact, and your corporate bunker is located underneath it. Also mark a long scar on the land created as it collapsed.

Teracom:

Mark down three settlements scattered around the homeland, and note down a key resource each provides: food, medicine, or shelter. Also note which one you have your headquarters in, which one is in dire straits thanks to Gigas' attack, and which one has risen up against your rule.

Damocles:

Mark down the site of Gigas' corpse, and say what finally killed it. Also draw its trail of destruction out of the jungle, and say what you've spotted at the jungle end that might explain why it attacked.

The New Way:

Your family is nomadic - mark where along the jungle border they're currently camping. Also mark down a sign of the carrion feeders that are starting to descend on Gigas from the jungle, and say what problems they're already causing.

Fluke

Likes to rear up and smash down its head.

If you feel the ground shake, run. It's burrowing underneath.

My sister was got by its tendrils. At least it crushed her before the acid killed her.



FAMILY HISTORY

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

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

CHARACTER BACKSTORY

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

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

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

THE FIRST SCENE

Start with the characters at the foot of Gigas's corpse. It's towering dozens of stories above them, reeking of alien ichors. Let each player say why they're here: to scavenge from the buildings it crushed underfoot, to lend aid to its victims, to extract things from the titan's corpse or to learn why its rampage occurred.

The goal of this scene is to establish the characters. Don't worry too much about making moves. When each character has taken steps towards their goal, zoom out to the Family level and explore what they're up to.



FAMILIES

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

FAMILY STATS

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

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

Sleight represents your Family's ability to hide their actions and misdirect others. Use it to perform **Subterfuge**, spreading falsehoods and sabotaging others.

YOU TRACK THESE RESOURCES:

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

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

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

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

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

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

DOING THINGS

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

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

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

CHARACTERS

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

CHARACTERS STATS

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

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

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

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

HARM

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

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

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

ROLE

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

Your role changes under certain circumstances:

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

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

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

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

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

Spore

Didn't seem aggressive, or even aware of us.

Then we started getting sick.

Then the sick turned against us.

USE AIR FILTERS
NEXT TIME



CHARACTER MOVES

DEFUSE

When you de-escalate a tense situation with:

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

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

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

FIERCELY ASSAULT

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

Character list:

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

GM list:

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

UNLEASH POWER

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

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

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

WASTELAND SURVIVAL

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

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

On a 10+, also pick one:

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

INFORMATION IS POWER

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

FIND COMMON GROUND

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

They'll only do it if:

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

CALL FOR AID

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

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

FAMILIAR FACE

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

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

FORGE A PATH

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

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

UNEARTH FORGOTTEN LORE

When you uncover a landmark from the past, roll +Lore.

On a hit, gain 1 Data. On 7-9 ask 1; on a 10+, ask 3:

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

SHAKE IT OFF

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

PROFESSIONAL CARE

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

FAMILY MOVES

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

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

CLAIM BY FORCE

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

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

SUBTERFUGE

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

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

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

CALL IN A DEBT

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

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

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

POWER UP

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

UNCOVER SECRETS

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

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

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

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

LEND AID

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

FINDING A SURPLUS

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

RIGHT TOOL FOR THE JOB

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

FLUSH WITH RESOURCES

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

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

You can only pick each option once per age.

FALL INTO CRISIS

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

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

You can only pick each option once per age.

STØRY MØVES

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

QUICK CHARACTERS

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

BUILDING A QUICK CHARACTER

Stats: Split +1, 0, 0, -1 between the stats. Add your family bonus to one.
Gear: Take gear according to your Family.
Looks: Masculine, feminine, concealed, ambiguous
Face: Trusting, scowling, angular, worried
Eyes: Rebellious, squinting, calculating, wise
Body: Muscular, bony, heavyset, graceful
Name: Ada, Isis, Brigit, Leo, Lux, Cato, Lin, Elijah, Anders.
Link: Sibling, child, cousin, aunt, rival, protege or peer of the family's main character.

MOVES

Inherit a move from your Family, and pick one:

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

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

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

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

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

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

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

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

HARM BOXES

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

CHANGING SCALE

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

ZOOMING IN

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

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

TOOL UP

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

For each of your Surpluses, pick a relevant benefit:

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

ZOOMING OUT

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

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

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

YOUR CHARACTER'S STUFF

ARMOURY

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

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

OUTFIT

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

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

VEHICLES

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

Vehicles have three harm boxes:

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

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

All vehicles have one of these tags:

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

Extra tags:

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

FOLLOWERS

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

Quality: from +1 for decent help to +3 for skilled agents.

Specialty: a word or phrase outlining their talents.

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

When followers act independently from you, use this:

UNDER ORDERS

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

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

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

TIPS FOR THE GM

AGENDAS

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

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

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

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

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

PRINCIPLES

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

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

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

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

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

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

WHAT TO SAY

What the Principles demand.

What rules demand.

What the fiction as established demands.

What honesty demands.

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

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

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

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

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

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

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

GM REACTIONS

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

You make reactions in three situations:

When a player rolls a 6- on a move.

When players look to you to say what happens next.

When the players offer you up a golden opportunity.

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

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

YOUR REACTIONS:

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

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

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

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

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

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

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

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

THE STRENGTH OF A REACTION

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

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

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

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

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

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

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

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

Be their nemesis: Each character has a natural form of adversity. Separate Ghost from their helpers, put Rook up against overwhelming odds, require ARTI to empathise with and predict human emotion, make Preacher Bright choose between their biotech and their larger goals.

Highlight a weakness of their Family: Think about the weaknesses of their approach: Teracom relies on their neighbours being weaker than they are, and The New Way needs others to recognise their moral authority. By forcing them out of their comfort zone you give them opportunities to find new solutions, grow and adapt.

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

FRONT: RAGE OF THE TITANS

With Gigas dead, Hekaton is forever changed. The player's contributions during game setup should give you plot threads to pull on, but here's some suggestions if you want some pre-prepared threats.

Each threat has:

Reveal: A way to introduce it to your game after someone gets a 6 or less on a move.

Reactions: Problems the threat causes as it grows.

Resolution: Ways players can get deal with the threat.

Fallout: What the threat will do if it isn't stopped. Activate this if you've checked all three Reactions and it makes sense in the fiction.

THE AERIE

Even broken, the space elevator towers over the old colony. Up in its heights, something is stirring...

Reveal: A screeching noise deafens the characters and draws their attention to the ruined elevator. Particularly sharp-eyed characters see the fluttering of wings...

Reactions:

- Remove a Surplus.** The winged titan swoops down, ruining a player's holdings. *Surplus: Recruits, Transport or Defences* are good targets.
- Put Someone in a Spot.** As a failed Family move resolves, the great winged titan swoops down and assaults the Family's agents. They'll have to fight to survive and escape the titan's wrath.
- Capture Someone.** The titan bursts into wherever the players currently are, grabs one of them, and flies off.

Resolution: Scale the aerie and kill it in its nest; bait it out; find out what it's searching for and lead it away.

Fallout: The creature's found whatever it was looking for. With a cacophonous screeching and cracking, smaller winged creatures hatch and flood out of the ruined elevator. The skies are no longer safe, and anyone travelling under the open sky risks assault.

JUNGLE POX

An infection is spreading through the communities nearest the wild jungle. Is it heralding something worse?

Reveal: The characters arrive at a fringe settlement to find it deserted. There are corpses filling the hamlet, with growths in their armpits and across the torso. If they investigate, they find one person still alive.

Reactions:

- Deal Harm.** A character who'd been exposed to the plague starts feeling the effects. They mark 1 Harm the first day, 2 Harm the next, 3 Harm the day after and so on. They also start hearing voices calling them from the forest.
- Inflict a Need.** A family is afflicted by the plague, gaining *Need: Medicine*. The affected family members become withdrawn and stop paying heed to requests or orders from family leadership.
- Give them recourse, solace or comfort.** If a character's infected, a member of the New Way approaches them with an untested cure. It works, but the cultist needs sap harvested from a tree deep in the jungle.

Resolution: Stop the source of the infection. There's a water source flowing out of the jungle, contaminated at its spring by the titan Spore. Either drive away the titan or get people a different water source.

Fallout: Those killed by the infection rise up, with those bulging growths peeled back to reveal fungal tendrils, spore and eyes. This army acts as one to strike down settlements from within - affected families must **Hold Together**, at the very least.

PRIMAL RAGE

As the homeland's tech level improves, the titans threaten to repeat the rampage that ended the colony.

Reveal: As a new piece of infrastructure activates (maybe Akane's refinery) a howl resounds from the jungle.

Reactions:

- Offer an Opportunity.** The titan Bloom has started sniffing around the waste dumps of your rudimentary power plants. Maybe the toxic waste can be used as bait?
- Reveal an Unwelcome Truth.** A scouting party in the jungle announces a horde of Titans on the horizon, homing in from all directions towards the infrastructure that triggered this front.
- Take away their stuff.** The titan Fluke burrows up from underground and devours a Family's Tech stockpile.

Resolution: Uncover what's aggravating the titans and change it; build permanent defences; find an alternative source of technology that lets you live in harmony with Hekaton's ecosystem.

Fallout: Titans surge out of the jungle and destroy the largest pieces of homeland infrastructure.

GETTING INSPIRATION

NOTABLE PEOPLE

DAMOCLES

Fray, a new initiate eager to pilot her first mech.

Quart, a networker who keeps the chosen of DAMOCLES in touch with each other.

Blake, a veteran currently laid up with a broken leg and arm.

AKANE

Jin Lung, current CEO of Akane and a diplomatic leader.

Okembe Osterburgh, head of HR and keeper of the family's traditions.

Vivian MacAllister, unofficial leader of Akane's construction workers.

THE NEW WAY

Kerat, hunter of jungle beasts and artisan.

Pod, moss-covered mystic of the natural order.

Capal, doctor trying to create a synthesis between The New Way and Akane's knowledge.

TERACOM

Major Briggs, long-suffering leader of Teracom who's turned to intoxicants to cope.

Quartermaster David, essentially running the show while using their position to line their pockets.

Private Verona, a new recruit into Teracom getting over-enthusiastic with their new power.

OTHER SURVIVORS

Howl, a jungle hermit who occasionally visits the homeland to describe the titan's movements.

Crispinus Gog, a farmer whose crops feed most of the homeland.

Abzu, a scavenger in the city ruins who's leading the scavengers against Teracom.

DEVICES

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

Living putty. A squidgy purple growth. When some of it is wedged in a crack or wound it'll flow through it and fill it, integrating with the body or structure. Over time it'll take on the physical properties of whatever it's integrated with.

Razorhead Worms. Small grubs that normally spend their time chewing on trees. They're pretty docile, allowing others to pick them up and carry them around. When they're in danger - for example, when thrown - they harden up, their head narrowing to a point. Whatever they contact, they'll unthinkingly burrow deep into it, leaving a perfectly cylindrical hole.

Holofield. Four pillars of metal, electronics and crystal. Originally used to plan the colony's construction, these pillars spring into life when placed in a square and generate a perfect illusory hologram between them. When first activated, they'll show the last thing they were used to build, a priceless historical treasure. If that's erased, they can instead be used to create a distraction and mislead your foes.

JUNGLE INHABITANTS

Each of these threats has custom reactions. You can use these as well as your normal reactions when the threat's in play.

WEIRD-WOLVES (DEALS 3 HARM TOGETHER, 1 HARM ALONE)

Squat, hairless dog-like creatures with scales covering their flanks. They form triad-bonds for life, and hunt together in perfect silence. Territorial and aggressive, but will keep their territory free of other dangers.

Threat Reactions: Stalk their target from afar, Lunge forward and drag them back, Advance as one.

SAP-FEEDER (DEALS 4 HARM)

A long, sinuous creature: part snake, part worm, part centipede. Normally it burrows deep into a tree to drink its sap, but blood is equally tantalising to it.

Threat Reactions: Hide inside a nearby tree, Wrap itself around a character, Burrow deep into their flesh.

GEIGER WASPS (DEALS 1 HARM, +1 EVERY TIME THE SWARM DOUBLES IN SIZE)

The jungle has found its own use for the old power plants left behind by the colony. These insectile creatures have built hives around the reactor cores, first for warmth and later to use the mutations created to supercharge their evolution. After a few human generations and hundreds of insect ones, they're now subtly glowing, metal-plated and deadly.

Threat Reactions: Seek out radioactive material to feed on, Crowd an enemy and irradiate them, Call in Reinforcements.

THE FLOW OF THE GAME

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

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

Don't be stingy with tech points: remember that it can take the form of strange life forms from the jungle just as easily as forgotten hypertech from the colony's founding. Make sure that every time you zoom back out to the family level the group has at least one or two Devices to return to their family's stocks.

As this quickstart is a contained experience, have ideas in mind for ways the players can bring lasting change to Hekaton. Bear in mind that each character has built-in stakes from their goals and their family:

- Can **Ghost** forge a new understanding with **DAMOCLES**, or must they find a new way of tracking and fighting titans?
- Can **ARTI** find a place for people to live protected from the titans? If not, how do they handle the refugee crisis?
- Will **Preacher Bright** get the exotic samples they need to mutate their followers? How will they make sure that the procedure doesn't go terribly wrong?
- Will **Sgt. Rook** reform **Teracom**'s autocracy? And will **Teracom**'s enemies exploit their infighting and indecision?

And finally:

- How will the grieving titans strike back? How will the characters save the homeland from their rage?

WRAPPING UP

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

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

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

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

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

WHAT'S IN THE FULL BOOK?

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

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

Order the game at:

UFOPRESS.CO.UK/LEGACY2E

THE HOMELAND

THINGS TO NOTE:

USEFUL RESOURCES,
AREAS OF SAFETY,

LARGE SETTLEMENTS,

TINY COMMUNITIES,

FOOD PRODUCERS,

SOURCES OF FRESH WATER,

POSITIONS OF NOMADIC FAMILIES,

FACTION HEADQUARTERS,

STRUCTURES LEFT FROM THE
BEFORE,

BARRIERS: WALLS, RAVINES, ETC.,

TRADING ROUTES,

THE EDGE OF THE HOMELAND,

HAZARDOUS AREAS:

- RADIATION,
- WILDLIFE,
- PLAGUE,
- RAIDERS,
- TWISTED REALITY,

CHØSEN ØF DAMOCLES

In high orbit, the DAMOCLES intelligence tracks the movement of great beasts over the land. When it needs operatives it takes control of technology nearby, to deliver a call for aid. Those who answer it soon find themselves fighting or herding the beast, with the aid of great war machines dropped in from orbit. If you survive, you're welcomed into an elite unit of soldiers; if you fail, DAMOCLES can always pick another.

You spend most of your lives living among the settlements of the homeland: hunting, building and doing whatever is needed to keep your community going. You drop all that when DAMOCLES sends out the call into your hidden implants, donning your chameleon robes and heading out into the jungle to hunt down an impossible monster.

REACH 2 **GRASP** -1 **SLEIGHT** 0
MOOD -1 **TECH** 0 **DATA** 1

SURPLUSES: Transport, Weaponry

NEEDS: Leadership, Recon, Recruits

GEAR:

Characters from this family can get...

- **Sniper rifles** (Weapon tags: far, elegant).
- **Carving blades** (Weapon tags: melee, brutal).
- **Outfits with regal, utility or camo.**
- **Battlemechs** (Vehicle tags: land, mighty).
- **Scouts** (Followers: Quality 1, spotting approaching threats).

HISTORY

One family played a key role in stopping Gigas' rampage. Who? *Give them 2 Treaty on you.*

You found something strange as you harvested materials from Gigas' corpse. What was it, and why did it worry you? *Your character gets the thing you found as a Device.*

One family withheld support that would have helped you stop Gigas much earlier. What were they focusing on instead? *Take 2 Treaty on them.*

Carrion Market: When you spot a new Titan, name a surplus that can be extracted from it or its environment.

Dispersed Lifestyle: When another family's menaced by a Titan, your forces can immediately arrive to help fight it back.

Alliance Move: When you Lend Aid to a group under a Kaiju Threat Alert, get 1 Treaty on them.

Kaiju Threat Alert: When you scout for signs of behemoth attack, pick a danger in the world as an omen of an incoming assault. Say how it threatens Families of your choice, who become Alerted. You can spend Treaty you have on one Alerted group on any other.

If the behemoth is stopped before the threat becomes plausible, each Alerted Family or Faction gets 1-Treaty on you.

If you stop it whilst it's a clear threat, gain 1-Treaty on every Alerted Family or Faction, and redistribute Treaty on them as you like.

If someone else stops it whilst it's a clear threat you and whoever stopped it gain 1-Treaty on every Alerted Family or Faction.

If the behemoth assault happens as you foresaw, you and every Alerted Family or Faction gain a Need of your choice.

Ultimate Weapon: Your vehicles are the edge that allow you to bloody the nose of the Behemoth. *When you take one of your special vehicles out of storage,* choose 2:

- They have an extra environment tag: sea, land, air, space, earth, or something stranger.
- You have advantage on physical actions when piloting it.
- They're giant and can fight Behemoths on equal terms.

Every time you use them pick one:

- Erase Surplus: Transport or Surplus: Energy.
- It pollutes, giving you Need: Medicine or Need: Land.
- It could break down or blow up at any moment.

INHERITANCE

Quick characters get +1 to Lore or Force and pick an extra move:

Titan Grip: When you attempt to climb a giant monster, roll **+Steel**. On a hit hold 3; spend hold to avoid one of the monster's attacks, or resist being shaken off.

Bait: You can attract the attention of everything hostile within a mile or so. They'll ignore others in their pursuit of you.

Grapple: You have a sturdy grappling gun. It can hit targets a hundred metres away, and bear your weight and that of another.

Monster Empath: For each minute you spend observing a monster, ask the GM one: What does it most want to do, what's hurting it, what can it sense that I can't?

Suppressing fire: While you attack with the goal of scaring foes and keeping their heads down, give your allies +1 Ongoing to flank them, escape them or target their position.

GHØST, THE ELDER

You're hidden in swirling robes of adaptive camouflage that show a distorted version of your surroundings. All that can be seen above your face mask is close-cropped dark hair, the wrinkles of a long life, and eyes that quickly seek out threats and opportunities.

FORCE 0 **LORE** 0 **STEEL** +1 **SWAY** +1

BACKSTØRY

learned much when they sat in council with me.

would be a good match for one of my servants.

I mourn _____'s parents. I wonder who truly knows what happened...

CURRENT RØLE: REBEL

During Gigas' attack DAMOCLES started responding to your queries with rambling and confused answers, eventually revealing that it wasn't programmed into existence but was a brain scan of a long-dead astronaut. Worried about the presence of human weakness in the guide you thought was impartial, you're seeking advice from ARTI and Akane.

Able Leader: Add 1 Quality to a group of follower when they start serving you. *If you spend a few days training and instructing them,* restore a point of lost Quality or change their Specialty.

Loyal Staff: You have two trusted and skilled agents. If you mark a harm slot representing an agent, they're taken out. To heal that slot, convince someone equally skilled to join you or spend time in a place of safety with access to a relevant surplus. Your agents are:

- **Bull:** Get +1 to **Force** when he fights at your command.
- **Artemis:** Get +1 to **Sway** when she sweet-talks your target.

HARM BOXES

- Trembling
- Fearful
- Lose Bull.
- Lose Artemis.
- Dead

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.

BASIC FAMILY MOVES

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

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

CLAIM BY FORCE

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

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

SUBTERFUGE

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

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

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

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DEFUSE

When you de-escalate a tense situation with:

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

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

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

FIERCELY ASSAULT

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

Character list:

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

GM list:

- Something or someone important is harmed.
- Others will come after you.
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- The situation is destabilised and chaos will follow.

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

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

WASTELAND SURVIVAL

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

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

On a 10+, also pick one:

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

CALL FOR AID

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

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

FOR EXTRA MOVES, CHECK OUT PAGES 7 TO 10.

AKANE MERCANTILE

Once, you built ships that sailed through the void. Once, you spun diamonds into a ladder to the stars. Now, humanity cowers in the ruins of their ancestor's wonders. Well, not you. In your corporate bunker you've waited out the apocalypse, and you've emerged to put your mark on the world. You were builders once; you can reach the stars again.

Your corporate structure has collapsed as generations passed and you became bound by blood rather than by stock options, but a board of directors still makes the day-to-day decisions that govern life in your bunker. Company dress code's likewise degraded, with employees donning their grandparent's jumpsuits only on formal occasions, but you still keep a tidy appearance as a matter of pride.

REACH 1 **GRASP** 0 **SLEIGHT** 0
MOOD -1 **TECH** 0 **DATA** 1

SURPLUSES: Defences, Leadership

NEEDS: Knowledge, Culture, Recruits

GEAR: Characters from this family can get:

- **Basic weapons** with melee or ranged.
- **Weird grenades** (Weapon tags: area, aberrant).
- **Construction gear** (Outfit tags: utility, powered).
- **Bulky hazmat suits** (Outfit tags: utility, sealed).
- **Engineers** (Followers: Quality 1, Specialty: Planning and construction).

HISTORY

One of the other families represents the path you think humanity needs to take to survive. Who is it?

Give them 2 Treaty on you.

You've been working with another family to build a refinery that'll give you more complex materials. What expertise are they bringing? Both of you get Surplus: Rare Materials.

You built anti-titan defences for another family just in time to save them from Gigas. What did you build to protect them?

Take 2 Treaty on them.

Uplifting Mankind's Remnants: If others heed your Family's advice on grand projects, they take advantage building them.

Settled Lifestyle: When you encounter a piece of the World Before's culture, you know its significance.

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

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

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

Sufficiently Advanced: Your Family can activate an impervious mile-wide forcefield around their home. It has **3-Power**. When you activate it, roll +Power spent (minimum 1).

On a 10+ it works perfectly, exactly as desired.

On a 7-9 it does what you wanted, but choose: it's out of action for the near future, or there are weird anomalies.

On a miss it erupts with chaotic energy and lingering side effects.

Regain 1 Power every time you feed a physical Surplus into its reactor.

INHERITANCE

Quick characters get +1 to Lore or Steel and pick an extra move:

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

Pain Box: You have a device that causes intense pain in anyone within a few dozen metres (non-lethal, area, aberrant).

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

Hot Rod: You have an exceptional vehicle- it has the swift and land tags, and you can change one of its tags with 15 minutes of tinkering.

Educated: If you give advice to somebody based on your knowledge of the Before, they gain fleeting advantage acting on it.

ARTL THE MACHINE

You're a rugged humanoid mech, painted with faded hazard stripes. Your synthesised voice emerges from a blank faceplate. You were made to assist construction sites, but with the Fall's chaos your job expanded and engineers kept grafting extra code onto you. One day you started thinking and talking, and they welcomed you as a full employee.

FORCE 0 **LORE** +2 **STEEL** +1 **SWAY** -1

BACKSTORY

I have rescued _____ from a hellish place. The last time _____ and I travelled together they were the only organic to survive. _____ and I have fought on opposite sides before.

CURRENT ROLE: AGENT

You were sent out on a humanitarian mission, kaiju-proofing a settlement on the path of Gigas' rampage. It wasn't enough, and you ended up methodically evacuating villagers. As the beast neared you found yourself becoming more and more frantic, tapping into a sense of altruism and self-sacrifice you never knew you had. Now you're searching for a way to end the threat for good.

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

Scanning Platform: After analysing the current scene, roll +Lore.

On a 10+, ask 2 questions. On a 7-9, ask 1.

- What, if anything, is hidden here?
- What, if anything, is hazardous here?
- What, if anything, is valuable here?
- What, if anything, is vulnerable here?

HARM BOXES

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

When you're Totalled, anyone can erase a technological Surplus in a place of safety to bring you back to action. Alternatively, you can be scrapped for 5 Tech and Surplus: Knowledge.

BASIC FAMILY MOVES

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FOR EXTRA MOVES, CHECK OUT PAGES 7 TO 10.

THE NEW WAY

Our ancestors thought they could tame Hekaton. They thought their electric fences could keep the beasts out, that their drugs could keep the spores from taking root, that their machines could predict and contain the titans. Wrong, wrong, wrong. Now we live in the ruins they left behind, but some just want to try the same stupidity again. We know there's a better way, a new way. We can't make this planet another Earth, so we're the ones that must change.

You're an evangelistic cult full of zealous converts attracted by your gospel of ecological harmony. Cult members wear natural fabrics and hides, and pierce their bodies with the fangs and spurs of Hekaton wildlife as a sign of closeness to nature. Leaders rise and fall within the cult, putting their own cast on its core ethos - the group prizes novelty and adaptation over adherence to dogma.

REACH -1
MOOD -1

GRASP 1
TECH 1

SLEIGHT 1
DATA 3

SURPLUSES: Recruits, Culture

NEEDS: Leadership, Land, Safety

GEAR:

Characters from this family can get:

- **Weapons** with melee or ranged.
- **Outfits** with regal, utility or camo.
- **Caravans (Vehicle tags: land, transport).**
- **Healers (Quality 2, Specialty: Treatment and diagnosis),**
- **Hunters (Quality 2, Specialty: Survival and tracking).**

HISTORY

Some of the other families are **righteous** in your eyes.
Say what they did to win you over and give them 1 Treaty on you.
The others are **corrupt** or have lost their way.
Say what made you condemn them and take 1 Treaty on them.
Your oracles have dreamed about a new titan being born in the jungle. If you can find it, you can raise it to serve you.
Mark a landmark in the jungle your oracles saw in this dream.

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

Nomadic Lifestyle: When you enter a new settlement tell the group one thing its beliefs make mandatory and one thing they forbid.

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

Faith of the Fallen: Your Family believes they can attain godhood by being transformed by the power of Hekaton. *When you take a concrete step closer to this, hold 1.* When an emissary of your Family – including your Character – draws on this vision of future perfection, spend 1 hold to:

- Get an insight towards your current goal.
- Ignore all penalties and **disadvantage** for a single roll.
- Plant the seeds of your faith in the mind of another.

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

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

INHERITANCE

Quick characters get +1 to Sway or Steel and pick an extra move:

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

Martyr: If anyone in arm's reach would take harm, you can jump in the way and take it yourself.

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

Clergy: When you wear the garb of your faith, people will assume you're harmless, deadly, mystical, or self-sacrificing. Pick one according to your Family's reputation.

Confessional: When you spend an hour preaching to an audience, one audience member will approach you afterwards and confess something that's useful to you.

PREACHER BRIGHT, THE SEEKER

The jungle is your mother and your father. You assume you probably had human parents too, but the jungle ate them long before you had a chance to form memories of them. You've spent your life trying to understand the creatures of Hekaton, and a few months back had a breakthrough: a titan extract that let you graft tissue to tissue, and create strange hybrids. You just need a few more samples, and then humanity will never be the same.

FORCE -1 LORE +1 STEEL 0 SWAY +2

BACKSTORY

I fear _____ hates what they don't understand.

_____ can guide me to the truth.

_____ will be soon lost without my biotech.

CURRENT ROLE: LEADER

For the time being, the New Way believes in you and your promises. You know you can make them better than they were - if you can just find the source of a titan's power and take it for your own.

Experimental Energy Projector: You've fused organs and tissues found from Hekaton fauna into a deadly weapon (*ranged, area, aberrant, unreliable*). *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 leave you with lingering physical aberrations.
- It's damaged and must be repaired in a place of safety.

Curative Admixture: *When you improvise a device to tend to someone's wounds*, sacrifice a Device and roll +Lore. On a 7-9 pick 1; on a 10+ pick 2:

- They can trigger Professional Care without a surplus.
- They ignore all wound effects until they next rest.
- They gain 1 Armour until they next rest.

HARM BOXES

- Winded
- Glitching Aura
- Migraines (-1 Force)
- Panicked (-1 Steel)
- Dead

When you mark off your Dead box, your biotech goes haywire. After a few minutes the entire area is filled with spores that leave it a mutated, poisonous wasteland.

BASIC FAMILY MOVES

HOLD TOGETHER

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

FOR EXTRA MOVES, CHECK OUT PAGES 7 TO 10.

TERACOM WORLD SECURITY

Safety. Efficiency. Dedication. Those were the corporate values your ancestors promised when they signed the contract to protect the Hekaton colony, and they're your watchwords to this day. You're here to keep the colonists safe, and if that means temporarily taking charge then so be it. It's true that the state of emergency has gone on far longer than anyone could have predicted, but with your company manuals giving guidance on everything from police actions to resource rationing you're clearly the best choice to manage the colony in this trying time. Civil rights, self-determination, a free press? These are luxuries. Your subjects just need the three values: safety, efficiency and dedication.

REACH 0
MOOD -1

GRASP 1
TECH 0

SLEIGHT 0
DATA 0

SURPLUSES: Weaponry, Transport

NEEDS: Leadership, Land, Recruits

GEAR: Characters from this family can get:

- Anti-Personnel Grenades (Weapon tags: brutal, area).
- Flamethrower (Weapon tags: ranged, area).
- Body Armour (Outfit tags: Utility, Tough).
- Soldiers (Followers: Quality 1, Specialty: Intimidation and standing guard).
- Gyrocopter (Vehicle tags: air, transport).

HISTORY

One family's a threat even to you, and you're worried about them. Give them 2 Treaty on you.

You recently stopped an outlaw gang from one family, saving their leaders from embarrassment. What were the outlaws trying to do? Take 2 Treaty on that family.

Another family has a valued role in your administration: research, entertainment, reconnaissance, healthcare, or transportation. Both of you get 1 tech and 1 data from skimming off the top.

The Engines of War: if you have both *Surplus: Weaponry* and *Leadership*, you gain +1 Reach. Your military might reinforces your diplomacy and influence.

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

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

Always Outnumbered, Never Outgunned: You have a huge, bristling cornucopia of weaponry. Start with 3-Arsenal. When you use it in battle, you may spend 1-Arsenal to:

- Dazzle your foes and prevent them from communicating.
- Drastically alter the battlefield or your place in it.
- Establish an escape route you can use at any time.

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

Conscription: When you show a group of outsiders that you have the power to bring them pain, ruin or glory, your Family can gain *Surplus: recruits* but choose one:

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

INHERITANCE

Quick Characters get +1 to Force or Sway and an Inheritance Move:

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

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

All for One: If you have Followers nearby and would take harm, you can first reduce the Harm value by reducing their Quality, 1-for-1. This can't take their Quality below 0.

Scrapheap Challenge: When you have access to a pile of mechanical scrap and a few hours, roll +Lore. On a hit you can make a vehicle or weapon with 3 stat points or 3 tags. On a 7-9, it will definitely fail sometime in the next day.

Legate: When in territory you control, you automatically get a 10+ on *Familiar Face*.

SGT. ROOK, THE SENTINEL

You're an imposing figure, wrapped in layers of patched body armour and hide. You're easily six feet tall, with a scarred face that still occasionally splits in a surprising grin. You've been a Teracom grunt since the age of 15: you wanted to keep your people safe, and they were happy to take someone with your talents and determination.

FORCE +2 LORE -1 STEEL +1 SWAY 0

BACKSTORY

I have sworn to protect _____.

_____ and I stood watch together against the chaos.

_____ helped me get out of a siege alive.

CURRENT ROLE: OUTSIDER

Gigas' attack interrupted your attempt to arrest a ring of rebels. You were trapped together underground, and as you fixed each other's wounds and pull each other out from under rubble you started talking. Now you're beginning to question if Teracom's rule is as benevolent as you were raised to believe. Can you make them better? Should you?

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 blows raining down on you harmlessly away.
- You force the danger back and away.

Command: When you give someone an order or warning, roll +Force. On a 7-9 they must do it, freeze, get out of there, or attack you. On a 10+, only offer them two of those options.

HARM BOXES

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

When you mark off your Dead box, plant your feet and make your last stand. No matter what, you'll remain fighting until your allies are safe and the danger has passed. Only then do you die.

BASIC FAMILY MOVES

HOLD TOGETHER

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

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

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

CONDUCT DIPLOMACY

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

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

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

CLAIM BY FORCE

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

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

SUBTERFUGE

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

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

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

BASIC CHARACTER MOVES

DEFUSE

When you de-escalate a tense situation with:

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

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

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

FIERCELY ASSAULT

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

Character list:

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

GM list:

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

FIND COMMON GROUND

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

They'll only do it if:

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

UNLEASH POWER

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

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

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

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WELCOME TO HEKATON: A JUNGLE-COVERED FAILED COLONY RULED BY TITANIC MONSTERS.

In *Titanomachy*, the players are survivors living among the ruins of a colony devastated when colossal titans surged out of the planet's jungle and tore apart their space elevator and advanced infrastructure. Generations down the line, the titan Gigas has just fallen after a monumental battle that devastated your families. Now you know the titans can be stopped, but your families are weaker than ever. How will you build a world where you're safe?

This quickstart gives you a jumping-on point for *Legacy: Life Among the Ruins Second Edition*, letting you try out the core game rules and four pre-generated player builds before breaking open the full suite of options in the core book.