



HOW TO PLAY

TAKING ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:

- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit with All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. Count tags. Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.

(!) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. Roll two six-sided dice (2d6) and add your Power. If the result is:

- 10 or more (10+) (Hit) · **It's a great success!**
- 7-9 (Hit) · **You succeed, but with complications.**
- 6 or less (Miss) · **You fail and the MC makes a move.**

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

Bastion

A WALKING DEAD



Mystery:

"WHO WAS I
BEFORE I DIED?"

Post-Mortem is a dead woman walking. More accurately, she is a body supercharged with "Ion-9", an energy that somehow allows her to think, walk and act.

POWER TAGS

Can't die - already dead
Does not breathe
Needs no food or drink

NEW POWER TAG OPTIONS

- ☐ Can't feel pain
- ☐ Immune to toxins
- ☐ Immune to disease

WEAKNESS TAGS

Corpse-like appearance

Relic

HELIX LABS GADGETS



Mystery:

"WHO DID THIS
TO ME?"

When Post-Mortem woke up in an abandoned Helix Labs facility, she found special gear laying beside her. It is powered by her own "Ion-9" energy.

POWER TAGS

"Ion-9" blast sniper rifle
Force-field generator
Tracking device

NEW POWER TAG OPTIONS

- ☐ Paralysing shot
- ☐ Structural scanner
- ☐ Cloaking device

WEAKNESS TAGS

Devices depend on "Ion-9"

Training

ASSASSIN



Identity:

"ONCE I MARK A TARGET,
THERE IS NO TURNING BACK."

As she emerged into the world, Post-Mortem discovered that she is trained in all the techniques she needs to track and take down her enemies.

POWER TAGS

Martial arts
Stealth
Climbing

NEW POWER TAG OPTIONS

- ☐ Marksmanship
- ☐ Eye on the door
- ☐ Improvised weapons

WEAKNESS TAGS

Underworld reputation

Mission

ANGEL OF VENGEANCE



Identity:

"NO SHADOW IS DEEP
ENOUGH TO HIDE WHAT
YOU HAVE DONE."

Post-Mortem is dedicated to hunting down wrongdoers who operate in the shadows - specifically, anyone whose methods remind her of Helix Labs.

POWER TAGS

Tracking
Interrogation
Alert

NEW POWER TAG OPTIONS

- ☐ Battlefield tactics
- ☐ Informer
- ☐ Safe house

WEAKNESS TAGS

Too eager