|   |  |                        |  |   | O Impaired   |                          |
|---|--|------------------------|--|---|--|--------------------------|
|   |  |                        |  | ction rating to <b>Barter, Trek,</b> or <b>Sway</b> (max  | O Broken   |                          |
| Name  | Reputation   |                        | rating of 3).  |   |  |                          |
| Settlement:                                     |  |                        |  | Your convoy is no stranger to battle.   |  |                          |
| Rep ► <ul> <li>Turf</li> </ul>                  | Hold Ti  | ſier                   | when you're at war, do not redu<br>engagement rolls when you're t  | ice your <b>Hold</b> . You also get <b>+1d</b> on he target of a retaliation.   |  |                          |
| 000000 000000                                   | O Weak O Strong O  | 0000                   |  | -   | Cohort/Vehicle                                     |                          |
| <b>Friction</b>                                 | Hatred     Supplies     Storage     Vault       0000     0000     0000     00000 |                        | rep instead of supplies on down  | tribe is true to their word. You may spend<br><b>time</b> actions to increase the result. When<br>e action with rep, you add <b>+1d</b> to your roll. | O Weak<br>O Impaired<br>O Broken<br><b>O Armor</b> | 0000                     |
| Claims  | Upon tribe advance, each PC gets <b>+1 stash</b>                                 | <b>h</b> (+2 per Tier) | O <b>Leverage:</b> Your tribe supplies them. Whenever you gain rep, ga   | other factions. Your success is good for ain <b>+1 rep</b> .  |  |                          |
|   |  |                        |  |   |  |                          |
| O Roads: +1d trek on your turf                  | and +1d to engagement rolls for transport plans                                  | IS                     |  | <b>downtime</b> , take <b>-1 friction</b> . You get <b>+1d</b><br><i>ve</i> an existing trade agreement or deal.                                      | Cohort/Vehicle                                     | Quality                  |
| O <b>Caravans:</b> Tier - friction = <b>sup</b> | plies during downtime  |                        | O <b>Eastbound and Down:</b> When you execute a supply run or transport job, you get <b>+1d</b> to the <b>engagement</b> roll. |   | O Weak<br>O Impaired<br>O Broken<br><b>O Armor</b> | 0000                     |
|   |  |                        | O <b>Stuff and Thangs:</b> The benefit this stuff lying around when <i>you</i> <b>assets</b> .                                 | t of all this commerce is that you have all<br>need it. You get <b>+1d</b> to <b>acquire material</b>   |  |                          |
| ·   |  |                        | OO Veteran: Choose a special a   | bility from another tribe.  | Cohort/Vehicle                                     | Quality<br>0000          |
|   |  |                        | Tribe Advancement  |   | O Impaired<br>O Broken                             | 0000                     |
|   |  |                        | Acquire product, make a sale or  | show of force, or expand your market.   | O Armor  |                          |
|   |  |                        | Bolster your tribe's reputation or   | r develop a new one.  |  |                          |
|   |  |                        | Contend with challenges above  | your current station.   |  |                          |
|   |  |                        | Express the goals, drives, inner c   | conflict, or nature of the tribe.   |  |                          |
|   |  |                        | Contacts   | Tribe Upgrades  |  |                          |
|   |  |                        | O Strider, a pathfinder  | O Fine GPS  | Settlement   | Quality                  |
|   |  |                        | O Holiday, a gunhand   | O Heavy Vehicle Armor   | OO Cars<br>X Convoy                                | O Vehicles<br>O Gear     |
|   |  |                        | O Jessie, a cook   | O Elite Rovers<br>O Camouflage (vehicles concealed at   | O Farm   | O Pet/Special<br>O Tools |
|   |  |                        | O Chaps, a biker   | rest)   | O Hidden   | O Weapons                |
|   |  |                        | O Honda, a feral chief   | O Hiking packs (2 slots can hold 2  | 00 Secure<br>00 Storage                            | O Armor                  |
| l   |  |                        | O Westchester, a mutant  | supplies each)<br>O-O-O Weathered (+1 stress box)   | O Workshop   | Cohorts                  |
|   |  |                        |  |   | O-O-O Thriving                                     | Add Type: 2              |
|   |  |                        | C  |   | <b>Training</b><br>O Insight<br>O Prowess          |                          |
|   |  |                        |  |   | X Resolve<br>O Personal<br>O-O-O Maste             | 1711                     |
|   |  |                        |  |   | 0-0-0-0 Maste                                      | ery                      |
|   |  |                        |  |   |  |                          |

Dealers

Quality

0000

Cohort/Vehicle

O Weak O Impaired

| R | C | id | ers |
|---|---|----|-----|
|   |   |    |     |

O Dangerous: Each PC may add +1 action rating to Raid, Wreck, or Hunt

| Cohort/Vehicle | Quality |
|----------------|---------|
| O Weak         | 0000    |
| O Impaired     |         |
| O Broken       |         |
| O Armor        |         |

| Name  | Reputation              |                     | (max rating of 3).  |  |
|---|-------------------------|---------------------|---|--|
| Settlement:   |                         |                     | O <b>War Boys:</b> When you're at w<br>rolls and still get two <b>downtime</b>  | var with another faction, PCs get <b>+1d</b> to <b>vice</b><br><b>e</b> actions.   |
| <b>Rep ►                                   </b>   | Hold<br>O Weak O Strong | <b>Tier</b><br>0000 | O <b>Reavers:</b> When you go into damage and speed. Your vehic   | conflict in a vehicle, you gain <b>+1 effect</b> for<br>cle gains <b>armor</b> .   |
| Friction<br>OOOOOOOO<br>Claims<br>O Barracks: Thugs have +1 scal<br>O Tributes: +2 supplies for extor |                         | 00000000            | <ul> <li>intimidate people who know yo more levels of hatred, you get</li> <li>O Off the Leash: Your gangs o savage, unreliable, or wild flaw</li> <li>O Salt the Earth: When you go</li> </ul> | The 4 or more <b>friction</b> , you get <b>+1d</b> to<br>bur tribe affiliation. If you also have one or<br><b>+1 effect</b> .<br>The effective but barely controlled. Add the<br>w to your gangs to give them <b>+1 quality</b> .<br>The <b>friction</b> from <b>wasting resources</b> , add <b>+1</b><br>wice for <b>fallout</b> and choose the result. |
|   |                         |                     | Tribe Advancement<br>Execute a successful battle, ex<br>Bolster your tribe's reputation<br>Contend with challenges above<br>Express the goals, drives, inner                                    | e your current station.<br>r conflict, or nature of the tribe.   |
|   |                         |                     | Contacts  | Tribe Upgrades   |
|   |                         |                     | O Kinclaith, an assassin  | O Fine Combat Drugs  |
|   |                         |                     | O Caboose, a trader   | O Fine Vehicular Weaponry  |
|   |                         |                     | O Singer, a beastmaster   | O Elite Thugs  |
|   |                         |                     | O Jelly, a sawbones   | O Bandoliers (2 free load for  |
|   |                         |                     | O Snot, an informant  | weapons or ammo)<br>O Armor-piercing ammo  |
|   |                         |                     | O Old Blue, a shaman  | 0-0-0 Scarred (+1 stress box)  |
|   |                         |                     | Favored Op: Battle - Extortion  | - Sabotage - Smash & Grab  |
|   |                         |                     |   |  |

| Cohort/Vehicle | Quality |
|----------------|---------|
| O Weak         | 0000    |
| O Impaired     |         |
| O Broken       |         |
| O Armor        |         |

| Cohort/Vehicle | Quality |
|----------------|---------|
| O Weak         | 0000    |
| O Impaired     |         |
| O Broken       |         |
| O Armor        |         |

| Tribe Advancement<br>Execute a successful battle, extended<br>Bolster your tribe's reputation of<br>Contend with challenges above                 |  | Cohort/Vehicle O Weak O Impaired O Broken O Armor  | Quality  |
|---|--|--|--|
| Express the goals, drives, inner o  | conflict, or nature of the tribe.  |  |  |
| Contacts  | Tribe Upgrades   |  |  |
| O Kinclaith, an assassin<br>O Caboose, a trader<br>O Singer, a beastmaster<br>O Jelly, a sawbones<br>O Snot, an informant<br>O Old Blue, a shaman | O Fine Combat Drugs<br>O Fine Vehicular Weaponry<br>O Elite Thugs<br>O Bandoliers (2 free load for<br>weapons or ammo)<br>O Armor-piercing ammo<br>O-O-O Scarred (+1 stress box) | Settlement<br>XO Cars<br>O Convoy<br>O Farm<br>OO Gyros<br>O Hidden<br>OO Secure<br>OO Storage<br>O Workshop<br>O-O-O Thriving | Quality<br>O Vehicles<br>O Gear<br>O Pet/Special<br>O Tools<br>O Weapons<br>O Armor<br>Cohorts<br>New Cohort: 2<br>Add Type: 2 |
| Favored Op: Battle - Extortion -  | Sabotage - Smash & Grab  | Training<br>O Insight<br>X Prowess<br>O Resolve<br>O Personal<br>O-O-O-O Maste   | ry   |

| GL&W in Name Settlement:                                       | the DARK<br>Reputation  | (max rating of 3).<br>O <b>Zero Dark Thirty:</b> When you  | d +1 action rating to <b>Hack, Read,</b> or <b>Hunt</b><br>lead your <b>cohorts</b> on an infiltration plan,  | Cohort/Vehicle O Weak O Impaired O Broken O Armor   | Quality<br>○○○○   |
|--|---|--|---|---|-------------------|
| Rep ►       < Turf   | Hold     Tier       O Weak     O Strong     O O O O       Hatred     Supplies     Storage     Vault       O O O O     O O O O       O O O O O O O     O O O O       Upon tribe advance, each PC gets +1 stash (+2 per Tier) | free (if they're already Skulks, o<br>O <b>United We Stand:</b> One of yo<br>acquire an asset, reduce friction<br>O <b>Implants:</b> Each PC is augmen         | s. All your cohorts get the <b>Skulks</b> type for<br>add another type).<br>ur cohorts may take a <b>downtime</b> action to<br>n, or work on a long-term project.<br>nted. You get <b>+1d</b> to <b>resistance</b> rolls.<br><b>ngagement</b> rolls when you assault an | Cohort/Vehicle<br>O Weak<br>O Impaired<br>O Broken<br>O Armor   | Quality           |
| O Pre-war archive: +1d to acqu O Loyal citizens: +1d to reduce |   | modify, repair, or decipher pre-   | jou complete a run without <b>wasting</b><br>+1 rep.  | Cohort/Vehicle O Weak O Impaired O Broken O Armor   | Quality           |
|  |   | Bolster your tribe's reputation of<br>Contend with challenges above<br>Express the goals, drives, inner  | e your current station.<br>conflict, or nature of the tribe.  | Cohort/Vehicle O Weak O Impaired O Broken O Armor   | • Quality<br>0000 |
|  |   | Contacts O Hydra, an informant O SIRI, an AI O Jinks, a caravan guard O Bee, an arms dealer O Truck, a pilot O 51-N, a replicant Favored Op: Explore - Reclaim | Tribe Upgrades<br>O Fine Pre-war Subway Maps<br>O Fine Energy Weapons<br>O Elite Brains<br>O Comms gear<br>O Load-bearing vests (load 4/6/7+)<br>O-O-O Indoctrinated (+1 stress box)<br>- Rebuild - Subjugate   | Settlement<br>OO Cars<br>O Convoy<br>O Farm<br>OO Gyros<br>X Hidden<br>OO Secure<br>OO Storage<br>O Workshop<br>O-O-O Thriving<br>Training<br>X Insight<br>O Prowess<br>O Resolve<br>O Personal<br>O-O-O Master | Add Type: 2       |

| (max rating of 3).  |
|---|
| O <b>Zealotry:</b> Your gangs have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous or   |
| <ul> <li>strange. They gain +1d against enemies of the faith.</li> <li>O Conviction: You get +1d to resistance rolls against having your faith shaken. When you deal with a tribe or faction, the GM will tell you who among them is a true believer (one, a few, many, or all).</li> <li>O Temptation: +1d when you acquire an asset that could be impressed with the benefits of devotion.</li> <li>O Blessed: You may roll twice for fallout and choose the result you want. When you reduce friction on the tribe, take +1d.</li> <li>O Congregation: Your teachings have spread far and wide. You may count up to three +3 faction statuses you hold as if they are turf.</li> <li>O Communion: When you perform a group action, you may count multiple sixes from different rolls as a critical success.</li> <li>OO Veteran: Choose a special ability from another tribe.</li> </ul> |
| <ul> <li>Execute a successful sacrifice, pilgrimage, conversion, or crusade.</li> <li>Bolster your tribe's reputation or develop a new one.</li> <li>Contend with challenges above your current station.</li> <li>Express the goals, drives, inner conflict, or nature of the tribe.</li> </ul>   |
| - Contacts Tribe Upgrades   |
| O Eli, a history man       O Fine Pre-war Library         O Queen, a trucker       O Fine Swag (+1 effect bribes)         O Jack Shiv, a merc       O Elite Smiles         O Kraft, a tomb raider       O Detectors         O Sloppy Jo, a fixer       O Supply of anti-rads         O Jenkins, a robot       O-O-O Ordained (+1 stress box)  |
|   |

Shepherds

|                   | Cohort/Vehicle         | Quality |
|-------------------|------------------------|---------|
|                   | O Weak                 | 0000    |
|                   | O Impaired<br>O Broken | Smiles  |
| Scrounge, or Sway | O Armor                |         |

| Cohort/Vehicle | Quality |
|----------------|---------|
| O Weak         | 0000    |
| O Impaired     |         |
| O Broken       |         |
| O Armor        |         |

| Cohort/Vehicle | Quality |
|----------------|---------|
| O Weak         | 0000    |
| O Impaired     |         |
| O Broken       |         |
| O Armor        |         |

| de.            | Cohort/Vehicle O Weak O Impaired O Broken O Armor  | Quality<br>0000  |
|----------------|--|--|
|                |  |  |
|                |  |  |
|                |  |  |
| bes)<br>s box) | Settlement<br>OO Cars<br>O Convoy<br>O Farm<br>OO Gyros<br>O Hidden<br>OO Secure<br>OO Storage<br>O Workshop<br>O-O-O Thriving | Quality<br>O Vehicles<br>O Gear<br>O Pet/Special<br>O Tools<br>O Weapons<br>O Armor<br>Cohorts<br>New Cohort: 2<br>Add Type: 2 |
|                | <b>Training</b><br>O Insight<br>O Prowess<br>X Resolve<br>O Personal   | , idd 1 gpc. 2   |

0-0-0-0 Mastery

Deity: Comics - Engines - Phones - Sports - Television - WMDs -

# Alllin the Dopy

| GL U | in the DAP | RIC   | Driver   | Nerves of ste<br>Master of the whe  |
|------|------------|---|--|---|
|      |            | er Glory - Scavver<br>Slavery - Squandering<br>uxury - Pleasure - Stupor<br>ened - Obsessed - Paranoid<br>- Soft - Unstable - Vicious<br>Supplies<br>Stash<br>Custom Ride<br>O Weak O Impaired O Broken<br>O Armor<br>A souped-up car, bike, light truck,<br>SUV, buggy, or similar.<br>Edges (pick one or two)<br>armored - armed - fast -<br>nimble - simple - sturdy<br>Flaws (equal to edges)<br>cramped- finicky - fragile - | <ul> <li>O Need for Speed: When you for driving, you gain +1 effect.</li> <li>O Witness Me: When you sacriff accomplish something, say why costs set by the GM and describ</li> <li>O Maximum Overdrive: You get you're running over pedestrians</li> <li>O Fast and Furious: You can mark able to do. When you make a de</li> <li>O Tank Girl: You may expend you crashes, plus anyone in a vehicle resistance rolls against collision</li> <li>O Beat the Snake: When there's answer is you (two characters we do the other of the state) of the state o</li></ul> | Master of the whe<br>acce a challenge using speed and precise<br>ice your custom ride in order to<br>you're willing to do that. Pay any addition<br>e how you succeed.<br>+1d when ramming smaller vehicles. If<br>, your attacks also gain +1 scale.<br>ake your vehicle do things it shouldn't be<br>esperate roll behind the wheel, you get +<br>our special armor to resist collisions and<br>e you're driving (including you) gains +1c<br>damage.<br>a question about who acts first, the<br>with this ability act simultaneously).<br>pour custom ride, you may choose an<br>flaw. You may take this a second time t<br>an additional xp trigger: You valued a<br>esc. |
|      |            | cramped- finicky - fragile -<br>specialized - thirsty<br><b>How Did You Get It?</b><br>salvaged - loaned - stolen   | Fast Friends<br>△▽Tiger, a mutant dog<br>△▽Ginormous, a warboss<br>△▽Screwface, a fixer<br>△▽Angry Charlie, a trucker  | <b>Items</b> (italics don't count for load)<br>O-O Fine anti-vehicle weapon<br>O <i>Fine custom ride</i><br>O <i>Speed chems</i><br>O Night goggles<br>O O Ammo for AV weapon   |
|      |            |   | $\Delta \nabla$ Dallas, a deathracer   | O Bottle of nitro   |

#### Insight Nerves of steel 0 0 0 0 Hack Master of the wheel 0 0 0 0 Hunt 0 0 0 0 **Read** using speed and precise 0 0 0 0 Scrounge

| promeride in order to   to do that. Pay any additional   to do things it shouldn't be   to dotted the should be |   |  |
|---|---|--|
| Imming smaller vehicles. If also gain +1 scale. <ul> <li>O</li> <li>O</li></ul>   | to do that. Pay any additional  | OOO Finesse                                    |
| Ie do things it shouldn't be pehind the wheel, you get +1d.       0       0       0       0       Barter         mor to resist collisions and g (including you) gains +1d to       0       0       0       Sway       0       0       0       0       Sway       0 <td< td=""><td>0</td><td></td></td<>   | 0   |  |
| pout who acts first, the Push Yourself: Pau 2 stre  | when the wheel, you get <b>+1d</b> .<br><b>mor</b> to resist collisions and | 0 0 0 0 Barter<br>0 0 0 0 Boss<br>0 0 0 0 Sway |
| OR  | bout who <b>acts first</b> , the act simultaneously).                       | Push Yourself: Pay 2 stres                     |
|   |   | Accept a <b>Devil's Bargain</b>                |

### Teamwork

Assist another character. Pay 1 stress, give bonus die.

Lead a group action. Use best result, leader takes stress for fails.

Protect a teammate. You make the resistance roll.

Set up another character. Take action, adjust position.

### Load light 3; medium 5; heavy 6+ O Primitive Weapon O +Big O O +More O Ballistic Weapon O +Big O O +More O Exotic Weapon 0 0 Ammo O Molotov O Frag O Armor O-O +Heavy O Toolkit O Radio 0-0 Climbing Gear O-O Camping Gear 0\_\_\_\_\_ 0\_\_\_\_\_

#### Planning

Choose a plan. Provide the detail. Assault: Point of attack. Deception: Method. Stealth: Entry point. Social: Social connection Transport: Locations/route.

#### **Gather Information**

What do they intend to do? - How can I get them to X? -What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a detail for a plan.

#### Mark XP: Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute. You addressed a challenge with vehicular skill or knowledge. You expressed your beliefs or background. Your traumas, vice, or taboo caused a problem.

Background: Sole Survivor - Chosen One - Lost Tribe - Raised by Beasts - Hermit

Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering

Look

Feral

the way to a location.

stealth.

The tools of old broke the world All you need to survive is you

| ΤU | sight    |  |
|----|----------|--|
| 0  | 000 Hack |  |
| 0  |          |  |

| - 1 | -      | -      | -      |   |    |   | - | - |  |
|-----|--------|--------|--------|---|----|---|---|---|--|
| ٦l  | $\cap$ | $\cap$ | $\cap$ | E | 20 | ~ | 1 | Ь |  |

| $\cap$ |    | $\cap$ | $\cap$ | Scr | ~  | ın   | ~ | ~ |
|--------|----|--------|--------|-----|----|------|---|---|
|        | U. | U      | U      | SU  | υι | ,,,, | u | c |

| Prowess    |      |   |  |
|------------|------|---|--|
| 0 0 0 0 Fi | ness | e |  |

• 0 0 0 Prowl

0 0 0 0 **Raid** 

0 0 0 0 Wreck

### Resolve

0 0 0 0 Barter

0 0 0 0 **Boss** 

0 0 0 0 Swau

• 0 0 0 Trek

### Bonus Die +1d

Push Yourself: Pay 2 stress OR Accept a Devil's Bargain

### Teamwork

Assist another character. Pay 1 stress, give bonus die.

Lead a group action. Use best result, leader takes stress for fails.

Protect a teammate. You make the resistance roll.

Set up another character. Take action, adjust position.

| Items (italics don't count for load) | Load light 3; medium 5; heavy 6+ |
|--------------------------------------|----------------------------------|
| O Fine exotic weapon                 | O Primitive Weapon               |
| O Fine animal companion              | O +Big O O +More                 |
| O O Booby traps                      | O Ballistic Weapon               |
| O Smoke bomb                         | O +Big O O +More                 |
| O-O Survival kit                     | O Exotic Weapon                  |
| O Ghillie suit/camouflage            | O O Ammo                         |
|                                      | O Molotov O Frag                 |
|                                      | O Armor O-O +Heavy               |
| ement                                | O Toolkit                        |
| o in that action's attribute.        | O Radio                          |
|                                      |                                  |

### 0-0 Climbing Gear O-O Camping Gear

0\_\_\_\_\_

0 \_\_\_\_\_

|                        |                    |                     |                           | O <b>Predator:</b> When you attack from hiding or spring a trap, you get <b>+1d</b> .  |
|------------------------|--------------------|---------------------|---------------------------|--|
| Vice: How Do You Deal? | Denial - Duty - Fa | ith - Gambling - Lu | uxury - Pleasure - Stupor | O <b>Snake Eater:</b> You get <b>+1d</b> to resistance rolls vs. poisons, drugs, and   |
| Stress                 | Trauma             | Cold - Sicker       | ned - Obsessed - Paranoid | tainted food. Your tribe's <b>upkeep</b> cost is reduced by 1.   |
| 000 000 000            | 0000               | Reckless -          | Soft - Unstable - Vicious | O Hunter's Quarry: When you hunt a target you've previously tracked or wounded, you gain +1 effect level.  |
| Harm                   |                    |                     | Supplies                  | woonded, goo gain <b>Frenett</b> level.  |
| 3                      |                    | Need Help           | Stash                     | O O <b>Good Dog:</b> Your animal companion is a mutant, cyborg, or similarly<br>unique example of its type. You do not take stress if you lead it in a <b>team</b> |
| 2                      |                    | -1d                 |                           | action. Additionally, choose a trait for your animal: fast as a car - ranged attack - psychic link - massive size. Take this ability again to choose a             |
| 1                      |                    | Less Effect         |                           | second trait.  |
|                        | 1                  |                     |                           |  |

O Brave New World: You gain an additional xp trigger: You made things harder by rejecting the World That Was. If this caused trouble for your tribe as a whole, also mark tribe xp.

O Beastmaster: Animals and wasteland creatures will not willinglu harm **uou** unless attacked. You can interact with these creatures in exchange for

small favors, such as extending their tolerance to a small group or leading

O Ghost and the Darkness: You can push yourself to vanish in plain sight.

O Shadow: You may expend your special armor to resist consequences

from detection or security or to **push yourself** for feats of athleticism or

000 Veteran: Choose a special ability from another source.

| Shady Friends                           |
|---|
| $\Delta \nabla$ Tycho, a psycho         |
| $	extsf{Dr}$ . Xaos, a blackfinger      |
| $\Delta \nabla$ Taylor, a relic         |
| $	riangle \nabla$ Barnes, a survivalist |
| $\Delta \nabla$ Mercedes, a codetalker  |
|   |

Recovery

### Planning

Name

○ Armor

Torture - Withholding Aid

O +Heavy

O + Special

Choose a plan. Provide the detail. Assault: Point of attack. Deception: Method. Stealth: Entry point. Social: Social connection Transport: Locations/route.

### **Gather Information**

What do they intend to do? - How can I get them to X? -What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a detail for a plan.

#### Mark XP: Playbook Advanceme

Every time you roll a desperate action, mark XP in th You addressed a challenge with stealth or survival skills. You expressed your beliefs or background. Your traumas, vice, or taboo caused a problem.

### LAALLING the DODI

| GL✿W   | in the  | DAR   | RIK  | Junker  | This one goes here<br>That one goes there   | <ul> <li>O O O Hack</li> <li>O O O Hunt</li> </ul>   |
|--|---|---|--|---|---|--|
| Name   |   | Look  |  |   | ional <b>downtime</b> activity to work on<br>hnology or to acquire technological assets.<br>J.  | <ul> <li>○ ○ ○ ○ Read</li> <li>○ ○ ○ ○ Scrounge</li> </ul>   |
| Background: Machine Cu<br>Taboo: Barbarism - Canr<br>Torture - Withholding Aid<br>Vice: How Do You Deal?<br>Stress | nibalism - Murder - Od<br>I<br>Denial - Duty - Faith<br><b>Trauma</b> | athbreaking - S<br>- Gambling - Lu<br>Cold - Sicker | lavery - Squandering<br>uxury - Pleasure - Stupor<br>ned - Obsessed - Paranoid   | <ul> <li>that's not working, it starts working</li> <li>O Organic Mechanic: You know</li> <li>provide medical treatment. Whe care, your patients get a free ready</li> <li>O Mechromancer: When you involve take +1 result level to your roll. We known.</li> </ul> | o times per run, when you <b>thump</b> something<br>ing.<br>proper surgical techniques and may<br>n you spend a downtime action providing<br><b>covery</b> action each downtime until healed.<br>vent or craft vehicles, robots, or drones,<br>You begin with one special design already<br>; it's easier to destroy than create. You may | Prowess         0       0       Finesse         0       0       Prowl         0       0       Raid         0       0       Wreck         Resolve         0       0       Barter         0       0       Boss         0       0       Sway         0       0       Trek |
| 000 000 000<br>Harm<br>3   | 0000  | Reckless -<br>Need Help                             | Soft - Unstable - Vicious Supplies Stash   | expend your <b>special armor</b> to re<br>engineering mishaps, or to <b>push</b><br>O <b>Buried Treasure:</b> You know w  | esist consequences from explosions or<br><b>yourself</b> for sabotage or mayhem.<br>here to look for the good stuff. When you   | Bonus Die +1d<br>Push Yourself: Pay 2 stress<br>OR<br>Accept a Devil's Bargain   |
| 2<br>1<br>O Armor O +Heavy   | O +Special Rec  | -1d<br>Less Effect                                  | Jalopy         O Weak       O Impaired       O Broken         O Armor       O Impaired       O Broken         O Weak       O Impaired       O Broken         O Armor       O Impaired       O Broken | performing a different action. So<br>O <b>Blood, Sweat, and Gears:</b> You  | r <b>ess</b> to roll your best action rating while<br>ay how you adapt your skill to this use.<br>u gain an additional <b>xp trigger:</b> <i>You made</i><br>your project caused trouble for your tribe,  | Accept a Devit's BargainTeamworkAssist another character.Pay 1 stress, give bonus die.Lead a group action.Use best result, leader takesstress for fails.Protect a teammate.You make the resistance roll.Set up another character.Take action, adjust position.         |
|  |   |   |  | <ul> <li>Clever Friends</li> <li>△ Ralph, a mutant</li> <li>△ Arkansas, a hermit</li> <li>△ Two-Nose, a glow diver</li> <li>△ Skinny J, a chemhead</li> <li>△ Chum, a cultist</li> </ul>  | Items (italics don't count for load)<br>O Fine electronics kit<br>O Fine machinist's tools<br>O <i>Keycards</i><br>O <i>Jalopy</i><br>O O O Gadgets<br>O <i>Vial of botdust</i>   | Load light 3; medium 5; heavy 6+<br>O Primitive Weapon<br>O +Big O O +More<br>O Ballistic Weapon<br>O +Big O O +More<br>O Exotic Weapon<br>O O Ammo<br>O Molotov O Frag  |

Junkor

### Planning

Choose a plan. Provide the detail. Assault: Point of attack. Deception: Method. Stealth: Entry point. Social: Social connection. Transport: Locations/route.

### **Gather Information**

What do they intend to do? - How can I get them to X? -What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a **detail** for a plan.

#### Mark XP: Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute. You addressed a challenge with technical expertise or mayhem. You expressed your beliefs or background. Your traumas, vice, or taboo caused a problem.

### O Armor O-O +Heavy O Toolkit O Radio 0-0 Climbing Gear O-O Camping Gear 0 \_\_\_\_\_

0 \_\_\_\_\_

Insight

This one goes here

### leftover

Insight

0\_\_\_\_\_

0\_\_\_\_\_

| JHIS   | IK   | Leftover   | Only you can see how far<br>the world has fallen   | O O O Hack     O O O Hunt  |  |
|--|--|--|--|--|--|
| Look   |  | <ul> <li>read a situation, you get +1d. Rolls<br/>people, or items from the World TI</li> </ul>  | s made to <b>gather info</b> about locations,<br>hat Was have <b>+1 effect</b> .   | <ul> <li>O O O Read</li> <li>O O O Scrounge</li> </ul> Prowess   |  |
| - Lost City - A  | mnesia - Web Of Lies   | <ul> <li>Pre-war security systems, robots, a</li> </ul>  | <ul> <li>0 0 0 Finesse</li> <li>0 0 0 Prowl</li> <li>0 0 0 Raid</li> </ul>   |  |  |
| hbreaking - Sla  | avery - Squandering  |  |  | O     O     O     Wreck       Resolve     Image: Comparison of the second |  |
| Gambling - Lu>   | xury - Pleasure - Stupor   |  |  | <ul> <li>O O O Boss</li> <li>O O O Sway</li> <li>O O O Trek</li> </ul>   |  |
|  |  |  |  | Bonus Die +1d  |  |
| Need Help  | Supplies   | wear a bodytank, choose an addit   | ional <b>edge</b> or mitigate one <b>flaw</b> . You may  | <b>Push Yourself:</b> Pay 2 stress<br>OR<br>Accept a <b>Devil's Bargain</b>  |  |
| -1d  | Bodytank   |  |  | Teamwork   |  |
| Less Effect  | O Damaged O Breached<br>O Armor  | doing the right thing. If your tribe o   | also suffered for your quaint adherence  | Assist another character.<br>Pay 1 stress, give bonus die.   |  |
| very   | Edges (pick one or two)<br>armed - fast - plated - strong<br>Flaws (equal to edges)  | toward making the wasteland mo   | <i>re like Before.</i> If your tribe helped you in   | Lead a <b>group action</b> .<br>Use best result, leader takes<br>stress for fails.   |  |
|  | leaky core<br>How Did You Get It?  | 000 <b>Veteran:</b> Choose a special a   | bility from another source.  | <b>Protect</b> a teammate.<br>You make the resistance roll.  |  |
|  | salvaged - loaned - stolen   |  |  | <b>Set up</b> another character.<br><i>Take action, adjust position.</i>   |  |
|  |  | Old Friends<br>△▽Don, a mutant<br>△▽JL-B8, a replicant<br>△▽DeShields, a marauder<br>△▽Nine Cat Nine, a radio voice<br>△▽Frog, a driver  | <b>Items</b> (Italics don't count for load)<br>O Fine energy weapon<br>O <i>Fine hand terminal</i><br>O Medical kit<br>O Motion tracker<br>O Rad suit<br>O-O-O Bodytank  | Load light 3; medium 5; heavy 6+<br>O Primitive Weapon<br>O +Big O O +More<br>O Ballistic Weapon<br>O +Big O O +More<br>O Exotic Weapon<br>O O Ammo<br>O Molotov O Frag<br>O Armor O-O +Heavy  |  |
| Planning Gather Information  |  |  | Mark XD. Plaubook Advancement  |  |  |
| Choose a plan. Provide the detail.       What do they intend to do? - How can I get them to X? -         Assault: Point of attack.       What are they really feeling? - What should I be worried         Deception: Method.       about? - Where's the weakness here? - How can I find X? - |  |  | XP in that action's attribute.   | O Toolkit<br>O Radio<br>O-O Climbing Gear<br>O-O Camping Gear  |  |
|  | Look - Lost City - A hbreaking - SI Gambling - Lu: Cold - Sicken Reckless - S Need Help -1d Less Effect very Gather Inform what do they inter what are they real about? - Where's ti | - Lost City - Amnesia - Web Of Lies hbreaking - Slavery - Squandering Gambling - Luxury - Pleasure - Stupor Cold - Sickened - Obsessed - Paranoid Reckless - Soft - Unstable - Vicious  Supplies Need Help Interpretion Interpreti | Look       O History Buff: When you bring y         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Word T         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Word T         - hbreaking - Slavery - Squandering       O Wrong Guy, Wrong Place, Wroarmor to resist consequences fror a desperate situation.         Sambling - Luxury - Pleasure - Stupor       O Wrong Guy, Wrong Place, Wroarmor to resist consequences fror a desperate situation.         Cold - Sickened - Obsessed - Paranoid       O Pearly Whites: You've got all yce your appearance would be an additive they ire not taken out by level 3 ha         Need Help       Stash         Ind       Damaged O Breached o Armor         Ledge (nok one rtwo)       O Domeged O Breached o Armor         Meed Help       O Damaged O Breached o Armor         Very       O Bomeged O Breached o Armor         Imme (- fast - plated - strong Flows (equal to edges)         Ilmite power - obvious weak spot-leaky core         How Did You Get It?         solvaged - loaned - stolen         OOO Veteran: Choose a special a         OQO Veteran: Choose a special a         OQO Veteran: Choose a special a         OWard anking the wasted to do? - How can I get them to X?-         What do they intend to do? - How can I get them to X?-         What do they intend to do? - How can I get them to X?- <td>Look       O History Buff: When you bring your pre-war knowledge to bear when you red a situation, you get 44d. Rolis made to gather info about locations, people, or items from the World That Was have 41 effect.         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Words of Passing and the Moldens' Names. Pre-war security systems, robots, and A1 do not consider you hostile unless you attack first. You get 44 to interact with these systems.         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Words of Passing and the Moldens' Names. Pre-war security systems, robots, and A1 do not consider you hostile unless you attack first. You get 44 to interact with these systems.         - Lost City - Amnesia - Web Of Lies       O Wordg Guy, Wrong Place, Wrong Time: You may expend your special armor to resist consequences from a desperate roll, or to push yourself in a desperate situation.         - Gold - Sickened - Obsessed - Paranoid Reckless - Soft - Unstable - Vicious       O Pearly Whites: You var got at a down to get 44d in interact with the you you repearance would be an advantage.         * Med Help       Stash       O Listen Up You Primitive Screwheads: When you lead a cohort in combat they're not taken out by level 3 harm. They gain +1 effect and 1 armor.         * Med Help       Stash       O Listen Up You Primitive Screwheads: worken you lead a cohort in combat they're not taken out by level 3 harm. They gain +1 effect and 1 armor.         * Med Help       Stash       O Listen to You worked for your quaint adherence to an additional xp trigger: You suffered for your quaint adherence they.         * More dif you Get 17</td> | Look       O History Buff: When you bring your pre-war knowledge to bear when you red a situation, you get 44d. Rolis made to gather info about locations, people, or items from the World That Was have 41 effect.         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Words of Passing and the Moldens' Names. Pre-war security systems, robots, and A1 do not consider you hostile unless you attack first. You get 44 to interact with these systems.         - Lost City - Amnesia - Web Of Lies       O Trusted User: You know the Words of Passing and the Moldens' Names. Pre-war security systems, robots, and A1 do not consider you hostile unless you attack first. You get 44 to interact with these systems.         - Lost City - Amnesia - Web Of Lies       O Wordg Guy, Wrong Place, Wrong Time: You may expend your special armor to resist consequences from a desperate roll, or to push yourself in a desperate situation.         - Gold - Sickened - Obsessed - Paranoid Reckless - Soft - Unstable - Vicious       O Pearly Whites: You var got at a down to get 44d in interact with the you you repearance would be an advantage.         * Med Help       Stash       O Listen Up You Primitive Screwheads: When you lead a cohort in combat they're not taken out by level 3 harm. They gain +1 effect and 1 armor.         * Med Help       Stash       O Listen Up You Primitive Screwheads: worken you lead a cohort in combat they're not taken out by level 3 harm. They gain +1 effect and 1 armor.         * Med Help       Stash       O Listen to You worked for your quaint adherence to an additional xp trigger: You suffered for your quaint adherence they.         * More dif you Get 17  |  |

#### Assault: Point of attack. Deception: Method. Stealth: Entry point.

- Social: Social connection.
- Transport: Locations/route.

about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a detail for a plan.

You expressed your beliefs or background. Your traumas, vice, or taboo caused a problem.

Mutant

Insight

O-O Climbing Gear

O-O Camping Gear

0\_\_\_\_\_

0 \_\_\_\_\_

| GL <b>*</b> W  | in the D  | PAR                                     | 214  |  | Humanity had its chance<br>You are part of the new world   | <ul> <li>○ ○ ○ ○ Hack</li> <li>○ ○ ○ ○ Hunt</li> <li>○ ○ ○ Read</li> <li>○ ○ ○ Scrounge</li> </ul>  |
|--|---|---|--|--|--|---|
| <b>Taboo:</b> Barbarism - Canni<br>Torture - Withholding Aid | kground: Exile - Clan War - Escaped - Commune - Living Legend - Glow Diver         oo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering         cure - Withholding Aid         e: How Do You Deal? Denial - Duty - Faith - Gambling - Luxury - Pleasure - Stupor         ess       Trauma         Cold - Sickened - Obsessed - Paranoid         O   O O   O O   O O O       O O O Reckless - Soft - Unstable - Vicious         rm       Supplies         Need Help       Stash         -1d       Genotype         How are you twisted by the Glow?         Humanoid       can pass for human with effort |   | Slavery - Squandering<br>uxury - Pleasure - Stupor<br>aned - Obsessed - Paranoid<br>- Soft - Unstable - Vicious<br>Supplies<br>Stash<br>Genotype<br>How are you twisted by the Glow?<br>Humanoid<br>can pass for human with effort<br>Animal<br>heightened senses<br>Plant<br>self-sufficient given sunlight and | <ul> <li>O Superhuman: You are freakish<br/>yourself to perform a feat of sup<br/>into effect.</li> <li>O Scanner: Your bloated brain sy<br/>telepathically communicate with<br/>yourself to: locate all minds arou<br/>control a person or animal - read</li> <li>O Wings: You can fly as fast as a<br/>as fast as a running person unde<br/>to carry another person or to fly</li> <li>O Conduit: You are bioluminesce<br/>yourself to release the energy in<br/>or jet.</li> <li>O Venomous: You are patterned<br/>which you are immune. Push you<br/>exhale it as a vapor.</li> <li>O Invertebrate: You are rubbery<br/>through tiny spaces. You can per<br/>feat of plain old human flexibility,<br/>O Lone Wolf: You gain an addition</li> </ul> | a vehicle when you carry a light load, and<br>r a medium load. You can <b>push yourself</b><br>under a heavy load.<br>Int and crackle with energy. You can <b>push</b><br>a burst around you or as a directed beam<br>and colorful. Choose a drug or poison to<br><b>irself</b> to secrete it through your skin or<br>, slick, or squamous, able to contort<br>form feats of inhuman flexibility. If it's a<br>, you get <b>+1 effect</b> level.<br>and <b>xp trigger</b> : You made things harder by<br>zed you for your uncanny nature, also | Prowess         0       0         0 |
| Planning   |   | ther Infor                              | <br>rmation  | Strange Friends         △▽ Professor, a brain in a jar         △▽ Pitt, a supremacist         △▽ Whiskey, a gunrunner         △▽ Max Millions, a killbot         △▽ Gauge, a glow diver         ■  | <b>Items</b> (italics don't count for load)<br>O Fine natural weapons<br>O Fine boneyard maps<br>O Fine concealing clothes<br>O O Irradiated energy shots<br>O EMP grenade<br>O Dose of anti-rads  | Take action, adjust position.<br>Load light 3; medium 5; heavy 6+<br>O Primitive Weapon<br>O +Big O O +More<br>O Ballistic Weapon<br>O +Big O O +More<br>O Exotic Weapon<br>O O Ammo<br>O Molotov O Frag<br>O Armor O-O +Heavy<br>O Toolkit   |
| •  |   | end to do? - How can I get them to X? - | Every time you roll a desperate action, mark XP in that action's attribute.  |  | O Radio  |   |

### Planning

Choose a plan. Provide the detail. Assault: Point of attack. Deception: Method. Stealth: Entry point. Social: Social connection. Transport: Locations/route.

What do they intend to do? - How can I get them to X? -What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a detail for a plan.

Every time you roll a desperate action, mark XP in that action's attribute. You addressed a challenge with mutated strangeness or superiority. You expressed your genotype, beliefs, or background. Your traumas, vice, or taboo caused a problem.

### Reaper

Insight

O Radio

O-O Climbing Gear

O-O Camping Gear

0\_\_\_\_\_

0\_\_\_\_\_

0 0 0 0 Hack

|  |   | <ul> <li>may push yourself to do one of the increase your scale to that of a sn</li> <li>O O Ayatollah of Rock'n'Rolla: W</li> </ul>   | 'hen you <b>squander ammo</b> , your ranged   | 0       0       0       Hack         0       0       0       Hunt         0       0       0       Read         0       0       0       Scrounge  |
|--|---|--|---|--|
| <b>Taboo:</b> Barbarism - Cannibalism - N<br>Torture - Withholding Aid | Aerc - Betrayal - Family - Vigilante - Pit Fighter<br>Aurder - Oathbreaking - Slavery - Squandering<br>uty - Faith - Gambling - Luxury - Pleasure - Stupor<br>Cold - Sickened - Obsessed - Paranoid | the requirement to waste ammo.<br>O <b>Blaze of Glory:</b> When you <b>mark</b><br>any and all enemies within range.<br>before they take you down. You m<br>this ability.  | ke this ability a second time; this mitigates<br><b>a trauma</b> you may <b>retaliate</b> against<br>Say how you bring ruin to your foes<br>hay mark a trauma prematurely to use<br>a vehicle, you gain <b>+1d</b> . If you are using<br>ain <b>+1 effect</b> against vehicles.           | <ul> <li>O O Prowl</li> <li>O O Raid</li> <li>O O Wreck</li> </ul> Resolve <ul> <li>O O Barter</li> <li>O O Boss</li> <li>O O Sway</li> <li>O O Trek</li> </ul>  |
| 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0                                  | O Reckless - Soft - Unstable - Vicious  Supplies  Need Help  -1d  Less Effect   | <ul> <li>across different rolls as a critical s</li> <li>O Walk it Off: Penalties from harr</li> <li>O Not Today: You may expend you combat, appearing to die (fall off only to reappear in a location of y action.</li> <li>O Life is Cheap: You gain an additional content of the second seco</li></ul> | <b>n</b> are one level less severe.<br>bur <b>special armor</b> to resist harm from<br>a vehicle, disappear in an explosion, etc.)<br>our choosing with a <b>+1d</b> to your next<br>tional <b>xp trigger</b> : <i>You chose to kill when</i><br>ted trouble because of your bloodthirst, | Bonus Die +1dPush Yourself: Pay 2 stress<br>ORAccept a Devil's BargainTeamworkAssist another character.<br>Pay 1 stress, give bonus die.Lead a group action.<br>Use best result, leader takes<br>stress for fails.Protect a teammate.<br>You make the resistance roll.Set up another character.<br>Take action, adjust position. |
|  | Gather Information  | Dangerous Friends         △▽Mike, a mutant         △▽Vegas, a bounty hunter         △▽Nails, an organic mechanic         △▽Rowdy, a pit fighter         △▽Cobra, a sensei         Mark XP:       Playbook Advar  | <b>Items</b> (italics don't count for load)<br>O Fine hand weapon<br>O-O Fine heavy weapon<br>O <i>Combat drugs</i><br>O Armor-piercing ammo<br>O Concealable vest<br>O Explosive charge  | Load light 3; medium 5; heavy 6+<br>O Primitive Weapon<br>O +Big O O +More<br>O Ballistic Weapon<br>O +Big O O +More<br>O Exotic Weapon<br>O O Ammo<br>O Molotov O Frag<br>O Armor O-O +Heavy<br>O Toolkit   |

#### Choose a plan. Provide the detail. Assault: Point of attack. Deception: Method. Stealth: Entry point. Social: Social connection.

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What do they intend to do? - How can I get them to X? -What are they really feeling? - What should I be worried about? - Where's the weakness here? - How can I find X? -What's really going on here? - Ask about a detail for a plan.

Every time you roll a desperate action, mark XP in that action's attribute. You addressed a challenge with violence or threats. You expressed your beliefs or background. Your traumas, vice, or taboo caused a problem.

Shark

| In | sight           |     |  |  |
|----|-----------------|-----|--|--|
| 0  | 0 0 0 <b>Hc</b> | ıck |  |  |

0 0 0 0 **Hunt** 0 0 0 0 **Read** O Everubodu's Buddu: Pau 2 stress to reveal an old friend or contact. This

O-O Climbing Gear

O-O Camping Gear

0\_\_\_\_\_

0\_\_\_\_\_

| Name  |                     | Look               |  | can be done on a run or durir  | 0 0 0 0 <b>Redd</b><br>0 0 0 0 <b>Scrounge</b>  |   |
|---|---------------------|--------------------|--|--|---|---|
| Nume  |                     | LUUR               |  | O <b>Trust Me:</b> You seem trustworthy - until you're not. When you lie to someone you haven't yet lied to, you get <b>+1d</b> .  |   | Prowess   |
| Background: Escaped - Web of Lies - Urchins - Former Glory - Educated - Vendetta  |                     |                    |  | O Takes One to Know One: Y<br>you.   | 0 0 0 0 Prowl<br>0 0 0 0 Raid<br>0 0 0 0 Wreck  |   |
| Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering         Torture - Withholding Aid         Vice: How Do You Deal? Denial - Duty - Faith - Gambling - Luxury - Pleasure - Stupor |                     |                    |  | <ul> <li>O Hoarder: What your friend each downtime phase, you each downtime phase, you each downtime phase, you each downtime phase.</li> <li>O Let's You and Him Fight: Y raid action or when you take someone else.</li> </ul> | Resolve       Image: Constraint of the second s |   |
| 000 000 000 0000<br>Harm  |                     |                    | ned - Obsessed - Paranoid<br>Soft - Unstable - Vicious<br>Supplies | O <b>Connected:</b> During downtir<br><b>an asset</b> or <b>reduce friction</b> .  | Bonus Die +1d<br>Push Yourself: Pay 2 stress<br>OR<br>Accept a Devil's Bargain<br>Teamwork  |   |
|   |                     | Need Help<br>-1d   | Stash  | <ul> <li>O Silver Tongue: You may ex</li> <li>consequences from suspicion deception or negotiation.</li> </ul>   |   |   |
| 1<br>O Armor O +Heavy   | C +Special Recovery |                    |  | O <b>The Radscorpion and the</b> exploited an ally for your own  | Assist another character.<br>Pay 1 stress, give bonus die.  |   |
|   |                     |                    | 000 <b>Veteran:</b> Choose a spea                                  | Lead a <b>group action</b> .<br>Use best result, leader takes<br>stress for fails.   |   |   |
|   |                     |                    |  | -  |   | <b>Protect</b> a teammate.<br>You make the resistance roll.   |
|   |                     |                    |  | _  |   | <b>Set up</b> another character.<br><i>Take action, adjust position.</i>  |
|   |                     |                    |  | <ul> <li>Sly Friends</li> <li>△▽Leo, a mutant</li> <li>△▽Ay Steev, a killer</li> <li>△▽Buddy, a mariachi</li> <li>△▽Elvis, a monarch</li> <li>△▽Chevy, a trader</li> </ul>   | Items (Italics don't count for load)<br>O Fine pre-war booze<br>O Fine lockpicks<br>O Party drugs<br>O Concealable derringer<br>O Pepper spray<br>O Impressive but useless trinkets   | Load light 3; medium 5; heavy 6+<br>O Primitive Weapon<br>O +Big O O +More<br>O Ballistic Weapon<br>O +Big O O +More<br>O Exotic Weapon<br>O O Ammo<br>O Molotov O Frag<br>O Armor O-O +Heavy |
| Planning Gather Information   |                     |                    |  |  |   |   |
| Choose a <b>plan</b> . Provide the <b>detail</b> .  |                     | What do they inter | nd to do? - How can I get them to X? -                             | Every time you roll a desperate action, mark XP in that action's attribute.  |   | O Radio   |

### Planning

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