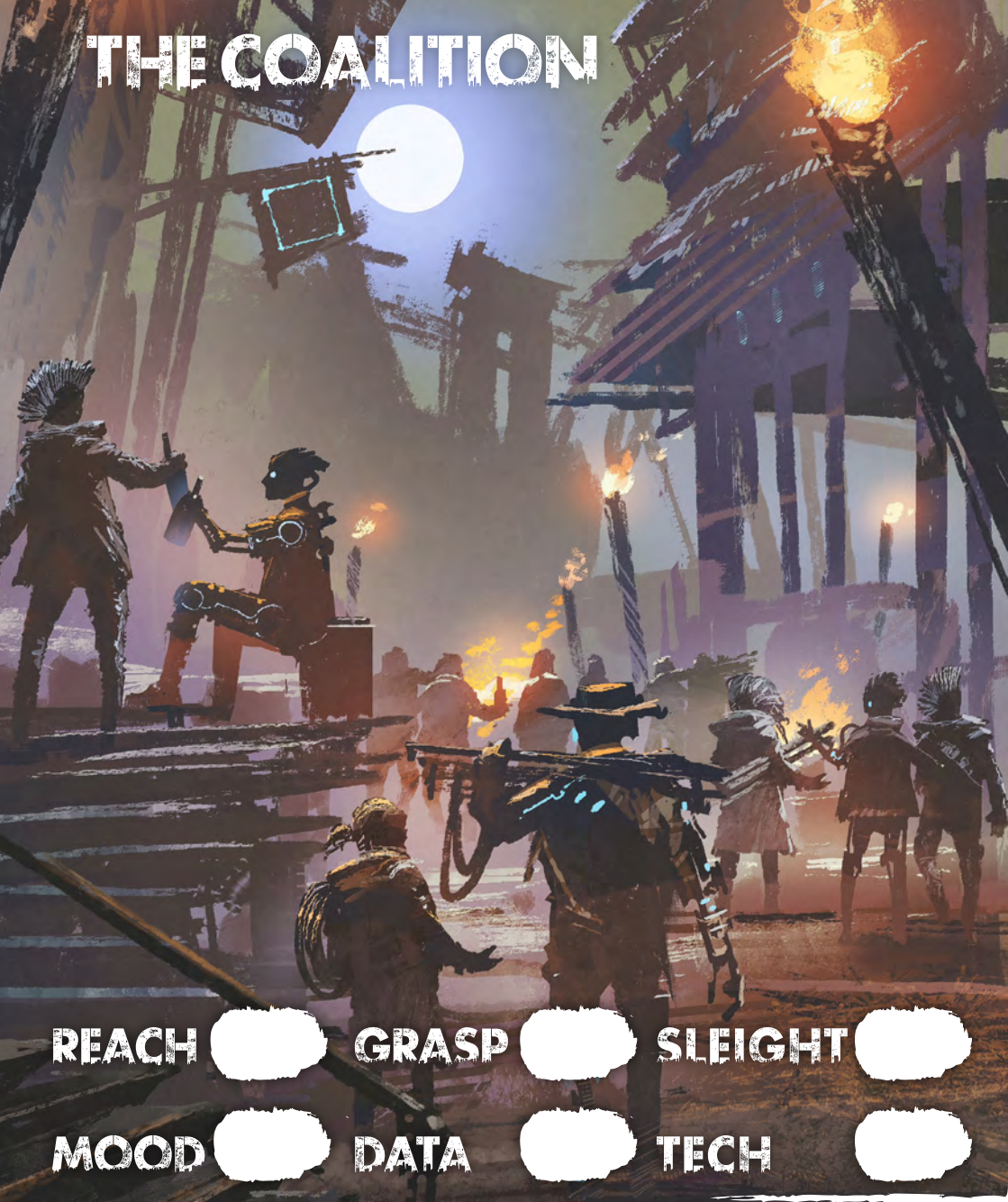


THE COALITION



REACH



GRASP



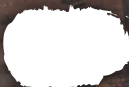
SLEIGHT



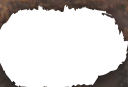
MOOD



DATA



TECH



The wasteland is divided by a thousand bloody feuds and bitter divisions. If you cannot create harmony - even vicious harmony - across tribal lines, among warriors and peasant and sages... you are surely doomed.

NAME:

STATS

You set your differences aside to survive, but who were your factions before the Coalition? Choose one:

If you were *victims* and *guardians*:

Reach +1, Grasp 0, Sleight 0.

If you were *victims* and *aggressors*:

Reach 0, Grasp 0, Sleight +1.

If you were *aggressors* and *guardians*:

Reach 0, Grasp +1, Sleight 0.

DOCTRINE

Choose one:

A Survival Imperative: Gain 1-Synergy whenever you *Fall Into Crisis* or roll *In Want*.

Peace Through Conquest: Gain 1-Synergy whenever you successfully *Claim by Force*.

United for the Future: Gain 1-Synergy whenever you *Lend Aid* or unleash a Wonder.

LIFESTYLE

Choose one:

Nomadic: Between wary survivors and veteran warriors, your caravans cannot be ambushed or infiltrated.

Dispersed: The bonds that tie you together go beyond mere convenience: there is love and deep friendship built on the fires of conflict. Members of the Coalition will never betray each other.

Settled: Outsiders stick out like a sore thumb faced with your complex customs. Infiltrators won't remain hidden for long among your people.

RESOURCES

Pick two as *Surpluses* and take the rest as *Needs*:

Barter Goods, Culture, Prestige, Luxury, Artisans.

INHERITANCE

Coalition characters get +1 to the stat of their choice. Quick characters can pick an Inheritance move from either of your root families' playbooks.

TRADITIONS

Pick two *Family Playbooks* that are not in play as your factions' root families. Define your two factions using their Traditions:

Populace:

Style:

Governance:

LANDMARKS

Check Landmarks from your root families, drawing a sign of one from each category on the map:

Before:

The Fall:

A Threat:

HISTORY

Ask the other families for volunteers:

If you were *Victims*:

Which one of you turned your back at us in our moment of greatest need? They say the reason they couldn't help even if they wanted to and give you 2-Treaty.

If you were *Guardians*:

Which one of you supplied us with critical resources for our duties? They say what you stood watch against and you exchange 1-Treaty.

If you were *Aggressors*:

Which one of you repelled our aggression? They say what did they had to sacrifice to avoid defeat and take 2-Treaty on us.

REACH
TREATY

GRASP SLEIGHT
ALLIANCE MOVE: When you get multiple Families or Factions to cooperate in a joint venture, gain 1-Treaty on each of them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

MOVES Take Building Synergy and one more:

BUILDING SYNERGY

To keep such a complex alliance running you need a lot of compromise and hard work. **Gain 1-Synergy when you...**

- Gain 2-Treaty at once: you see yourselves as two Families, not one.
- Remove a *Need*: the memory of your shared plight strengthen your bonds.
- Get a 10+ on *Hold Together*: yet another proof of your alliance's resilience.

When your factions jointly commit to a task you become more than the sum of your parts. Spend 1-Synergy to:

- **Perform opposing tasks simultaneously.** Combine two of *Diplomacy*, *Claim by Force* and *Subterfuge* on the same target. Pick one to roll with fleeting Advantage.
- **Seize opportunities in changing times.** Pick one extra Fortune on a *Turn of Ages* or Wonder roll, or pick one extra option when *Flush with Resources*.

COOPERATION ACROSS LINES

When you invite another Family to build a Wonder, mutually spend 1-Treaty in each other to invest one of their Surpluses in your Wonder. They gain fleeting Advantage on the Wonder roll once it's unleashed.

BIPARTISAN DIPLOMACY

If someone *Calls in a Debt* on you, you can immediately *Call in a Debt* on them without spending Treaty. If you spend 1-Synergy, you can instead shut down their *Call in a Debt* attempt.

OVERLAPPING NETWORKS

When your Character deals with a person or community matching their parent faction's profile (Victim, Guardian or Aggressor), they roll *Find Common Ground* and *Find Familiar Face* with Advantage.

Also, you can appropriate another Family's hero into your culture: when *The Age Turns* spend 1-Synergy to trigger *Eulogy*, even without their Relic.

HOSTILE TAKEOVER

When you bring a Faction to its knees, spend 1-Synergy for each of their Surpluses to assimilate them. Gain their Alliance move, Treaties and Surpluses, and discard their Needs.

Check your root Family Playbooks: pick 2 from one Family and 2 from the other.

HOW DO YOU FIGHT?

HOW ARE YOU DEFENDED?

HOW DO YOU TRAVEL?

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

