

# THE SYNDICATE OF THE LOST



No one is coming to save us. If we're going to survive this, we need to save each other.  
It has to start somewhere: what better place than here, what better time than now?

REACH   
TREATY

GRASP  SLEIGHT 

**ALLIANCE MOVE:** Whenever a family or faction's common people suffer needlessly, gain 1-Treaty on them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD 

DATA 

TECH 

# NAME:

## STATS

Choose one:

**Reach -1, Grasp +1, Sleight +1** if the masses were exiled from Before' utopia.

**Reach 0, Grasp 0, Sleight +1** if the masses were kept under the boot of Before's dystopia.

**Reach 0, Grasp -1, Sleight +2** if the masses were kept in check by the many pleasures of Before.

## DOCTRINE

**Vigilance:** when you defend a weaker community against predation you gain *Surplus: Justice, Spies, or Morale*.

**Solidarity:** when you pitch in to ease the suffering of a community in crisis, erase any of their Needs that you have as a *Surplus*.

**Revenge:** when you oppress a prosperous community, delete all their Treaties on you.

## LIFESTYLE

**Nomadic:** when you arrive at a new settlement, say what seasonal work needs your help to be performed.

**Dispersed:** you have friends everywhere with shelter always ready. Authorities can't find you if you lay low on a large settlement or remote community.

**Settled:** you are embedded into the Homeland's largest settlement, and your opinion there carries great weight among the masses.

## TRADITIONS

Chose one of each, or create something else:

**Populace:** Righteous proletariat; a ragtag band of survivors; a motley group of refugees.

**Style:** Purposefully nondescript and uniform; heavy industrial gear; rags and a striking badge of honor.

**Governance:** A true town square democracy; the ever-shifting leader of the revolution; elected commissaries with strict term limits.

## LANDMARKS

Draw a sign of one from each on the map:

**Before:** A jumbled hive of slums; a circus of grand spectacle and cheap entertainment; a central station for the commuting rank and file.

**The Fall:** The place where countless masses waited vainly for rescue; a vast market turned into a warzone; the filthy underground the desperate fled to.

**A Threat:** An ancient landfill spawning monsters; aristocrat hunters chasing prime genetic specimens; a gang controlling the access to a critical resource.

## HISTORY

Each other family gives you 1-Treaty: where there are heirarchies, there are those who support your creed.

*Which one of you helped us on our moment of greatest need?* They describe the trials you faced together and give you 2-Treaty.

*Which one of you has conspired with those who oppressed us?* They say why they withdrew support from the conspiracy and give you 2-Treaty.

## RESOURCES

Pick two as *Surpluses* and get the rest as *Needs: Leadership, Morale, Recruits, Justice, Safety*

## INHERITANCE

Your characters get +1 to Steel or Sway. **Quick characters pick one:**

**The News:** When you find signs of corruption, you can ask the GM a question about a party involved.

**The Rage:** When you voice your discontent in a loud and public fashion, both the oppressed and the authorities will be drawn to your performance.

**The Union:** When you unite a Family or Faction's workers, pick one of their Needs: so long as that Need exists, the labourers won't pick up tools.

**The Guerrilla:** When you lay low in the edge of wilderness or the depths of the slums, the authorities simply won't be able to find you.

**The Soul:** When you use Defuse to convince others to cease fighting or prevent collateral damage, your roll has advantage.

# MOVES

Take two:

## MIGHTY RENEGADES

It doesn't matter that you are everyday people - together you will change the course of history.

When you acquire two of *Surplus: Recruits, Morale* and/or *Leadership*, you gain whichever one you don't already have.

## HELL CAN'T STOP US

*When you make a grand collective effort to create a Wonder*, you can invest *Surplus: Leadership* or *Morale* without erasing it.

## GUERRILLA RADIO

*When you broadcast your message far and wide*, spend 2-Treaty on anyone with *Surplus: Recruits* to gain *Surplus: Spies* or *Scouts*, located right there in their midst.

## NOT A BROKEN MAN

You don't owe these pigs no shit! *When someone Calls in a Debt on you*, get Advantage on the *Hold Together* roll to resist it. Also, when you Fall Into Crisis, everyone has to erase 2-Treaty on you, or else you gain 1-Treaty on them.

## PEOPLE OF THE SUN

You have infiltrated every human Family or Faction. *When you roll Subterfuge against them*, you can spend Treaty on them 1-for-1 to choose extra items from the list. Also, you have a finger on the Homeland peoples' pulse. When any other faction triggers *In Want*, you can be the one who chooses what crisis they suffer if you wish.

Your characters can add another tag to their gear if they also add the *unreliable* tag. In addition, pick 3:

## HOW DO YOU FIGHT?

Homemade explosives (Area, Brutal)

Heavy and menacing tools (Melee, Brutal)

Sturdy Automatic Rifles (Ranged, Area)

## HOW ARE YOU DEFENDED?

Winter clothing (Utility, Thermo)

Homemade leather (Utility, Tough)

Scavenged military gear (Camo, Tough)

## WHAT SPECIAL VEHICLES DO YOU HAVE?

Horses (Land, Mount)

Jeeps (Land, Durable)

Motocross bikes (Land, Swift)

## WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Agitators (Quality 2, Motivate & Infiltration)

Terrorists (Quality 2, Sabotage & Infiltration)

Subversives (Quality 2, Diplomacy & Infiltration)