

End Times Playbooks and Move Reference

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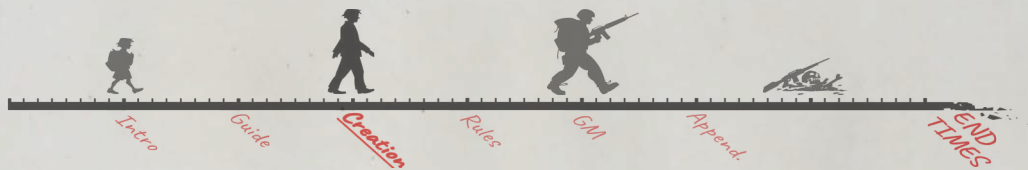
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Assassin

Always kill Hitler. Kill young Hitler. Kill baby Hitler. You just kill Hitler, period. Anything else is a half-measure, and that's irresponsible. If someone else could take on this burden, you would gladly let them, but you can't trust anyone else to take the shot. And here's the trick, so that you won't hesitate when the time comes: feel bad about ending a life beforehand. Work through that guilt and fear and revulsion, so when you have the chance to save the world you will feel nothing but determination.

Moves

In addition to the common Moves, choose three of the following:

Prepared to Kill: +2 on Cold Blooded Murder against the one person you woke up ready to kill that day.

Weapon Upgrades: Spend an evening with a weapon to give permanent +1 Harm to it (can only do this once per weapon).

Sniper Nest: You can use Tools instead of Flesh when using Go Unnoticed to hide your position.

Disguise: When you put on a disguise, roll 2d6 + Tools.

On 10+, people will mistake you for whatever kind of person you are trying to look like.

On 7-9, anyone you interact with will sense something's wrong, but those who only give you a casual glance will completely buy the disguise.

On a miss, people will know you are wearing a disguise.

Caress Them With the Crosshairs: Any Hit on Recon gives +1 to the next Cold Blooded Murder Move against a target in the area.

Stats

Choose one set:

Flesh +2, Reason +1, Grit +1, Tools +1, People -1

Flesh +0, Reason +1, Grit +1, Tools +3, People -1

Flesh -1, Reason +2, Grit +0, Tools +1, People +2

Flesh +2, Reason +0, Grit +1, Tools +2, People +0

Younger Self

Choose one from each column:

Proto-fascist

Alienated,
disconnected from
peers

Taught that
meanness is a virtue

Low affect

Persistent feelings
of guilt

Brave

Willful

Naturally gentle

Observant

Responsible

Or make your own

Older Self

Choose one from each column:

Acts as judge, jury &
executioner

Avoids human
contact

Leads a small
community

Kills the worst
remaining humans

Assassin



Subtly seizing power

Nearly paralyzed by feelings of guilt

Believes self above normal mortals

Provides good advice

Seeks redemption & forgiveness

Treats everyone fairly

Or make your own

First Impressions

Chose One:

- Vapid, but sexy, club-goer
- Maintenance worker on the job
- Navy seal strike team member
- Possibly-asleep commuter
- Or make your own

Resources

Start with 4 Standard Gear, Vehicles, Weapons, Contacts, Shelters and/or Armor).

Plus choose one Assassin Weapon:

- **Silenced Sniper Rifle** (3 harm, ranged, scoped, silent, armor piercing, single-load, braced)
- **Garotte** (2 harm, silent, continuous, concealed, intimate)
- **Poisoned Dagger*** (2 harm, concealed, poisoned, silent, limited use)
- **Explosive*** (5 harm, remote, area, messy, loud, one-use)
- **Poison Drops*** (2 harm, concealed, poisoned, silent, intimate, limited use)

*If you choose this option, you have a lab at home to make more poisons or explosives.

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

In the future, I saw one of one of you forgiving me for something terrible. Which of you was it and what were you forgiving me for? (You each get +1 Files on each other)

In the future, I saw myself having one of you in my crosshairs, which of you was it and what were you doing as I was preparing to possibly kill you? (You get +1 Files on that character)

In the future, I saw one of you asking me why, after all of the people I killed, I let a certain person live. Which of you asked me and what did I say? (They get +1 Files on you.)

In the future, I saw I was doing target practice and several of you seemed to have made it a game to try to whisper something to me that would make me miss my shot. Finally, one of you said something that affected me enough to make me miss. Which of you was it, and what did you say? (You get +1 Files on each other.)

Assassin

ASSASSIN

Name

Age

STATS

FLESH ----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON ----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT ----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS ----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

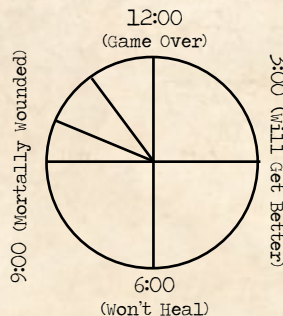
PEOPLE ----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

MOVES

Choose Three:

- ☐ Prepared to Kill
- ☐ Weapon Upgrades
- ☐ Sniper Nest
- ☐ Disguise
- ☐ Caress Them With the Crosshairs

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○Improve

- ☐ get +1 to Tools (max +3)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Assassin Move
- ☐ get a new Assassin Move
- ☐ get a new Assassin Weapon
- ☐ get a new Assassin Weapon
- ☐ get an optional move from another playbook

- Advanced Improvements
- ☐ get an optional move from another playbook
 - ☐ get a +1 to any stat (max +3)
 - ☐ get a +1 to any stat (max +3)
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP when you kill someone you intended to kill, or when you could have easily killed someone but decide to spare their life.

At the beginning of each session, chose a PC. Award XP when your chosen actively, and knowing the consequences of their actions, chooses to do something that they cannot easily take back.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

FILES

Help or Interfere

Advanced: ☐

Change History

Advanced: ☐

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AUTHORITY

Name

Age

STATS

FLESH -----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON -----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT -----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS -----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

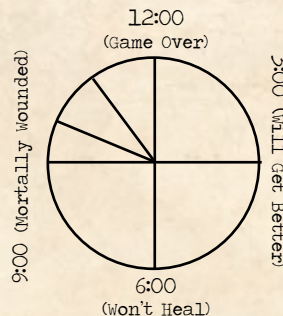
PEOPLE -----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

- ☒ Assert Authority
- Choose Two:
- ☐ Permit
 - ☐ All Points Bulletin
 - ☐ Clearance
 - ☐ Name Recognition
 - ☐ Forensic Examination

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○ Improve

- ☐ get +1 to Tools (max +2)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Authority Move
- ☐ get a new Authority Move
- ☐ gain an Extraordinary Weapon
- ☐ gain an Extraordinary Contact
- ☐ trade an Extraordinary for a Legendary Contact
- ☐ trade an Extraordinary for a Legendary Weapon
- ☐ get an optional move from another playbook

- Advanced Improvements
- ☐ get an optional move from another playbook
 - ☐ get a +1 to any stat (max +3)
 - ☐ get a +1 to any stat (max +3)
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP when you tell someone what they should do, and they do it, and it saves them -or- when they don't do it and they end up getting hurt.

At the beginning of each session, chose a PC. Award XP when your chosen successfully asserts their authority and make the situation go the way they want it to.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

_____	_____
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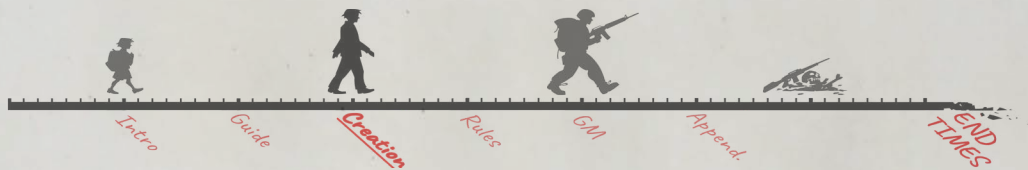
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Authority

Every organization has ranks, whether it's a church or a government agency or a crime syndicate. Your strategy is to rise through those ranks. Use every trick at your disposal to do so, including whatever you can find out from the future. Rise so high that when shit hits the fan, people will look to you and say "what do we do?" and you'll tell them. And in the meantime, if flashing your credentials gets you admittance to someplace you wouldn't normally get to go, so much the better.

Moves

You always get:

Assert Authority: Choose one area of authority (religion, medicine, science, government, crime/law enforcement, safety, law) that your character has authority in. When you talk to an NPC about that area, roll 2d6 + People.

On 10+ your target believes you know more than they do about the subject, and is intimidated or impressed by your authority.

On 7-9 choose one: your target believes you know more than them about the subject -or- your target is intimidated or impressed by your authority.

On a miss, the GM makes something bad happen.

And choose 2 of:

Permit: Whatever weapons you carry, you have a permit, so won't generally get in trouble if you get caught by the cops carrying those weapons.

All Points Bulletin: Tell the organization you belong to that a certain person is dangerous and the word will be put out. Members of your organization will keep an eye out for, and try to apprehend, that person. Keep in mind that if you do this, and it turns out you had no evidence against this person, you can lose your position in the organization.

Clearance: When you can access your organization's copious files, you get +2 to Research rolls.

Name Recognition: You have a positive reputation among people in your organization and/or field. Get +1 to Stare Down or Assert Authority rolls with those people.

Forensic Examination: When you examine a corpse or crime scene, roll 2d6 + Reason.

On 10+, ask the GM three of the following questions and they have to tell the truth.

On 7-9, ask the GM three of the following questions, and the GM will tell the truth on two and lie on one.

On a miss, ask the GM three of the following questions, and the GM will lie on two and tell the truth on one.

Questions:

- What did the damage here?
- How many people were involved?
- What fibers or metals were involved?
- How did the victim try to defend themselves?
- When did this (crime or death) happen?
- Where did it start, and where did it end?
- Was this carefully planned, or was it an act of passion?
- What did this person/space look like before the damage was done?
- Has anyone been interfering with this (body or crime scene) after the fact?
- What's a good fingerprint to send off for matching?
- What's a good DNA sample to send off for analysis?

Stats

Flesh +2, Reason +0, Grit +0, Tools +1, People +1

Flesh -1, Reason +2, Grit +0, Tools +0, People +3

Flesh +0, Reason +3, Grit +1, Tools +1, People -1

Flesh +0, Reason +2, Grit +2, Tools +0, People +1

Authority



Younger Self

Choose one from each column:

Bully	Unafraid to fight
Naive hero-worshiper	Believes in justice
Aimless & manipulatable	Compassionate
Judgmental	Holds self to high-standards
A tattletale	Self-confident

Or make your own

Older Self

Choose one from each column:

Enforces rules strictly	Keeps the peace
Unable to adapt to the fall of government	Retains faith in the rule of law
Has lost faith in humanity	Helps the weak
Looks the other way when human rights are being violated	Instills confidence in the young

Or make your own

First Impression

Choose one:

- Beat cop
- Ambitious young office worker
- Lab technician
- Minister
- Eccentric academic
- Or make your own

Resources

3 Standard items (gear, vehicles, weapons and/or armor), 3 Standard Contacts, and choose two of:

- One Extraordinary Vehicle
- One Extraordinary Armor
- One Extraordinary Contact
- One Extraordinary Weapon
- One Extraordinary Shelter

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

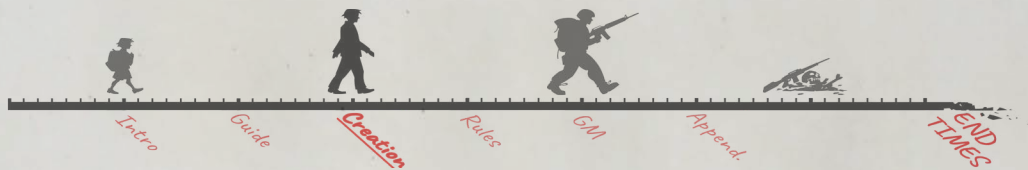
In the future, I saw myself giving some kind of briefing in a makeshift war room. Some of you left but some of you stayed. Who stayed and what was the briefing about? (Everyone who stayed gets +1 Files on you.)

In the future, I saw myself kicking one of you out of a settlement. Which of you was it and what did I say you had to do before I would let you come back? (You each get +1 Files on each other.)

In the future, I saw all of us trying to escape a bad situation in a helicopter. It couldn't carry all of us and I decided to leave one of you behind. Which of you was it and how did you react. (You get +1 Files on each other.)

In the future, a group of armed soldiers I was leading discovered one of you hiding in a ruined building. Which of you was it, and what was the first thing you or I said to each other. (The person who didn't speak first gets +1 Files on the person who did.)

Authority



Time Wizard

While others may be polishing their rifles or winning the lottery or forming cults, you're focusing on the one thing that sets Survivors apart from everyone else: the ability to affect time with your mind. You'll explore different states of consciousness and find new sources of inner strength. You will develop a will so powerful that it is a force to be reckoned with.

Moves

Choose from three of the following:

Summon Horror: When you choose to bring some non-human danger from the future to whatever time you are in now, roll 2d6+ Grit.

On 10+ a horror (choose from any you have encountered) appears. One of your enemies is the first thing the Horror sees upon arriving.

On 7-9 a horror (GM chooses from any you have encountered) appears, but it doesn't immediately notice you (or your enemies).

On a miss, a horror (GM chooses from any you have encountered) appears. You or an ally are the first thing the Hunter sees upon arriving.

Stay: When you resist the pull a Switch, roll 2d6 + Grit.

On 10+ you can delay being Switched in time for up to 24, and delay coming back for up to 24 hours.

On 7-9 you can delay being Switched for up to 4 hours -or- delay coming back for up to 4 hours.

On a miss, the GM makes something bad happen.

Prophetic Dreams: Your dreams bring you visions of the future. Every time you sleep, you can roll Research.

Secret Caches: Later you will go back and hide caches that will help you out. You don't yet know where you will leave them, but subtle signs will alert you to their presence. Once per game session, at any point in the session, you can find a cache with a Standard Weapon, Armor, Shelter or piece of Gear.

Focuses: Define three things you can do (each have to take time and require some circumstance or item) to get you in the right state of mind for changing time. You get +3 to any Switch, Summon Horror or Stay roll after using your focus.

Stats

Choose one of:

Flesh -1, Reason +2, Grit +3, Tools +2, People -1

Flesh 0, Reason +1, Grit +3, Tools +0, People +1

Flesh +0, Reason +2, Grit +3, Tools +2, People -2

Flesh +1, Reason +0, Grit +3, Tools +1, People 0

Younger Self

Choose one from each column:

Often lost in own thoughts

Imaginative

Prone to emotional breakdowns

Cares deeply about family

Desperate to prove self unique

Well-read

Zones out in front of electronic entertainment

Great at games & puzzles

Pretends to be more logical than everyone else

Perceptive

Or make your own

Time Wizard



Older Self

Choose one from each column:

Summons horrors
recklessly

Disoriented in time

Keeps secrets about
the apocalypse

Has ceased to care
that the world is
ending

Will face down any
enemy

Has seen many
things

Feels kindness
towards everyone

Fearlessly curious

Or make your own

First Impressions

Choose one:

- Hippie
- Drug-dealing cult leader
- New Age priest/priestess
- Raver
- Or make your own

Resources

Start with 3 Standard Items (gear, vehicles, weapons and/or armor) and choose from two of the following:

- One Extraordinary Shelter
- Two Standard Followers
- One Standard Contact

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

In the future, I see one of you thanking me for keeping your secret all of these years. Which one of you was it and what was the secret? (You get +2 Files on that person, they get +1 Files on you).

Nine years ago, a young person came up to one of you and gave you a very useful, and very personal, piece of advice. That was and will be me. What advice did they give you? (You get +1 Files on that person.)

In the future, I see myself approaching one of you as you lay dying. I tell you I'm going to prevent your death. Which of you was it, and what killed you? (You get +1 Files on that character.)

In the future, one of you helped me to hunt down a cache of items I had buried a long time ago. In addition to useful items there was an item of mine of purely sentimental value. Which of you helped me and what was the item? (They get +1 on you.)

CRIMINAL

Name

Age

STATS

FLESH ----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON ----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT ----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS ----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

PEOPLE ----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

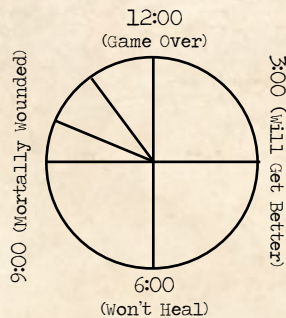
FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

Choose Three:

- ☐ Prison Yard Stare
- ☐ Breaking and Entering
- ☐ Bust Out
- ☐ Sneaky
- ☐ Fight Dirty

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○Improve

- ☐ get +1 to Tools (max +3)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Criminal Move
- ☐ get a new Criminal Move
- ☐ get a new Criminal Move
- ☐ get an optional move from another playbook

Advanced Improvements

- ☐ get an optional move from another playbook
- ☐ get a +1 to any stat (max +3)
- ☐ get a +1 to any stat (max +3)
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Any time you benefit in any significant way from breaking the law, gain XP.

At the beginning of each session, chose a PC. Award XP when your chosen breaks a rule (either a societal rule, a law, or a personal rule) that they've never broken before.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

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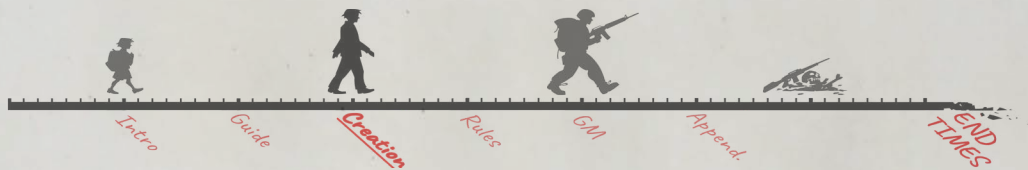
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Criminal

The system is going to fail us, and thus those who know how to work outside the system have an advantage. If you want to learn to survive an apocalypse, go to the bad part of town and find someone who will teach you to sneak, to steal, to climb through windows, to pick locks, to trade in illicit goods and to fight dirty.

Moves

Choose two of:

Prison Yard Stare: +1 to Stare Down, +1 to Read a Person, +1 to Go Unnoticed when trying to keep your emotions or intentions unreadable.

Breaking and Entering: When you try to get in somewhere, roll 2d6 + Tools.

On a 10+, you get past whatever barrier was meant to keep you out.

On 7-9, you get past whatever barrier was meant to keep you out, but someone has noticed something is amiss and is on their way to investigate.

On a miss, you don't make it in, and someone is on their way to investigate.

Bust Out: You can roll Escape to get free from handcuffs, locked doors, chains, etc.

Sneaky: +2 to Go Unnoticed when you've specifically planned or prepared for this situation.

Fight Dirty: +1 Harm when you Rain Down Ruin

Stats

Choose one:

Flesh +3, Reason +0, Grit +0, Tools +2, People +0

Flesh +2, Reason -1, Grit +2, Tools +1, People +1

Flesh +0, Reason +2, Grit +0, Tools +2, People +1

Flesh +1, Reason +0, Grit +0, Tools +1, People +3

Younger Self

Choose one from each column:

Lacks self-control

Selfishly
manipulative

Runs with a bad
crowd

Jealous of the more
fortunate

In a family on the
edge of collapse

Great sense of
humor

Good with adults

Street-wise

Ambitious

A hard worker

Or make your own

Older Self

Choose one from each column:

Leads a crew of
bandits

Has lied their way
into a position of
power

Obsessively collects
useless "valuables"

Takes advantage of
the trusting

Always keeps their
word

Looks out for the
weak and helpless

Takes from the rich,
gives to the poor

Seeks nonviolent
solutions

Or make your own

Criminal



First Impressions

Choose one:

- Street tough
- Cat burglar
- Rioter
- Shady businessperson
- Or make your own

Resources

You start with 3 Standard items (gear, weapons, vehicles, armor), 1 Standard Shelter and choose two of:

- Standard Contact: A fence
- Standard Contact: A thug or gang member
- Standard Contact: A defense attorney
- Standard Contact: A drug dealer

Choose one of:

- **Revolver** (1 harm, ranged, concealed, reload)
- **Magnum Pistol** (2 harm, ranged, concealed, loud, reload)
- **Switchblade** (1 harm, concealed, silent)
- **Spiked Brass Knuckles** (2 harm, concealed)
- **Extraordinary Lockpicks** (+1)

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

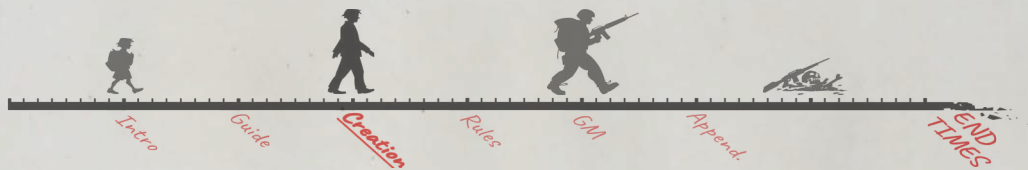
I saw a future vision of one of you accusing me of stealing something important of yours. Who was it, and what did you accuse me of stealing? (You get +1 Files on them.)

I saw a future vision of one of you, doing something when you thought you were alone, but really I was in the shadows watching. Which of you was it, and what were you doing? (You get +2 Files on that person.)

I saw a future vision of myself being hauled up in front of a makeshift military tribunal. One of you spoke in front of the tribunal. Which of you was it and did you speak for or against me? (You each get +1 Files on each other.)

I saw a future vision of myself slipping you something small and giving you a "shush" sign. What did I slip you? (You each get +1 Files on each other.)

Criminal



Prophet

You know the future, and that's a powerful and important thing. Are you going to keep it to yourself? No, that would be selfish. You have to tell people. You'll tell the whole world if you get a chance. Some things you might keep secret, for now, but you'll let people know enough to convince them that they should listen to what you have to say. Some might not believe you, but enough will, and those people will be willing to donate their time, their money, their voices and their authority to helping you. And if some of them start worshiping you as a holy figure, you could tell them not to, but they wouldn't really listen, so you might as well just roll with it.

Moves

Choose 3 of:

Spread My Message: At the beginning of each new game session, your Followers have gained another Standard Follower for you.

Preach to the Choir: +2 to Change Minds rolls on your Followers.

Martyrdom for Fun and Prophet: Any time a Follower dies doing something for you, you get 2 more Standard Followers.

Crowdsourcing: You can roll Research by asking your Followers to look into something for you.

Reputation: When you tell someone your name, roll 2d6 + People.

On a +10 they've heard of you, and have heard good things about you.

On a 7-9, they think they might have heard of you, and are curious what you have to say.

On a miss, they've heard bad things about you.

Church Chat: Knowing someone's religion automatically gives you +1 Files with them, because you're good at profiling and manipulating people based on their religious beliefs.

Stats

Choose one:

Flesh +0, Reason +1, Grit +1, Tools +0, People +3

Flesh +0, Reason +2, Grit +1, Tools +0, People +2

Flesh +0, Reason +2, Grit +2, Tools -1, People +2

Flesh +1, Reason -1, Grit +2, Tools +1, People +2

Younger Self

Choose one from each column:

Attention-hungry
class clown

Haunted by their
family's secrets

Habitually hides
their feelings

Arrogant about
being "attractive"

Obsessed with
pleasing a parent

Willing to challenge
authority

Strong sense of
responsibility

Admired by peers

Intuits who can and
can't be trusted

Talented performer

Or make your own

Prophet



Older Self

Choose one from each column:

Autocrat bordering
on cult leader

People do terrible
things in their name

Leads a group of
suicide bombers

Angry at everyone
who didn't listen

Leads benevolently

Trying to make a
new start

Keeps fighting
despite severe
injuries

Always honest &
open

Or make your own

First Impressions

Choose one of:

- Televangelist
- Forgetful and overworked professor
- Hip social media influencer
- Missionary for some new religion
- Or make your own

Resources

- 3 pieces of Standard Gear
- 5 Standard Followers
- 2 Standard Contacts
- 1 Extraordinary Follower

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

I saw a future vision of my followers bringing one of you before me. They claimed you had committed some act against me. Which of you was it, and what did they say you did? (You get +1 Files on that person).

I saw a future vision of telling my followers that if anything was to happen to me, they should look to one of you as my successor. Who was it and what did I say to my followers about you? (You get +1 Files on each other).

I saw a future vision that I was giving a speech and one of you interrupted me to say that I was wrong about something. Which of you was it, what was my speech about, and what did you say was wrong? (You each get +1 Files on each other.)

I saw a future vision of myself and my followers visiting, and leaving offerings at either a shrine or a memorial for one of you. Which of you was it, and what was the shrine decorated with? (You get +1 Files on that person.)

Prophet

PROPHET

Name

Age

STATS

FLESH ----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON ----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT ----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS ----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

PEOPLE ----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

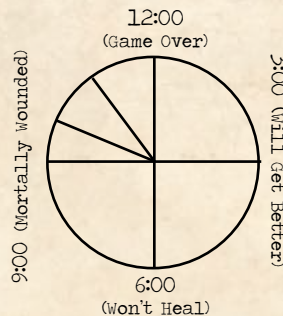
FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

Choose Three:

- ☐ Spread My Message
- ☐ Preach to the Choir
- ☐ Martyrdom
- ☐ Reputation
- ☐ Church Chat

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○○ Improve

- ☐ get +1 to Tools (max +2)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +3)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Prophet Move
- ☐ get a new Prophet Move
- ☐ get a new Prophet Move
- ☐ get an optional move from another playbook

- Advanced Improvements
- ☐ get an optional move from another playbook
 - ☐ get a +1 to any stat (max +3)
 - ☐ get a +1 to any stat (max +3)
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP whenever you convince a normal person about anything to do with the future.

At the beginning of each game session, choose one PC (and let them know they've been chosen). Any time that PC puts their faith in some other person, and there is a positive result, you should award XP to that person.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Help or Interfere

Advanced: ☐

FILES

Change History

Advanced: ☐

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UNARMED SPECIALIST

Name

Age

STATS

FLESH ----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON ----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT ----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS ----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

PEOPLE ----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

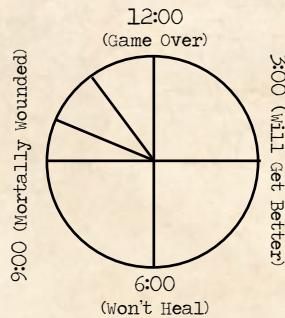
FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

Choose Three:

- ☐ Parkour
- ☐ Self-Defense
- ☐ Deadly Weapon
- ☐ Contortionist
- ☐ Commanding Presence
- ☐ Eagle Eye

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

☐ ☐ ☐ ☐ ☐ Improve

- ☐ get +1 to Tools (max +2)
- ☐ get +1 to Flesh (max +4)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Unarmed Specialist Move
- ☐ get a new Unarmed Specialist Move
- ☐ get a new Unarmed Specialist Move
- ☐ get an optional move from another playbook

- Advanced Improvements
- ☐ get an optional move from another playbook
 - ☐ get a +1 to any stat (max +3)
 - ☐ get a +1 to any stat (max +3)
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP any time you are able to do something unaided that another character was unable or unwilling to do with tools and equipment.

At the beginning of each session, chose a PC. Award XP when your chosen takes damage of any kind but keeps on going with what they were doing.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

_____	_____
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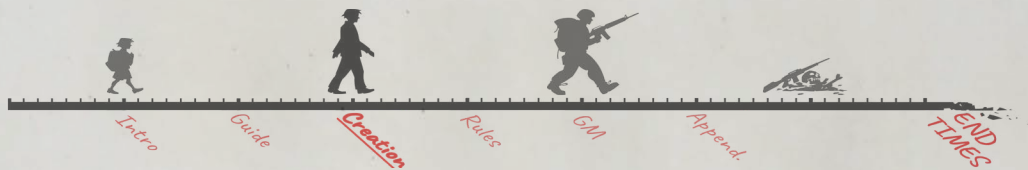
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Unarmed Specialist

As a time traveler you keep getting yanked around. A minute from now you might be in the past, the future, or maybe in some failed apocalypse. Even the present can change radically. The only thing you always have is a body and the mind that controls it. So try not to depend on any single piece of gear, weapon, armor or shelter. Practice the things you can do with hands and feet alone so that your greatest tool and your greatest weapon is always just you.

Moves

Choose three of:

Parkour: On any Hit on Escape, your enemy has to choose to take 1 Harm to keep following you.

Self-Defense: When you Exchange Harm you can choose to do 1 less Harm but take 2 less Harm.

Deadly Weapon: You can do 2 Harm with hands and feet alone and can roll Cold Blooded Murder even when unarmed.

Contortionist: You can roll Escape to get away from being physically restrained.

Commanding Presence: You can use Flesh as your stat when rolling Stare Down.

Eagle Eye: On any Hit on Recon roll, ask one additional question from the list and the GM must answer it truthfully.

Stats

Choose one:

Flesh +3, Reason +1, Grit +2, Tools +1, People -1

Flesh +3, Reason +1, Grit +0, Tools +2, People +0

Flesh +3, Reason +0, Grit +2, Tools +1, People +0

Flesh +3, Reason +0, Grit +1, Tools +0, People +2

Younger Self

Choose one from each column:

Arrogant jock	Fiercely loyal
Bullied & simmering with rage	Good at making plans
Reckless & inattentive	Passionate & brave
Disoriented by a recent loss	Empathetic
Untrusting loner	Self-sufficient

Or make your own

Older Self

Choose one from each column:

Settles disputes by fighting	Almost unbelievably strong
Prone to wandering off	Has few needs
Acts like they are the master, all others students	So skilled it surprises everyone
Ignores plans, races into combat	Even tougher now than before the accident

Or make your own

Unarmed



First Impressions

Choose one:

- Physical laborer
- Martial arts competitor
- Extreme-sports athlete
- Yoga instructor
- Or make your own

Resources

2 Standard items (gear, weapons, vehicles, armor).

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

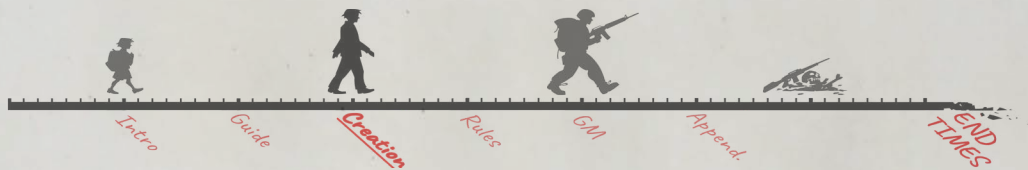
I had a future vision of staring into your eyes while I broke someone's neck. Which of you was it, and whose neck was it? (Both of you get +1 Files on the other.)

I had a future vision where I had fallen, and I didn't think I could get up, but you said something to me that helped me find the strength to get up. Which of you was it, and what did you say to me? (Both of you get +1 Files on the other.)

I had a future vision of myself coming into your sleeping area, naked, asking you to do something with me that had nothing to do with sex. Which of you was it, and what did I ask you to do with me? (They get +1 Files on you.)

I saw a future vision of myself returning to camp with something heavy slung over my shoulders. I set it down in front of you and asked "Is this what you wanted?" Which of you was it, and what did I give you? (You get +1 Files on them.)

Unarmed



Scientist

You can't fix a thing without understanding it. Everything operates by rules, and the scientific method is how you figure out something's rules. And that's why, when you learned about this whole apocalypse thing, you knew the only way to deal with it would be in a lab.

Moves

You always get:

Laboratory Research: When you bring a sample or readings from a scientific instrument back to your lab for study, roll 2d6 + Reason.

On 10+, ask the GM three of the following questions and they have to tell the truth.

On 7-9, ask the GM three of the following questions, and the GM will tell the truth on two and lie on one.

On a miss, ask the GM three of the following questions, and the GM will lie on two and tell the truth on one.

Questions:

- What makes this different or special?
- What was this, before it became what it is now?
- What is the best way to damage this?
- What external forces acted on this to make it what it is now?
- What will this turn into?
- What other known thing is this related to?
- What useful thing could be made from this?
- What effects would exposure to this have on the human body?

And choose two of:

Surgery: When you do the Prepare Move to give medical care, you can choose to use Reason instead of Tools. You can heal up to four Harm (see p.82), given a fully stocked operating room. Your lab counts as a fully stocked operating room.

Research Assistants: You start with 4 Standard Followers (students of your scientific discipline).

Hazardous Chemicals: Any Hit on Prepare in your lab allows you to make Explosives (4 harm, remote, area, messy, loud, limited use) or Poison Drops (2 harm, intimate, silent, poisoned, concealed, limited use).

Independent Researcher: Your lab is in your home, paid for by you. You don't have any supervisors or government inspectors or other busybodies getting into your business.

Computer Modeling: When you enter multiple data points about something that changed over time into your computer, roll 2d6 + Reason.

On 10+, ask the GM three of the following questions and they have to tell the truth.

On 7-9, ask the GM three of the following questions, and the GM will tell the truth on two and lie on one.

On a miss, ask the GM three of the following questions, and the GM will lie on two and tell the truth on one.

Questions:

- Where was the geographic point of origin of this phenomenon?
- When did this phenomenon start?
- What will the next major change look like?
- What effects will this have on society or the environment?
- If this continues unchanged, what will the end state be?
- When will a point of no return be reached?
- What one variable can currently be manipulated to cause the greatest change to this phenomenon?
- What known factors are contributing to this phenomenon?
- Is there a hidden factor at work here? How is that factor affecting the situation?

Scientist



Stats

Choose one:

- Flesh +0, Reason +3, Grit +0, Tools +1, People +1
- Flesh +1, Reason +3, Grit +1, Tools +1, People -1
- Flesh -1, Reason +3, Grit +1, Tools +1, People +1
- Flesh +0, Reason +2, Grit +1, Tools +2, People +0

Younger Self

Choose one from each column:

Shy & socially awkward	Knows many facts
Lost in fantasy	Creative & imaginative
Seeks distractions from stressful thoughts	Has laser-sharp mental focus
Asks inappropriate questions and makes people uneasy	Insatiably curious
Cowardly & a hypochondriac	Compassionate

Or make your own

Older Self

Choose one from each column:

Has brilliant theories that spill over into delusions	Works tirelessly to try to fix things
Obsessed with making people understand	Keeps a stubborn faith in humanity
Does unethical human experiments	Has created helpful things
Afraid of the dangerousness of their own knowledge	Stoically philosophical

Or make your own

First Impressions

Choose one:

- Wilderness hiker
- Lab technician
- ER Nurse
- Disheveled eccentric
- Or make your own

Resources

- 2 Standard Contacts (fellow scientists)
- 1 Extraordinary Contact (a senior researcher in your specialty)
- 4 Standard items (Weapons, Gear, Armor, Vehicles)

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

I had a vision of the future where one of you had asked me to do a test on you, and I was telling you the result of the test. Which of you was it, what was the test and what were the results? (You get +2 Files on that character)

I had a vision of the future where I gave one of you a vial of something to drink, telling you it wouldn't hurt you. Which of you was it and what did it do to you? (You each get +1 Files on the other.)

In the past, a kid who looked like me came to one of you and did or said something unexpected. That was me doing an experiment on you. Which of you was it, what did I say or do, and how did that change your life? (You get +1 Files on that character.)

I had a vision of the future where I asked one of you to help me clean up the results of a failed experiment. Which of you was it and what was left over from the experiment that needed to be cleaned up? (The other person gets +1 Files on you.)

Scientist

SCIENTIST

Name

Age

STATS

FLESH -----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON -----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT -----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS -----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

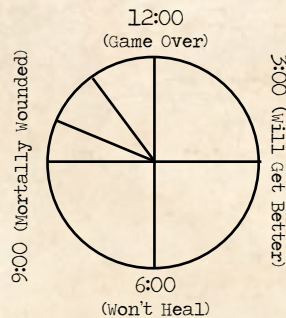
PEOPLE -----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

- ☒ Laboratory Research
- Choose Two:
- ☐ Surgery
 - ☐ Research Assistants
 - ☐ Hazardous Chemicals
 - ☐ Independent Researcher
 - ☐ Computer Modeling

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○ Improve

- ☐ get +1 to Tools (max +2)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +4)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Scientist Move
- ☐ get a new Scientist Move
- ☐ get a new Scientist Move
- ☐ get an optional move from another playbook

- Advanced Improvements
- ☐ get an optional move from another playbook
 - ☐ get a +1 to any stat (max +3)
 - ☐ get a +1 to any stat (max +3)
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it
 - ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP whenever you state a hypothesis and find significant evidence that it was correct or that it was false.

At the beginning of each session, chose a PC. Award XP any time your chosen figures out something they didn't know before based on the evidence they've encountered.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

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00000	_____	00000
00000	_____	00000
00000	_____	00000
00000	_____	00000

INVESTIGATOR

Name

Age

STATS

FLESH -----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON -----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT -----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS -----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

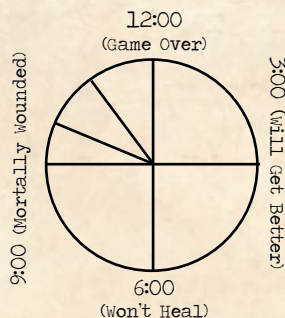
PEOPLE -----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

MOVES

Choose Three:

- ☐ Extensive Notes
- ☐ Targeted Research
- ☐ Surveillance Gear
- ☐ Interrogation
- ☐ Hacking
- ☐ Confidential Informants

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○ Improve

- ☐ get +1 to Tools (max +2)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +3)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Investigator Move
- ☐ get a new Investigator Move
- ☐ get a new Investigator Move
- ☐ get an optional move from another playbook

Advanced Improvements

- ☐ get an optional move from another playbook
- ☐ get a +1 to any stat (max +3)
- ☐ get a +1 to any stat (max +3)
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP whenever you find out some person or some organization's secret.

At the beginning of each session, chose a PC. Award XP when your chosen reveals something private or secret about themselves to any other person.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

Help or Interfere

Advanced: ☐

FILES

Change History

Advanced: ☐

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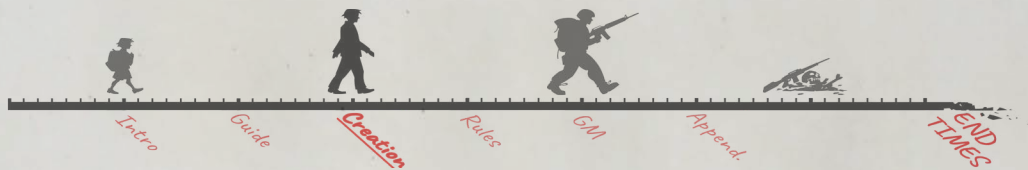
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Investigator

The apocalypse always starts with people doing things they shouldn't be doing. People who are doing things they shouldn't be doing try to keep that a secret, so you need to become an expert in unearthing secrets. Maybe you'll join law enforcement, maybe you'll be a reporter for a major newspaper, maybe you'll join a private investigation firm. Either way, it's the secrets you find and the files you keep that will allow you to prevent the apocalypse.

Moves

Choose three of the following:

Extensive Notes: Any time the name of a powerful person (politician, religious leader, organized crime boss, business executive, rich person, head of a government agency) comes up, and you have a chance to check your notes, roll 2d6 + Reason.

On 10+, you have 2 Files on this person.

On 7-9, you have 1 File on this person.

On a miss, you have nothing.

Targeted Research: You start with 3 Files each on 4 different targets. Those targets could be fellow PCs, people from your personal life, or any person, government agency, disease, corporation, etc. that is around today and that featured in your initial visions of the coming apocalypse.

Surveillance Gear: +2 to Recon rolls when you have set yourself up in a lookout spot.

Interrogation: +2 to Read a Person rolls when they can't leave.

Confidential Informants: Start with 4 Standard Contacts and 1 Extraordinary Contact. All are people with mundane (non-supernatural) authority, knowledge or access.

Hacking: When you have access to a computer or network, roll 2d6 + Reason.

On a 10+, you can ask two of the following questions.

On 7-9, you can ask one of the following questions, but then you get noticed and locked out of the system.

On a miss, you can ask one of the following questions, but the system administrator knows you were there, and has some clue as to how/where to find you.

Questions:

- Who has access to this?
- What's in the most heavily guarded file here?
- Who is connected now, and where are they connected from?
- What sorts of things are people saying to each other?
- Who is doing a poor job, and at what?
- What's something that would embarrass the people who own this?

Stats

Choose one:

Flesh +1, Reason +2, Grit +1, Tools +0, People +1

Flesh +0, Reason +2, Grit +0, Tools +1, People +2

Flesh +0, Reason +3, Grit +0, Tools +2, People +0

Flesh +0, Reason +3, Grit +1, Tools +2, People -1

Younger Self

Choose one from each column:

Investigator



Smart-ass rumor starter

Shy & quiet

Just found out something they believe in is a lie

A rule-obsessed snitch

A peeping tom

Mature knowledge of human psychology

Highly observant

Skeptical

Righteous & uncompromising

Curious & open to new ideas

Or make your own

Older Self

Choose one from each column:

Has no interest in saving the world

Uses "enhanced" interrogation techniques

Numb to most feelings

Hateful & obsessed with revenge

Still believes in justice

Counsels showing mercy

Still curious about the big questions

Keeps a line they don't cross

Or make your own

First Impressions

Choose one:

- Newspaper reporter with press credentials
- Federal agent
- College student
- Tourist hiking across the country
- Or make your own

Resources

- 4 Standard Items (Gear, Weapons, Armor and/or Vehicles)
- 4 Standard Contacts

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

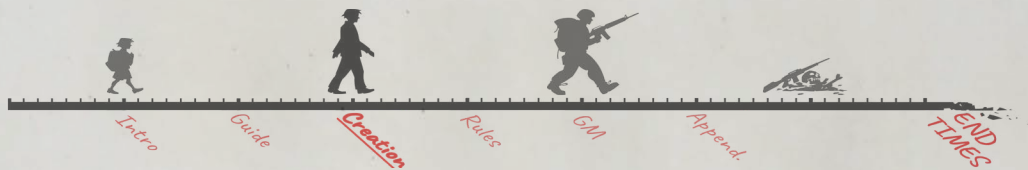
I had a vision of one of you, in the future, having a private conversation with me. I admitted to you that there was one question about you I was never able to find the answer to. Which of you was it, what was the question, and did you reveal an answer to me? (You get +2 Files on that player.)

I had a vision of the future where I blackmailed one of you into doing what I wanted by threatening to reveal some secret. Which of you was it, what did I want you to do, and what did I reference so you'd know the secret I was talking about? (You get +2 Files on that player.)

I had a vision of the future where one of you admitted to having lied to me about something, but said it was for my own good. Which of you was it, and what did you lie to me about? (You each get +1 Files on the other.)

In the past, my younger body (inhabited by my 10-years-older self) watched you through a window doing something you didn't know anybody had seen. Which of you was it, and what were you doing? (You get +2 Files on that person.)

Investigator



Prepper

People today are far too dependent: on authorities to keep them safe, on supply chains to keep them fed, on their fellow citizens following the social contract. This dependency is a form of weakness that will get people killed when the shit hits the fan. There's two things you need to survive a disaster. One is the stuff required to live (food, water, shelter, medical equipment, weapons) and the other is the knowledge of how to take care of your own self no matter what goes down. So when is the best time to start gathering those things and learning those skills? As far as you're concerned, if someone has to ask, it's probably already too late.

Moves

Choose four of the following:

Hoard: You have a massive collection of stuff on your property, allowing you to source items without having to go anywhere (as is usually required when using Prepare). When you look for something in your hoard, roll 2d6 + Tools.

On 10+, whatever piece of Standard Gear you're looking for, you have in pristine condition.

On 7-9, whatever piece of Standard Gear you're looking for, you have, but (choose one):

- It's half empty/used up.
- It's broken and will take a while to repair.
- It will break after one use.

On a miss, you just wasted an hour for nothing.

Traps: Every Shelter of yours has traps around it. Anyone trying to get to your Shelter, unless they make a successful Recon roll (PC) or you fail at Go Unnoticed (NPC), will set off a trap, taking 2 Harm and making a lot of noise.

Gold: Every time you go out in public, you carry one piece of valuable trade goods on you. If a Weak Hit on Prepare says you have to trade "one of the following" to get the thing you want, you can choose to trade this valuable trade good instead.

Med Kit: You start play with an Extraordinary First Aid Kit (capable of healing the 1st and 2nd point of Harm, as described on p.82). If you lose the medkit, you can get another one.

Med Bay: The medical section of your Legendary Shelter counts as both a fully stocked infirmary and fully stocked operating room, which you can use to heal up to 4 points of Harm. (See Healing, p.82).

Dogs: You start with 4 dogs. Each have 2 segments on their Harm Countdown Clock and can do 1 Harm with a bite. Each has been trained to bark at intruders, attack to protect you and your friends, and follow scent trails.

Gun Locker: When you spend time at your home workbench, you can generate a practically unlimited number of Standard Weapons and the ammo to go with them. Generating means assembling parts, repairing broken weapons or manufacturing your own ammo.

Survival Library: You have a library of survival handbooks, medical texts, repair manuals, textbooks and maps. When you consult your library about any non-supernatural situation, roll 2d6 + Reason.

On 10+ the GM says what the experts say is best to do in a situation like this.

On 7-9 the GM says one thing that one person did in a situation like this that worked for them.

On a miss, the GM tells you the advice of someone who has no idea what they're talking about.

Permit: Whatever weapons you carry, you have a permit, so won't generally get in trouble if you get caught by the cops carrying those weapons.

Stats

Choose one:

Flesh +2, Reason +0, Grit +0, Tools +3, People +0

Flesh +1, Reason -1, Grit +2, Tools +3, People +0

Flesh +0, Reason +2, Grit +1, Tools +2, People +0

Flesh +0, Reason +2, Grit +2, Tools +3, People -2

Prepper



Younger Self

Choose one from each column:

Underfed and underestimated	Will fight kids twice their size
Raised to fear & hate	Has learned many skills
Way too into violent media	Has a diverse group of friends
Thinks anything weird or gross is immoral	Trusted by adults
Socially-awkward know-it-all	Good with ideas and concepts

Or make your own

Older Self

Choose one from each column:

Patronizing & stingy	Reminds people what was good about society
Secretive & unwilling to show weakness	Heavily armored (a human tank)
Paranoid & agoraphobic	Maintains a place of safety
Burdened with unwanted responsibilities	Puts one person's needs above all else

Or make your own

First Impressions

Choose one:

- Backpack camper
- Heavy metal concert-goer
- Militia member
- Homeless person
- Or make your own

Resources

You get:

- 4 Standard Shelters
- 1 Legendary Shelter
- 8 Standard Items (weapons, armor, vehicles or gear)
- 1 piece of Extraordinary Gear

And choose one:

- **Automatic Shotgun** (3 harm, ranged, loud, reload)
- **Elephant Gun** (4 harm, ranged, loud, single-load, awkward)
- **Machine Gun** (4 harm, ranged, loud, reload, emplaced)
- **Grenade Launcher** (4 harm, ranged, loud, messy, single-load)
- **Sniper Rifle** (3 harm, ranged, scoped, armor piercing, single-load, braced)

Relationship Glimpses

Introduce your character to the other players by name, playbook and first impression.

Ask the players:

I had a vision of one of you leaving the safety of my shelter for reasons I didn't agree with. Who was it and why did you say you were leaving? (You get +1 Files on that character)

I had a vision of me giving a key to one of you, and asking you not to tell anyone else that I did. Which of you was it and what was the key for? (You both get +1 Files on each other)

I had a vision of the future with me telling you "I was right not to trust you" and you had nothing to say in your defense. Which of you was it? (Neither of you gain Files, but at least you know you can't trust that character.)

I had a vision of the future where I gave my very last bottle of clean water to one of you, acting like it was no big deal. Which of you was it? (That character gets +1 Files on you.)

Prepper

PREPPER

Name

Age

STATS

FLESH ----	Escape	Advanced: <input type="checkbox"/>
	Go Unnoticed	Advanced: <input type="checkbox"/>
	Rain Down Ruin	Advanced: <input type="checkbox"/>
	Wrestle for Control	Advanced: <input type="checkbox"/>

REASON ----	Recon	Advanced: <input type="checkbox"/>
	Research	Advanced: <input type="checkbox"/>

GRIT ----	Persevere	Advanced: <input type="checkbox"/>
	Switch	Advanced: <input type="checkbox"/>
	Stare Down	Advanced: <input type="checkbox"/>

TOOLS ----	Cold Blooded Murder	Advanced: <input type="checkbox"/>
	Prepare	Advanced: <input type="checkbox"/>

PEOPLE ----	Read a Person	Advanced: <input type="checkbox"/>
	Change Minds	Advanced: <input type="checkbox"/>

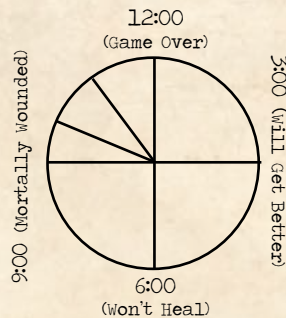
FILES	Help or Interfere	Advanced: <input type="checkbox"/>
	Change History	Advanced: <input type="checkbox"/>

MOVES

Choose Four:

- ☐ Traps
- ☐ Gold
- ☐ Med Kit
- ☐ Med Bay
- ☐ Dogs
- ☐ Gun Locker
- ☐ Survival Library
- ☐ Permit

HEALTH COUNTDOWN CLOCK



IMPROVEMENT

○○○○○ Improve

- ☐ get +1 to Tools (max +4)
- ☐ get +1 to Flesh (max +2)
- ☐ get +1 to Reason (max +2)
- ☐ get +1 to People (max +2)
- ☐ get +1 to Grit (max +2)
- ☐ get a new Prepper Move
- ☐ get a new Prepper Move
- ☐ get a new Prepper Move
- ☐ get an optional move from another playbook

Advanced Improvements

- ☐ get an optional move from another playbook
- ☐ get a +1 to any stat (max +3)
- ☐ get a +1 to any stat (max +3)
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it
- ☐ choose 1 basic move and advance it

Younger Self

Older Self

First Impressions

Nearest Pit

XP

Gain XP whenever you have something on you, that nobody else in the party has, and when that item is useful.

At the beginning of each session, chose a PC. Award XP when your chosen shows they know the best thing to do when a bad situation pops up.

FORMATIVE EXPERIENCES

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

When I was _____, _____ happened and because of it I became _____

RESOURCES

_____	_____
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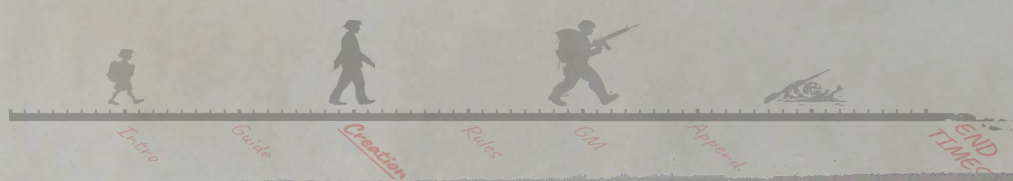
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Moves in Brief

See p.57 for more on using these moves.

Change History (2d6 + Files)

10+: make the intended change, and you choose 3 unintended consequences.

7-9: make the intended change, and the GM chooses 3 unintended consequences.

Miss: the intended changes don't happen, choose 3 unintended consequences, and one is larger in scope than the original target (change a whole city rather than a person, or a nation rather than a city, etc.).

Upgraded (12+): Make the intended change, and choose only 1 unintended consequence.

Unintended Consequences:

- The target's geographical location changed.
- The target's friends, family or loved ones changed.
- The target's health changed.
- The target's personality changed.
- The target's career path or skills changed.
- The target's relationship with drugs changed.
- The target's relationship with religion changed.
- The target's relationship with sex changed.
- The target's relationship with mental health changed.
- Change who has power over the target.
- Change who the target has power over.
- Someone related to the target is now dead or alive.
- Change who the target is at war with.
- Change whether a target is in a Pit or which Pit they're in.

Change Minds (2d6 + People)

10+: make them fear, hate, want, trust, like or respect you (the speaker), or someone or something not present, more than they did before (enough to change their behavior).

7-9: make them fear, hate, want, trust, like or respect someone or something not present more than they did before (enough to change their behavior).

Miss: attempt does opposite the intended effect.

Upgraded (12+): make them fear, want, trust, like or respect an idea that you represent (enough to change their behavior).

Cold Blooded Murder (2d6 + Tools)

10+: exchange Harm and choose two from the following list.

7-9: exchange Harm and choose one from the following list.

Miss: take Harm but do no Harm.

Upgraded (12+): On 12+ exchange Harm and choose three from the following list.

Choose from:

- You do deadly harm (+2 Harm)
- Make any machine stop working.
- Your enemy has lost sight of you.
- Preemptive Strike: When all is said and done, your opponent is unable to fight, then cancel any Harm you would have taken from them. (If both parties use preemptive strike, they cancel out.)
- Leave your hand-held weapon inside the enemy. The next round, if you are in Intimate range, you can twist the weapon to do 3 Harm (armor piercing) with no roll needed.
- If this killed or knocked out your enemy, they go down silently. (Note that this does no good if your weapon is Loud).
- Your enemy is shocked, impressed or disbelieving.

Escape (2d6 + Flesh)

10+: you get clean away.

7-9: the enemy or danger catches up to you, but in some place you have chosen.

Miss, your enemy or danger catches up to you in a place of the GM's choosing.

Upgraded (12+): On 12+ your enemy takes 2 Harm from obstacles you lured them into, and you get clean away.

Go Unnoticed (2d6 + Flesh)

10+: so long as you stay away from others, you won't be noticed.

7-9: if you're trying to hide some action you have to choose between: the action succeeds but you are noticed -or- you fail to do the action but your attempt is not noticed. Or, if you're trying to hide your presence, you can choose to be unnoticed but only if you immediately leave the area, going back the way you came in.

Miss, whatever you were trying to hide gets noticed.

Upgraded (12+): get as close as Intimate range to a person without being noticed by them.

Help or Interfere (2d6 + Files)

10+: they take (you choose) +2 or -2 to their roll.

7-9: they take (you choose) +1 or -1 to their roll.

Miss: GM makes something bad happen.

Upgraded (12+): they take (you choose) +2 or -2 on their roll, and if you have Files less than +1 on them, then you get Files of +1.

continued next page

Moves In Brief



Moves in Brief (*continued*)

Persevere (2d6 + Grit)

On a 10+: do what you need to do despite any pain, drugs, illness, injury, distractions or the world burning down all around you.

7-9: do what you need to do, despite what's happening, but choose: you fail to notice something important -or- you take 1 Harm without realizing it.

Miss: you can't do the thing you needed to do.

Upgraded (12+): nothing can phase you. You don't have to roll Suffer Harm until after you've finished doing whatever you set out to do.

Prepare (2d6 + Tools)

10+: gain one of the following.

7-9: gain one of the following, but have to trade one of the following to get it. (If you don't have one to trade, you get nothing.)

Miss: lose one of the following.

Upgraded (12+): gain an Extraordinary (rather than Standard) one of the following.

- Gain a Standard item (gear, weapon, armor or vehicle)
- Ask your younger self to hide a Standard item (see p.94 for more)
- Gain a Standard Shelter
- Gain a Standard Follower
- Gain a Standard Contact
- Treat an injury (-1 Harm, see p.82)
- Set up fortifications, traps or alarms
- Fix something that was broken
- Overcome a barrier

Rain Down Ruin (2d6 + Flesh)

10+: exchange Harm and choose three from the following list.

7-9: exchange Harm, choose two from the following list but you either do 1 less Harm or take 1 additional Harm.

Miss: exchange Harm and you either do -1 Harm or take +1 Harm.

Upgraded (12+): exchange Harm and choose four from the following list.

- You've broken one breakable item of your choosing.
- You do terrible harm (+1 Harm)
- Your opponent must choose to do -3 Harm or take +2 Harm.
- An ally of the opponent, who happens to be nearby, takes 1 Harm.

- The GM chooses one of the Suffer Harm Effects (next page) for the opponent.
- You push your enemy backwards a significant distance.
- You impress, dismay or frighten your enemy.

Read a Person (2d6 + Person)

10+: ask the GM three of the following questions and they have to tell the truth. You now have at least +1 Files on the target.

7-9: ask the GM three of the following questions, and the GM will tell the truth on two and lie on one. You now have at least +1 Files on the target.

Miss: ask the GM three of the following questions, and the GM will lie on two or tell the truth on one.

Upgraded (12+): ask any three questions about the target, not just those on the following list. You now have at least +1 Files on the target.

Questions:

- What is this person afraid of?
- What are this person's emotions?
- What is this person looking for?
- Is this person lying or telling the truth?
- What does this person think of themselves?
- What is this person's greatest strength?
- What is this person's greatest weakness?
- What does this person think of me?
- What is this person wrong about?
- Who or what is influencing this person's thoughts?
- If this person attacks, what will their attack be?

Recon (2d6 + Reason)

10+: ask the GM three of the following questions and they have to tell the truth.

7-9: ask the GM three of the following questions, and the GM will tell the truth on two and lie on one.

Miss: ask the GM three of the following questions, and the GM will lie on two and tell the truth on one.

Upgraded (12+): ask any three questions, not limited to the questions listed here.

- What dangers are here?
- Who needs help here?
- What is unexpected or doesn't belong here?
- What pieces of the environment are breakable or can be sabotaged?
- Who or what lives here?

continued next page

Moves in Brief



Moves in Brief (*continued*)

- Where is a good place to hide?
- What traps are there?
- What's the best escape route?
- If trouble enters, where will it enter from?
- Who or what is watching, and from where?
- What hiding places are there here?
- What is useful or valuable here?
- Who or what is approaching?

Research (2d6 + Reason)

10+: ask the GM three of the following questions and they have to tell the truth.

7-9: ask the GM three of the following questions, and the GM will tell the truth on two and lie on one.

Miss: ask the GM three of the following questions, and the GM will lie on two and tell the truth on one.

Upgraded (12+): ask any three questions, not limited to the questions listed here.

- What they known for?
- What is their home/geographic center?
- What was their biggest public mistake?
- What from their past has been forgotten about or covered up?
- Where would they hide their secrets or valuables?
- What have they been caught doing?
- What are their security measures?
- What are they preparing to do next?
- Who are their allies, family or business partners?
- What is one thing that seems at odds with their public image?
- Where and when did this start?
- Who has been hurt so far by this?
- What is the source of power of this?
- What is the general layout or organizational structure?
- What is the name of the most powerful person involved?
- What is the name of the first person involved?

Stare Down (2d6 + Grit)

10+: they see you as a credible threat, and they have to either concede and give you what you're asking for, or they have to hit you with their best attack.

7-9: you have their undivided attention but they're going to wait and see what you do next before deciding how to react to you.

Miss: they legit laugh at you.

Upgraded (12+): they have to concede or hit you with their best attack, and you've put enough fear in them that you get +2 to your next Move against them.

Suffer Harm (2d6 + Harm)

10+: you take the Harm and the GM can choose either: you're taken out of action (unconscious, stunned or unable to move) -or- GM chooses two Harm Effects.

7-9: you take the Harm and the GM can choose one Harm Effect.

Miss: the GM can choose one Harm Effect, but if so then you take 1 less Harm than you were supposed to.

- An enemy notices your weakness and knows how to exploit it.
- You've fallen down.
- You have to take a moment to recover.
- You lose something you were holding or that was on your person.
- You miss noticing something important.
- You lose track of someone or something you were trying to keep track of.
- One of your limbs is unusable (until medical care is given).

Switch (2d6 + Grit)

On a 10+: you can immediately Switch.

7-9: you can Switch, but only if you're willing to spend an hour or more trying to get into the right state of mind.

Miss (4-6): you don't go anywhere and can't try again until after you're slept.

Miss (<4): you and your friends are pulled into a Trap (p.166).

Upgraded (12+): you can control exactly when you leave and how many minutes (1 to 24) you'll be staying.

Wrestle For Control (2d6 + Flesh)

10+: exchange Harm and choose three.

7-9: exchange Harm and choose two.

Miss: exchange Harm and choose one.

Upgraded (12+): you take definite control of it before any exchange of Harm can occur.

- You inflict terrible harm (+1 Harm)
- You take little harm (-1 Harm)
- You take definite and undeniable control of it
- You impress, dismay or frighten your enemy



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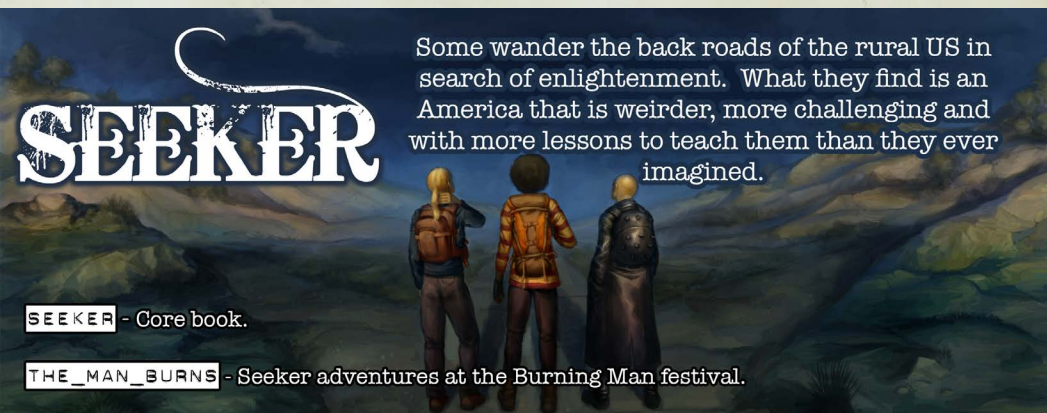
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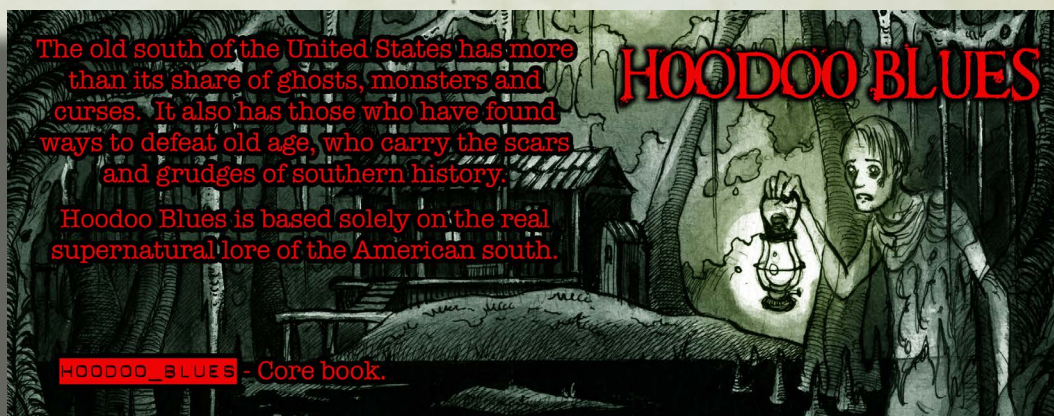


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