

The wonders of the World Before were glorious, and even as their Fall continues to ravage the world we will hold onto them. As the old sun sets and a new sun rises, we will remember them.

TO CREATE YOUR ENCLAVE, CHOOSE A NAME, STATS, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS AND MOVES.

STATS

Choose one:

Reach 2, Grasp -1, Tech 0, Mood -1 if you send your members out to teach others forgotten lore.

Reach 1, Grasp 0, Tech 0, Mood -1 if you keep the light of civilization secret and safe.

DOCTRINE

Choose one:

- Holding Back Another Fall:** When a piece of dangerous technology is brought back to the Family, they can break it down into 2 Tech.
- Uplifting Mankind's Remnants:** If others heed your Family's advice on grand projects, they take +1 forward.
- Better Living Through Technology:** When you spend more than 1 Tech you get 1 back, but every time you encounter a large fragment of pre-Fall artifice you gain *Need: avarice*.

LIFESTYLE

- Choose one:
- Nomadic:** you keep your technology shrouded, and it'll look mundane to the casual observer.
- Dispersed:** when you write to family in other settlements for insights, their advice gives you +1 forward.
- Settled:** when you encounter a fragment of Pre-Fall culture, you know its cultural significance.

HISTORY

Pick two surpluses:

Defenses, Operatives, Knowledge, Camaraderie, or Culture

Pick three needs:

Recruits, Trade, Motivation, Leadership, or Barter Goods

Then, look at the other families:

One of them looks like civilization's best chance to regrow. They take 2-Treaty on you.

One family has seen the true power of your technology. Take 2-Treaty on each other.

TRADITIONS

Populace: Close-knit families passing secrets to their children, scholars and those who seek their knowledge, vat-grown duplicates, something else.

Style: Hidden within bulky environment suits, utilitarian clothes studded with strange implants, monastic robes embroidered with intricate circuitry, something else.

Governance: Meritocratic academic bureaucracy, anarchic rule of the loudest and most interesting, hidebound council of elders, something else.

MOVES

You get all the basic moves. Choose any two Enclave moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you spend time and effort showing another group how to use their technology better, gain 1 Treaty on them.

Characters from this Family can start with any and all of the following:

- The dog-eared journal of a researcher or explorer.
- Dusty travelling clothes or a simple robe.
- Reverently maintained heirloom arms (*melee or ranged, hi-tech*).
- A month's worth of dehydrated rations and nutritional supplements.

SUFFICIENTLY ADVANCED

Your Family has retained access to some of the wonders of the World Before. Choose one:

- Medical treatments able to cure any ailment.
- A ward that shields a wide area from harm.
- A weapon that could slay any foe.
- A vehicle that can swiftly transport a dozen people from horizon to horizon.

It comes with 3-Power. To activate it, roll +Power spent (minimum 1). On a 10+ it works perfectly, exactly as desired. On a 7-9 it does what you wanted, but it's either out of action for the near future or there are weird anomalies (you choose). On a miss, it erupts with chaotic power and bizarre side effects.

Choose how Power is regained:

- Renewable Energy: 1 Power every few months, climate permitting.
- Precious Fuels: 1 Power per material Surplus erased.
- Mystic Sacrifice: 1 Power per named Family member or Player Character sacrificed.

AN EYE FOR DETAILS

Your Family sees hidden relevance in stories that others overlook. When they Read the Wind you can ask one extra question, anything you like.

I AM BECOME DEATH

When your Family Claim by Force by bringing their most advanced arms to bear and letting loose with twisted fire, you gain an extra +1 for each Tech spent.

WEIRD SCIENCE

When your Family puts together a device powerful enough to shape the local area for generations, say what they want it to do. The GM will give one to three of the following conditions:

- It'll take weeks/months/years to build.
- You'll need to erase a certain Surplus.
- It'll only work for a limited length of time before needing to recharge.
- You'll need to hook it up to a certain power source.
- You'll have to sacrifice 1/2/3 Tech.

DEEP KNOWLEDGE

Your Family has a well-curated and extensive store of records on certain fields. Choose one:

- Grand Architecture, from Surface to Stars.
- Magic and Artifice of the Glorious Past
- The Horrors Birthed by the Fall
- The Fragmented Lands and their Hidden Depths
- Persons and Proceedings of Historical Significance

When your Character encounters a creature, item or situation covered by this field, tell everyone a fact about it and take +1 ongoing acting on that information. The GM will also tell you something you can do to gain 1 Tech from the subject.

Fire fell from the heavens, the seas boiled, and the very laws of reality were torn apart. Through all this tumult, though, one thing has stayed true: people need things, and someone can get rich by selling them.

TO CREATE YOUR COMPANY, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS AND MOVES.

STATS

Choose one:

Reach 2, Grasp -1, Mood -1, Tech 0 if they grease palms and give generously.

Reach 1, Grasp 0, Mood -1, Tech 0 if they're canny operators with a shrewd eye on the budget.

DOCTRINE

Choose one:

- Traders in Stories and Song:** When your Family puts on a performance in a new location, they take +1 forward in dealing with that community.
- Cutthroat Extortionists:** When a customer wants your goods but can't afford them, your Family can convince them to perform any favour as payment instead.
- Wealth and Taste:** When your Family gain a lavish or opulent Surplus, they take +1 forward.

LIFESTYLE

Choose one:

- Nomadic:** When your Family comes to a new area, tell the group what hidden resource brought you here.
- Dispersed:** The transport of goods and messages between settlements is another Stock in Trade for your Family.
- Settled:** Everyone who carries something valuable to your settlement will bring it to your Family first.

HISTORY

Pick two Surpluses:

Barter Goods, Contacts, Recruits, Camaraderie, Culture

Pick three Needs:

Justice, Weaponry, Medicine, Reconnaissance, Leadership

Then, look at the other Families.

Everyone, like it or not, has to trade with your Company. Take 1-Treaty on all the other Families.

One of them came to your rescue when a deal went way south. They take 2-Treaty on you.

TRADITIONS

Populace: loose confederacy of traders, aristocrats living off their pre-Fall heirlooms, enthusiastic but eccentric collectors, something else.

Style: Luxurious silks and furs, elegant but hardy trail wear, packs and pockets bulging with curios, something else.

Governance: Decadent merchant-princes and their indentured servants, an open market of favours and votes, independent trade under a strictly-enforced charter, something else.

MOVES

You get all the basic moves. You get Stock in Trade, and then choose one other Company move.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you make another group part of your trading operation (suppliers, distributors or vendors) gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- Well-fitting and stylish clothing.
- Well-crafted and storied weapons from famous artisans (*melee* or *ranged, elegant*).
- Well-trained servants (Follower Quality +1, Expertise: grooming and pampering).
- Well-preserved food, enough to put on a lavish feast.

■ STOCK IN TRADE

Your Family has a particular product range they trade in, and you can expect to have those wares around unless your Family is deeply in need and Mood is at -3. Choose one, two, or three.

- Arms and ammunition.
- Art, music and culture.
- Books, maps, and instruction manuals for forgotten things.
- Drugs, spices or venoms.
- Food, fresh or preserved.
- Living creatures, bred or captured.
- Mementos of the World Before.

Once per session, you can draw on one of your Stocks in Trade instead of exhausting a Surplus.

CABINET OF WONDERS

When you delve deep into your Family's reserves in search of something useful, describe what it is and what you want it for. It should fit with your Stock in Trade or a Surplus of yours. The GM will give you 1-3 downsides, and then you can decide whether you still want to take it.

- It'll be useless afterwards.
- Its value will be immediately obvious to anyone who sees you carrying it.
- You're taking it away from an agreed buyer, and there'll be consequences if it isn't returned.
- You'll need help from a specific character or NPC to use it well.

BRAND LOYALTY

Your Family never needs to roll to get Access to someone you have traded with before, and they will always be willing to at least listen to what you have to say.

RATIONING

Your Family is skilled at wringing every last benefit from their resources. Whenever you exhaust a surplus for any reason, hold 1; spend 1 hold to get +1 forward to another action that surplus could help.

AVARICIOUS APPRAISAL

When your Family tries to work out the worth of a new acquisition roll +Reach; on a 10+ you have a good idea how much you could get for it, as well as some details on its past owner(s). On a 7-9 choose one:

- It's useless to you, but one of your allies could make use of it.
- It's incredibly, maddeningly valuable. Someone in your family becomes obsessed with it, and you'll have to deal with them or Hold Together to successfully sell it.
- It's very valuable, but one of your enemies or rivals knows you have it and they're making plans.

WHADDAYA BUYING?

When your Family brings goods to market roll +Reach. On a hit you're able to sell them for a fair price. On a 7-9 pick 1, 10+ pick 2:

- You hear an interesting rumour.
- You make friends with another merchant, giving you easy access to another Stock in Trade while in this area.
- They don't realise the true worth of what they paid with.

Humanity is hurt, bleeding. The land cries out for justice. If there's no-one else around to keep people on the straight and narrow, we'll just have to step up and take the law into our own hands.

TO CREATE YOUR LAWGIVERS, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS AND MOVES.

STATS

Choose one:

Reach 1, Grasp 0, Mood -1, Tech 0 if they use favours and allies to bring down their foes.

Reach 0, Grasp 1, Mood -1, Tech 0 if it's a loose band of solitary judges and executioners.

DOCTRINE

Choose one:

- Hired Guns:** When you accept a job to take down a target, your Family gains a temporary Surplus in trade goods or reconnaissance for the job's duration.
- Righteous Vigilantes:** When you come to a scene of violence, you can ask the GM one question about the victim or the attacker.
- Bounty Hunters:** When you drag a criminal back to a settlement, your Family gets +1 Reach there for the next month.

LIFESTYLE

Choose one:

- Nomadic:** When your Family moves on from a settlement where they laid down the law, name one thing that settlement will now always (or never) do.
- Dispersed:** When your Family spreads word someone's Wanted, they'll find no shelter in allied towns.
- Settled:** Your Family is known as the local law and your judgements in all matters are respected.

HISTORY

Pick two Surpluses:

Weaponry, Transport, Leadership, Defences, Reconnaissance

Pick three Needs:

Obligation, Medicine, Recruits, Camaraderie, Trade

Then, look at the other Families.

Your Family's pursuit of justice steps on toes and ruffles feathers. Give everyone else 1-Treaty.

Your Family took down a band of raiders and saved a Family from extinction. Take 2-Treaty on them.

TRADITIONS

Populace: gathering of the wronged and vengeful, far-removed descendants of cops and soldiers, corrupt syndicate dabbling in protection and extortion, something else.

Style: bristling weapons and barely-contained violence, simple uniforms and hidden blades, cheerful colours and makeshift munitions, something else.

Governance: lone vigilantes calling in for support when needed, complex legal codes overseen by elderly judges, hierarchy of respect from legbreakers to godfathers, something else.

MOVES

You get all the basic moves. You get Laying Down the Law, and then choose one other Lawgiver move.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you bring another group's hated foe to justice, gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- A battered leather jacket.
- Weapons used to capture and subdue (*melee or ranged, nonlethal*).
- An obvious symbol of authority.
- A sturdy and reliable method of transport (*vehicle or animal*).
- Trail rations.

■ LAYING DOWN THE LAW

Everything you do is motivated by a strict moral code, passed down through the Family.

Who always deserves protection? Your Family and Character take +1 ongoing while protecting them.

Options: *The sick, the poor, the young, the weak, the old, particular race, particular gender, particular faith, doctors, teachers, slaves, etc.*

Who always deserves your justice? Your Family and Character take +1 ongoing while pursuing them.

Options: *The rich, the strong, murderers, thieves, slavers, cheats, bigots, imperialists, hoarders, etc.*

What does your Family's code prevent you from doing in the name of justice? Your Family and Character take -1 ongoing if you go further, until the GM thinks you've made amends.

Options: *theft, beatings, kidnapping, extortion, murder, betrayal, etc*

□ EAR TO THE GROUND

When your Family goes into a community looking for information on a target, roll +Reach. On a 7-9 learn 1, on a 10+ learn 3. Tell us how you find this out.

- Where to find their lair.
- Who their allies are.
- How dangerous their gang is.
- What they're planning.

□ THIS IS A CIVILISED LAND

Your Family has claimed a territory as theirs, and so long as they patrol it and keep its citizens safe they'll know through rumours and whispers when someone breaks their laws. Additionally, over time, its people will gradually change their behaviour to be in accordance with the Family's principles.

□ ROUND UP THE POSSE

When you brandish your Family's authority in a non-hostile land you can recruit a gang of locals to fight at your side and take someone down. So long as you work towards bringing that target to justice you can use them as a group of Followers (Quality +1, Expertise: vigilante justice), and when they fight alongside you they reduce the harm you take by 1.

□ TOOLED UP AND LOOKING FOR TROUBLE

When you arm up your Family and move out en masse to bring justice to your quarry, you may exhaust up to 3 Surpluses to gain hold, 1 for 1. While you hunt, you may spend 1 hold to:

- Take out a specified target immediately.
- Negate an incoming attack.
- Force your foes out into the open
- Bring out reinforcements

Some say that we are forsaken, cursed, cast into damnation for our hubris and our sins. We know better. This is no eternal torment but a refining fire, stripping away everything we don't need to create a better, holier world.

To create your Servants, choose a name, doctrine, lifestyle, history, traditions, stats and moves.

STATS

Choose one:

Reach -1, Grasp 2, Mood -1, Tech 0 if they keep themselves pure and distant from the fallen wretches.

Reach 0, Grasp 1, Mood -1, Tech 0 if they deign to aid the unrighteous with acts of charity.

DOCTRINE

Choose one:

- The Faith is Mother, the Faith is Father:** The bonds of faith between you are more than natural. When Family members are in deep distress, other members somehow know.
- The Canticle of Illumination:** When you enter a hostile community, you will not be harmed so long as you provide some aid.
- The Cleansing Fires of Purity:** When you fight the horrors of the Fall, the wounds you inflict will never heal.

LIFESTYLE

Choose one:

- Nomadic:** When you display your faith in a new settlement, some locals will join you.
- Dispersed:** The faith has been spread far, and you'll always find lodging and food with other faithful in a settlement.
- Settled:** Your Family can erase any Surplus to erase *Need*: recruits by going on a conversion drive.

HISTORY

Pick two Surpluses:

Culture, Leadership, Medicine, Peace, Recruits

Pick three Needs:

Land, Trade, Medicine, Progress, Barter Goods

Then, judge each other Family:

Righteous: Say what they did to win you over and give them 1-Treaty.

Corrupt: Take 1-Treaty on them, and they say what happened to make your Family condemn them.

TRADITIONS

Populace: Secluded monastic community, evangelistic cult full of zealous converts, disparate survivors of an unimaginable calamity, something else.

Style: Outlandish and impractical ceremonial wear, plain homespun robes, conspicuous symbols of prosperity and devotion, something else.

Governance: acolytes interpreting the utterances of an oracle, dogmatic adherence to a holy text, many shepherds guiding many flocks, something else.

MOVES

You get all the basic moves. You get Faith of the Fallen and then choose one other Servant move.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you publicly condemn another group for their sins, hold 1. Publicly absolve them of those same sins and spend that hold to gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- Religious vestments.
- Ritualistic or ceremonial weapons (*melee, inconspicuous*).
- A small holy book and religious symbol.
- Simple, bland but nutritious rations.
- An acolyte under instruction in the faith.

■ FAITH OF THE FALLEN

Your Family has a faith they cling to more ardently than life. Choose one tenet:

- The restoration and healing of mankind.
- The protection of the unfortunate.
- The renunciation of the Before.
- The attainment of godhood through transformative power.
- Travel to a pristine and unspoiled land.

When your Family gains something that furthers their tenet, hold 1. When an emissary of your Family - including your Character - draws on this vision of future perfection, spend 1 hold to:

- Gain an insight towards your current goal.
- Ignore all Needs for one move.
- Plant the seeds of your faith in the mind of another.

□ SACRIFICE

When you whip your Family into a frenzy then send them into battle, you can gain *Need: recruits*, *Need: medicine* and/or *Need: leadership*. For each you take, choose one:

- Darkness will cloud your enemies' eyes, allowing you to take them by surprise.
- One chosen champion of your Family will be unharmed by the foe's attacks.
- The site of the battle will be marked and forever stand as a testament to your righteousness.

□ A VOICE IN THE WILDERNESS

When your Family condemns a powerful figure or organisation in a public place roll +Grasp. On a 7-9, choose one; on a 10+ choose two.

They may be angry, but you'll suffer no reprisals.

You receive grateful donations; gain *Surplus: barter goods*.

The crowd delivers a representative of your foe to you.

The audience riots, forcing your enemy into retreat.

□ PROPHECY FROM PAIN

When you roll a 10+ on Hold Together someone in your Family receives a vision of how you might reach future prosperity. Take +1 forward when acting on it.

□ ECUMENICAL EYE

When your Family Reads the Wind to learn of another faith, you always learn the details of their beliefs no matter what you roll.

The old world was weak. Their great workings made them soft, inflexible, unable to adapt. It's time for a new world order to match a new world.

To CREATE YOUR TYRANTS, CHOOSE A NAME, DOCTRINE, LIFESTYLE, HISTORY, TRADITIONS, STATS AND MOVES.

STATS

Choose one:

Reach -1, Grasp 2, Mood -1, Tech 0 if they burn and pillage their way through the world.

Reach 0, Grasp 1, Mood -1, Tech 0 if they give limited freedoms to their conquered vassals.

DOCTRINE

Choose one:

- The New Imperium:** When your Family brings another group under their dominion, gain Surplus: recruits or Surplus: morale.
- Chaos Reigns:** Your Family are masters of destruction and can reliably sneak saboteurs and arsonists into any location.
- Together Against the World:** When your Family fights to rescue or avenge a Family member, take +1 to Grasp.

LIFESTYLE

Choose one:

- Nomadic:** Your Family is an always- marching army, and will never be caught unarmed.
- Dispersed:** Your Family are masters at working in enemy territory, and members always have at least one weapon concealed.
- Settled:** Though your Family is established, they remain ever-vigilant; guard patrols will tell you if anything hostile crosses the borders.

HISTORY

Pick two Surpluses:

Weaponry, Transport, Slaves, Land, Leadership

Pick three Needs:

Avarice, Medicine, Recruits, Culture, Contacts

Then, look at the other Families.

Nobody can afford to ignore you. Gain 1- Treaty on all of them.

Someone's a threat even to the Tyrants, and you worry about them. They take 2- Treaty on your Family.

TRADITIONS

Populace: conscripted soldiers marching on an endless war, vassal villages giving tribute and warriors, family of veterans that survived the Fall together, something else.

Style: ordered and well-drilled precision, barbaric brutality with leathers and spikes, masks/helmets decorated according to rank, something else.

Governance: Rule of the strongest fighting off regular challengers, zealous conqueror and her advisors, battle companies sitting in council, something else.

MOVES

You get all the basic moves. Choose two Tyrant moves.



REACH: ACCESS, READING THE WIND

GRASP: HOLD TOGETHER, CLAIM BY FORCE

TECH: JURY-RIGGING

MOOD: THE AGE TURNS

NAME:

ALLIANCE MOVE

When you give another Family a position of power in your empire's hierarchy, gain 1-Treaty on them.

Characters from this Family can start with any and all of the following:

- Pragmatic, tattered or striking clothing.
- Fearsome, intimidating weaponry (*melee* or *ranged, brutal*).
- A small gang of scarred minions (Follower Quality +1, Expertise: intimidation and extortion).
- A case of luxury food and drink, liberated from a recent acquisition.
- Transport for you and your gang.

□ ALWAYS OUTNUMBERED, NEVER OUTGUNNED

Choose what gives your Family a ferocious edge in battle:

- A huge, bristling cornucopia of weaponry.
- A few ill-tempered but devastating relics of the Fall.
- A feral, barely-restrained killing instinct.

Start with 3-Arsenal. When you go all-out on an enemy, you may spend 1-Arsenal to:

- Dismay and overwhelm your foes.
- Drastically alter the battlefield or your place in it.
- Leave the battlefield in whatever direction you wish.

At the start of a new Age, reset to 3-Arsenal.

□ CONSCRIPTION

With access to a large group of people and financial, emotional or brutal leverage over them your Family can gain *Surplus: recruits* but choose one:

- The conscripts chafe under your Family's rule and are plotting a rebellion.
- They're green and will likely break in the next major battle.
- They'll only fight for you so long as they have faith in your promises.

□ DOMINION

When your Family takes over a settlement, roll +Grasp. On a 10+ pick 2, on 7-9 pick 1:

- The heads of the settlement conspire with the Tyrants to keep the people peaceful and cooperative.
- They uneasily send tribute. Gain 2 Tech.
- Your Family puts fear into their neighbours; take +1 ongoing to Reach against them for this Age.

□ LORDS OF WAR

When you bring together all your armies and march to battle against a stated target take +1 ongoing to Claim by Force so long as you stay together, but if you give up without conquering your target gain *Need: leadership*.

□ TYRANNY

When your Family makes an example out of a dissenter, a defeated foe or a useless minion, hold 1. Spend hold 1-for-1 to force a Family member or a resident of a conquered settlement to:

- Perform a task for you, no matter the risk.
- Give up a secret they'd rather you not hear.
- Give up all their possessions.