

THE REBEL

Assign the following stat ratings as desired: +1, 0, 0, -1.
Also add +1 to one of your Family's stats.

FORCE

STEEL

LORE

SWAY

LOOKS

Masculine, feminine, concealed, ambiguous, neither
Friendly face, blank face, grimy face, inhuman face
One eye, sunken eyes, wary eyes, many eyes
Lean body, quick body, bony body, patchwork body

MOVES

Pick one Inheritance move from your Family. Also pick one:

REMNANT

The forces of the fall have twisted you far from the human norm. Pick a stat: you can take 1 harm to roll with advantage with that stat. Describe how your body changes to provide the advantage.

FIREBRAND

You're a constant political agitator. With a few hour's free time in a settlement you can get a meeting with people seeking to undermine or revolt against it.

SURVIVOR

You've lost so much to this world. Pick what took the most from you: monsters, mankind, or natural disasters. Take +1 ongoing to rolls to escape or avoid that danger.

GEAR

Get gear according to your Family, +1 to Weapons or Followers. In addition you have a memento or artefact of the Before: describe it, and say how it lead you to reject your family's orthodoxy.

HARM

Bruised Angry Mangled (-1 Force) Dazed (-1 Lore) Dead

When you mark off your Dead box, your sacrifice finally convinces your Family that your outlook has merit. Say one minor way they'll change to remember you.

THE AGENT

Assign the following stat ratings as desired: +1, 0, 0, -1.
Also add +1 to one of your Family's stats.

FORCE

STEEL

LORE

SWAY

LOOKS

Masculine, feminine, concealed, ambiguous
Masked face, nondescript face, striking face, scarred face
Calculating eyes, laughing eyes, guilty eyes, sad eyes
Muscular body, stocky body, worn body, beautiful body

MOVES

Pick one Inheritance move from your Family. Also pick one:

ENVOY

You're a practiced diplomat. Whenever you interact with a new faction, roll +Sway; on a 7+, name one secret of its leaders and a service you've done for them in the past.

HUNTER

You're an incredible tracker. If you find signs of someone or something's presence, you can follow their trail wherever they go.

SCAVENGER

The wasteland is your home. With a few hour's scrounging you can always find food, water, and a safe place for people to rest.

GEAR

Get gear according to your Family, +1 to Data or Outfit. In addition, you have a token or keepsake that reminds you why you're committed to this mission. Describe it to the group.

HARM

Scarred Winded Enraged (-1 Steel) Bleeding (-1 Force) Dead

When you mark off your Dead box, reveal the final step needed to finish your mission. If the party can complete it, the mission will succeed.

THE LEADER

Assign the following stat ratings as desired: +1, 0, 0, -1.
Also add +1 to one of your Family's stats.

FORCE

STEEL

LORE

SWAY

LOOKS

Masculine, feminine, concealed, ambiguous
Wrinkled face, young face, scarred face, handsome face
Merciless eyes, quick eyes, tired eyes, bright eyes
Slight body, huge body, impaired body, energetic body

MOVES

Pick one Inheritance move from your Family. Also pick one:

ELDER

When you tell someone what you need them to do, roll +Sway. On a 7+ they can either do it or reveal to you what greater obligation stops them from agreeing (giving you +1 Forward to use that obligation against them).

SEEKER

You start with a free Device (cannot be traded back in for Tech). If it runs out of charge, it will recharge within a few days.

SENTINEL

You can organise a rabble into a fighting force. When you drill them for a few hours, hold 3. When the fight together, you may spend hold 1-for-1 to: add +1 to their roll result; reduce harm taken by 1; add an appropriate tag to their attack.

GEAR

Get gear according to your Family, +1 to Companions or Data. In addition, you have an object or memento that's dear to you: describe what aspect of your Family you cherish in this object.

HARM

Drained Trembling Dazed (-1 Lore) Panicked (-1 Sway) Dead

When you mark off your Dead box, issue a final command. Your party has +1 Ongoing to completing it.