

TRAITS

OFFENSIVE

BARBED CLAWS

Your species has deadly claws or talons, with the Melee and Brutal tags.

VENOM SAC

Your species can spit a venomous liquid. This attack has the tags Ranged and Silent.

NEUROTOXIC FANGS

The fangs your species hold a dangerous neurotoxin which can paralyse opponents. Attacks with fangs have the tags Melee and Non-lethal.

PIERCING SHRIEK

Your species can create an ear-damaging noise. Attacks of this kind have the tags Ranged and Aberrant.

NEEDLE BARRAGE

Your species is studded with razor sharp needles which can be fired in a deadly volley. Attacks of this kind have the tags Ranged and Area.

RETRACTABLE CLAWS

Your species can retract its natural weaponry. Their claws have the Melee and Hidden tags.

PIERCING BLADE

Your species have a sharp chitinous or bony natural weapon. This has the Melee and Elegant tags.

OVERSIZED Pincer

Your species has a gigantic pincer with crushing force, though it is somewhat unwieldy. This has the Melee, Brutal and Unreliable tags.

DEFENSIVE

AUTOTOMY

When threatened, your species can self-amputate a particular area of its body, provided it is not a vital area. All future characters have an extra harm box labelled "Amputated (-1 Steel)".

ENHANCED ADRENAL GLAND

When in a corner a dangerous cocktail of hormones floods your species' system. All future characters have an extra harm box labelled "Chemical haze (-1 Lore)".

ARMoured

Your species have thick scales, a tough exoskeleton, or a leathery hide. They have +1 armour against physical harm. This trait may be taken twice.

SHELL

Your species have a thick shell into which they can retract. While retracted they have +3 armour against physical harm, but cannot take any actions.

CAMOUFLAGE

You blend in with the environment. If you stay still you'll be overlooked.

INTIMIDATING DISPLAY

Your species anatomy is impressive and flashy. They are instantly recognisable, and easily intimidate the weak-willed.

REGENERATION

Your species heals very quickly. Shake It Off and Professional Care take significantly less time to resolve.

RADIODRESISTANCE

Your species can withstand high levels of radiation. They are immune to harm caused by high levels of radiation.

WEATHER PROOFED

Your species can survive extreme environments. They are immune to harm caused by very high or very low temperatures (pick one).

HARDY STOMACH

Your species is resistant against poisons, corrosive materials, venom and infection. Gain +3 armour against harm from these sources.

PASSIVE

WINGS

Your species has developed wings, and is thus capable of flight, with all the benefits that entails.

MUSCLED FLANKS

Your species have highly muscled legs, and can thus run at high speeds and jump impressive distances.

NIMBLE LIMBS

Your species has an advanced sense of balance and a wiry strength, they can climb almost any surface and rarely lose their footing.

RAPID TUNNELLER

Your species is able to burrow through soft earth at the same pace as they move on land. Harder earth or rocky ground takes longer to dig through.

POWERFUL SWIMMER

Your species is able to swim through still liquid at the same pace they move on land. Swimming through liquid with strong currents will be slower and more treacherous.

EXTREME STAMINA

Your species almost never gets tired, unless wounded. They do not need to stop while travelling to rest, though they still require food and water.

SPINNERETS

Your species can produce a strong, silken thread. This can be used to create nets, webs, ropes and shelters. It is however highly flammable.

CEMENT GLANDS

Your species can produce a viscous, adhesive liquid that dries solid. This liquid can be used to construct defences and shelters, but it melts into useless goo after 24 hours.

PHEROMONES

Unlock the following Evolution Moves: Loyal Retainers (Ancient), Cult of Personality (Chosen), and The Kindness of Strangers (Emissary). These moves become available for future characters to pick during character generation.

ENLARGED CRANIA

Unlock the following Evolution Moves: Making Miracles (Chosen), Mind Over Matter (Magus), and Tricks of the Trade (Ranger). These moves become available for future characters to pick during character generation.

SURVIVAL INSTINCT

Unlock the following Evolution Moves: Hardened With Age (Ancient), Unyielding Devotion (Chosen), and Juggernaut (Warrior). These moves become available for future characters to pick during character generation.

NEURAL LEY RECEPTORS

Unlock the following Evolution Moves: Leyline Affinity (Ranger), Strength of the Guardian (Warrior), and Ley of the Land (Magus). These moves become available for future characters to pick during character generation.

DISPLAYS OF DOMINANCE

Unlock the following Evolution Moves: Fang and Bone (Ranger), Berserker (Warrior), and Magnetic Personality (Emissary). These moves become available for future characters to pick during character generation.

COMBAT PSYCHOLOGY

Unlock the following Evolution Moves: Shock and Awe (Magus), Like a Dairy Farmer... (Emissary), and O Captain, My Captain (Ancient). These moves become available for future characters to pick during character generation.

GENETIC MEMORY

All future characters may pick one extra Move at character creation. This trait may be taken twice.

GEAR TAGS

ARMOURY

STARTING TAGS

Melee: useful against targets within arm's reach.

Ranged: useful against targets outside arm's reach and out to a few hundred metres.

TRIBE TAGS

Many: If you lose or use up the weapon, you have others to hand.

Hidden: you can carry this weapon without being seen as a danger.

Non-lethal: it incapacitates and won't deal lasting harm.

Unreliable: sometime it gets spectacular results, sometimes it fails spectacularly.

Silent: the weapon doesn't draw attention to you when used.

REALM TAGS

Area: affects a wide area when used, enabling you to take on groups that outnumber you.

Brutal: devastates its targets and leaves collateral damage.

Elegant: it's flashy in use and can bypass simple defences.

Far: useful against visible targets hundreds of metres away.

STATE TAGS

Aberrant: uses something other than kinetic force to hurt your enemies: sound waves, radiation, psionics etc.

OUTFIT

STARTING TAGS

Tough: Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get +1 Armour when these harm you.

Camo: You blend in with the environment; if you stay still you'll be overlooked.

Regal: It's impressive and flashy. Those who see it know who you are, and the people you hail from.

Utility: It's unremarkable and simple, but can be easily repaired.

REALM TAGS

Mobile: Grapples, light construction and built in climbing tools similar make it much easier to get around wearing this gear.

Aberrant Shielding: Negates disadvantage stemming from radiation, magical force and stranger things besides. Get +1 Armour when these harm you.

Sealed: Negates disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these harm you.

Thermo: Negates disadvantage stemming from freezing and/or scorching temperatures. Get +1 Armour when these deal harm to you.

STATE TAGS

Powered: Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.

Comms: Integrated comms let you send and receive audio, and limited digital Tales.

Mantle: High-tech defences give 1 Armour to you and anyone in arm's reach when activated.

Implanted: The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.

BEASTS

STARTING TAGS

Mount: This beast is built for riding. Less obedient and intelligent than other animals, so is less likely to follow orders, but a good way to get from point A to point B.

Pet: A faithful companion. More intelligent and likely to follow instructions, but are generally smaller and less imposing than other beasts and cannot be ridden.

Livestock: A beast raised to produce a commodity of some kind, such as meat, milk, leather, wool or eggs. Unlikely to follow commands, but a valuable trade resource - and can be eaten in a pinch.

Land/Water/Air: The beast can travel freely in the indicated environment.

TRIBE TAGS

Swift: Fast and maneuverable, good at escaping danger through speed. Pets move quickly and can avoid danger. Mounts give +1 to Steel when you Defuse by manoeuvring out of danger.

Tough: The beast gets a new harm box (Spooked)

Mighty: This beast is very powerful. Beasts give +1 Force when you Forge a Path or Fiercely Assault with them (tag: melee).

REALM TAGS

Transport: This beast can carry up to 10 passengers. Cannot be taken by Pets, Livestock must be led by a handler.

Armoured: This beast is either naturally armoured or has been fitted with armour. The beast gets another harm box (Sundered)

Pack Animal: This beasts can carry a large amount of equipment, or be used to transfer resources between settlements.

Fine Breeding: This beast is particularly well bred and fine. Worth more in trades, and provides +1 Sway when you try to use your social status as leverage.

Nurturing: Characters resting with this animal don't need a Surplus to get Professional Care.

Natural weapons: The beast has some kind of devastating natural weapon such as tusks, claws or spines. Using the beast to Fiercely Assault grants the tag Brutal.

Utility: This beast has a useful ability that can be used to perform a practical function. Examples include: digging through soil or rock, a highly developed sense of smell that makes tracking easier, a compulsion to gather natural resources and crops, or a homing sense that facilitates sending messages.

STATE TAGS

Space: This beast can survive in a vacuum and can travel freely in a space environment.

Internal Compartments: This beast has been bred to manifest natural passenger compartments. The beast protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Projectile Launcher: This beast has a orifice that can launch projectiles at high speed. Its weapons gain the Area tag.

Enhanced Intelligence: These beasts are not sentient, but they are highly intuitive and capable of following complex commands.

MACHINES

STARTING TAGS

Vehicle: A Artefact used to take individuals and goods from point A to point B. Piloted directly by a being, unless tags indicate otherwise.

Drone: Mobile automated servitors with the ability to carry out simple tasks. Prone to misinterpreting complex requests. Cannot be piloted directly.

Land/Water/Air: The machine can travel freely in the indicated environment.

TRIBE TAGS

Robust: Built to last. This machine gets another harm box (Scuffed)

Overclocked: High speed, low drag. Drones move quickly to escape danger. Vehicles give +1 Steel when you defuse by manoeuvring out of danger.

Powerful: This machine is built to destroy. These machines give +1 Force when you Forge a Path or Fiercely Assault with them (tag: melee).

REALM TAGS

Reinforced: Features additional or thicker armour. Gains the harm box Breached.

Transport: Can carry up to 10 passengers. Cannot be taken by Drones.

Cargo Vehicle: These machines can carry a large amount of equipment, or be used to transfer resources between settlements.

Elite Craftsmanship: This machine is particularly well built and fine. Worth more in trades, and provides +1 Sway when you try to use your social status as leverage.

Med bay: Characters resting in this vehicle don't need a Surplus to get Professional Care.

Mounted weapons: The machine has some kind of devastating close-range weaponry mounted on its hull. Using the machine to Fiercely Assault grants the tag Brutal.

Utility: Machines with this tag can be used to perform a useful practical function. Drones with this tag bet an extra, more complex utility on top of their other capabilities. Some examples of possible functions: drilling through hard surfaces, analysing the composition of substances, automatic harvesting of crops, repairing other machinery, acting as a communication hub.

STATE TAGS

Space: This machine can travel freely in a space environment.

Canopy: This machine has an enclosed compartment which protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.

Turret: This machine has a turret mount fixed to its hull. A ranged weapon fitted to this mount has the tag Area (can be controlled by the pilot if a Vehicle).

AI: This machine is sentient. Highly intelligent, but may have its own personality and priorities.

SPECIES MOVES

BASIC

HOLD TOGETHER

When your People must resist hardship, temptation or infighting, roll **+Mood**. On a hit you mostly remain OK, pick 1:

- You lose people to harm and/or desertion. Get Need: recruits.
- Another Guardian's People came through to help you. Give them 1 Treaty on you.
- The danger hasn't passed so much as shifted into something more manageable. Say what it is.

On a 10+ the trial brings you together. Gain Surplus: Morale in addition to the other results.

CONDUCT DIPLOMACY

When you call on your People's allies, say what you want from them and roll **+Reach**:

- A meeting with one of their VIPs.
- Access to a tightly-guarded location or item.
- Information on an opportunity or threat.

On a hit, you get what you wanted and 1 Tales. On a 7-9, your agents had to get help from a third party. Say which of your allies helped them seal the deal, and give them 1-Treaty.

CLAIM BY FORCE

When you direct your People to seize or maintain control of a resource, roll **+Grasp**. On a hit it's theirs, but not without cost. On a 7-9 choose two; on a 10+, choose one:

- You need to commit to securing it. Tie one of your surpluses to the resource: if you lose the resource, you lose the surplus and vice versa.
- There is a cost to your victory. Your People gets a need of the GM's choice.
- You hurt somebody; the GM will say who, and they take 2-Treaty on you.

SUBTERFUGE

When your People infiltrates other factions, roll **+Sleight**. On a hit, choose one thing your agents achieve:

- They make a resource appear more or less desirable.
- They cause a scandal within the organisation of another Guardian's People.
- They hide your own involvement in an action; you may frame someone else in their place if you wish.
- They sabotage an asset, making it fail at the worst moment.

On a 7-9 the GM names a clue you leave behind, or an outside group that sees through the deception.

POWER UP

When you boost your actions with the gifts of your Guardian, spend a point of Primal Power to give a roll Advantage.

UNCOVER SECRETS

When you gather your People's specialists in council, roll **+Tales** spent. On a hit ask 1:

- "How do I get Surplus ___",
- "How do I remove Need ___",
- "What's the truth behind ___"
- "How can we best make use of ___".

For each answer, add an appropriate detail to the map.

On a 10+, ask a second question or add to the map one of:

- A powder keg ready to explode.
- A place to shelter from harm.
- A barrier that impedes travel.

PERIPHERAL

CALL IN A DEBT

When you call on an obligation another Guardian's People has to you, spend 1 Treaty and choose one:

- Gain +2 on a move that targets them.
- Take a Surplus from them.
- Get them to back you up, fall into indecision, or protect something important.

Player families can resist by spending 1-Treaty on you, or Holding Together if they have none.

LEND AID

When your People throw their weight behind another, roll **+Treaty** with them.

On a hit you give those People fleeing Advantage.

On a 7-9 your People are exposed to any danger, retribution or unforeseen consequences of their move.

FINDING A SURPLUS

When your People claims or creates a significant resource in the fiction, add it as a surplus.

RIGHT TOOL FOR THE JOB

When your People uses their resources to confront a crisis, erase an appropriate surplus and mitigate or resolve the problem.

FLUSH WITH RESOURCES

If *Mood would hit +4*, erase a Surplus and pick 1:

- Sacrifice the excess Surplus for 1 Primal Power.
- Gift the excess to your allies and gain advantage with Reach until the end of this Age.
- Bond with a great celebration, giving you advantage with Grasp until the end of this Age.
- Finance a network of informants and gain advantage with Sleight until the end of this Age.
- Invest in better equipment. Get a new gear option.

You can only pick each option once per age.

FALL INTO CRISIS

If *Mood would hit -4*, erase a Need and pick 1:

- Someone takes advantage of your weakness: lose territory or an important alliance.
- Your People fall into infighting: get disadvantage with Grasp until the dispute is resolved.
- Your People retreat into solitude to work through its issues, giving you disadvantage with Reach until they are convinced out of isolation.
- Your People lose discipline and your contacts smell weakness on you, giving you disadvantage with Sleight until you make a display of might and drive.
- Your old tools fail you. Lose one gear option.

You can only pick each option once per age.

CHARACTER MOVES

CORE

DEFUSE

When you de-escalate a tense situation with:

- Intimidation or physical exertion, roll **+Force**.
- Fast talking or misdirection, roll **+Sway**.
- Endurance or quick action, roll **+Steel**.
- Improvised Primal Powerology or remembered information, roll **+Lore**.

On a 10+ the situation is safe unless changed significantly. On a 7-9, you've bought some time, but choose one:

- There's a cost to securing safety.
- The danger will soon return.
- The danger's still present but threatening someone or something else.

FIERCELY ASSAULT

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll **+Force**. On a hit, you do it. On a 7-9, you choose one and the GM chooses two; on a 10+, you choose two and the GM chooses one.

Character list:

foes.

- You scavenge a Artefact.
- You find out some new info: get 1 Tales.
- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your

GM list:

- Something or someone important is harmed.
- Others will come after you.
- You take Harm as appropriate.
- The situation is destabilised and chaos will follow.

UNLEASH POWER

When you find a Primal Artefact, the GM will give you a few clues to what it can do. When you use the Artefact, say a thing you want it to do based on the clues and roll **+Lore**.

On a 7-9 pick two; on a 10+ pick three:

- The Artefact does exactly what you wanted.
- The Artefact can be used again.
- You don't rouse other Artefacts in your environment.
- You avoid the Artefact's side effects.

When you return it to your People, lose the Artefact and gain +1 Primal Power.

WILDERNESS SURVIVAL

When you navigate through the wilderness outside of settled lands, roll **+Steel**. On a hit, pick one: the GM will give you further details.

- You lose something along the way.
- A member of your group is hurt or sick.
- An obstacle or threat is blocking your way back.

On a 10+, also pick one:

- You discover a hidden treasure in the wilderness, worth a lot if you can secure it.
- You find a route you can use to make this journey without triggering this move.
- You discover a secret: details on a threat, signs of other peoples, the origin of the Fall.

FIND COMMON GROUND

When you ask someone to work with you, roll **+Sway**.

On a hit they'll do it if you meet their terms. On 7-9 their player picks two and both must be met, on 10+ they pick one:

They'll only do it if...

- ...a third party vouches for you.
- ...they can change specific parts of the task.
- ...they can back out as soon as it costs them.
- ...you reduce the threat you pose to them.
- ...you give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their People gets 1 Treaty on you.

CALL FOR AID

After failing to roll as well as you'd like, say what another character nearby can do to boost your efforts. If the group agrees, the helper says how they do it and rolls an appropriate stat.

If the helper has relevant Backstory with you, they take Advantage on the roll.

If they hit, you increase your result by one category: 6- becomes 7-9, 7-9 becomes 10+.

On a 7-9, they also share in your move's consequences.

If they fail, your result drops to a 6- and they share in the consequences.

PERIPHERAL

FAMILIAR FACE

When you look for old friends in a new settlement, roll **+Sway**. On a hit, you find someone; on a 7-9 pick two, on a 10+ pick 3:

- You don't owe them.
- They're influential in the settlement.
- They're not tied up in their own crisis.
- They're already interested in your current predicament.

FORGE A PATH

When you find a way across precarious or dangerous terrain, roll **+Force**. On a hit you make the trip, but on a 7-9 pick two, on a 10+ pick one:

- You're exposed to danger as you travel.
- The route you took is lost.
- You can't take gear/other characters with you.
- You take a lot longer than you expected.

INFORMATION IS POWER

When your character draws on your People's lore, spend a point of Tales and get advantage on a roll.

UNEARTH FORGOTTEN LORE

When you uncover a landmark or custom from the past, roll **+Lore**.

On a 7+, gain 1 Tales. On 7-9 ask 1; on a 10+, ask 3:

- Is that a wonder or a horror?
- Where is it drawing power from?
- What dangers is it hiding?
- How can I turn it to my advantage?

SHAKE IT OFF

When you take cover or put space between you and a threat, heal any minor harm box. The GM says how the situation changes while you're distracted.

When you have a few hours of peace, heal all minor harm boxes.

PROFESSIONAL CARE

When you rest a few days in safety with access to a relevant Surplus, heal all harm. The GM says how the local area changes while you're being treated.

EULOGY

When you bring a character's relic back to their People, you may spend time with them telling and being told stories of the deceased character's life. If you do, the dead character's player picks one:

- Their People gives your People 2-Treaty.
- Your character counts as a member of their People: mark a role representing this new relationship.
- Their next Character swears to perform a task of your choosing.

STORY MOVES

ZOOMING IN

When you focus on critical scenes where a handful of people might change the course of history over hours or days, say where you are on the map.

1. The main characters present say what they're there to do.
2. The GM describes details of the environment, or asks the players questions about it.
3. Characters select gear according to their family's assets and the established fiction.

Begin play!

ZOOMING OUT

When events move from zoomed in scenes to the bigger picture, and actions covering weeks and months become important, each player whose main character wasn't involved picks one:

- They found a new place in their People. Change their Role.
- They communed with the Guardians. Add 1 Primal Power to their People's stock.
- They scouted for information. Describe a lead that might give you a new Surplus or remove a Need, and get 1 Data.
- They helped out another Guardian's People. Gain 1 Treaty on them.
- They discovered a new danger. Describe it, and say which other Guardian's People it's threatening.

Briefly describe what the Character got up to and then move to the People level, describing what actions your organisation is taking.

TOOL UP

When you Zoom In on a character you may equip them with any of their People's assets, customised to suit their circumstances.

For each of your Surpluses, pick a relevant benefit:

- Add a tag to a piece of gear for this mission.
- Get as many copies of a weapon, outfit or vehicle as needed to outfit the whole party.
- Add 1 to the quality of a set of followers for this mission.
- Get scout's reports worth 1 Data.

IN WANT

When the perils looming over your family threaten to come to pass, roll +Needs.

On a 10+ pick a Need. On a 13+, the GM picks one too. For each Need, select another player to pick what crisis it creates for your family:

- A family member's in trouble. Someone's ransoming them, or they're stranded in the wasteland, or they're at death's door.
- A family asks for aid you can't easily give. Refuse and lose 3-Treaty on them, or get involved despite your limited resources.
- Something snuck under your radar. The player picks an option from Uncover Secrets as the first sign of danger, adding it to the map.
- Your resources run dry. You can't get new supplies from one gear category this session.

Either the other player or the group then fleshes out the details.

EVOLUTION

When generations rise and fall and play skips forward in time, roll +Mood.

- On a 6 or less, choose two trials.
- On a 7-9, pick one: choose one trial and one fortune, or one trial and pick an evolution on the next tier.
- On a 10+, choose one: pick an evolution on the next tier, or choose two fortunes.

TRIALS

Starvation and poverty forced your People into raiding and thieving, and it pissed others off. Gain 3 Surpluses of your choice, but give 2-Treaty to two other People.

A plague ravaged your People, and no-one else could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any People you wish but take Need: Medicine.

Your People saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and Surplus: Morale, but take Need: Recruits.

Something monstrous from the Primal Plane took a particular dislike to your People and has been hounding them ever since. Say some secret you've learned about it, gain 2 Primal Power from encounters with it, but take disadvantage on People moves against it.

Your People fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and Surplus: Leadership, but gain Need: Prestige.

Disaster scattered your People. You abandoned your holdings, but you know how to stay hidden better than ever. Gain +1 Sleight and Surplus: Scouts, but take Need: Land.

FORTUNES

Your People spend their time brokering deals and making friends. If you erase 2 of your Surpluses on gifts and trades, you can gain 3-Treaty divided between other People how you wish.

Your People found a trove of artefacts from the Primal Plane. Say what they had formed around and gain 2 Primal Power from initial scavenging. However, decades of delving have left you isolated; gain Need: Trade.

Your People finds a windfall, either through their own cultivations or by absorbing smaller People. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: Morale.

Your People build a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and Surplus: Prestige, but take Need: Crops.

You go to war, whether for justice or spoils. Gain +1 Grasp and Surplus: Weaponry, but someone out there has a grudge. Take disadvantage on all Reach moves against them until they've been dealt with for good.

A series of messy public disagreements caused your People to fragment, but it was all planned. From their new homes, your exiles send you regular reports on their host's activities. Gain +1 Sleight and Surplus: Spies, but take Need: Recruits.

UPDATING THE MAP

Each player:

1. Gives the broad story of their People through the Age.
2. Describes how their evolution has changed their cosmetic appearance.
3. Names a new custom they develop to remember this Age.
4. Adds one new threat, opportunity or faction to the map.
5. Adds/adjusts map elements to fit the Fortunes and Trials chosen.
6. If their old character made it to the end of the past age, describe how their story ended and make a Relic with one of their items and one of their moves.
7. Each player then makes a new character, triggers a Role move of their choice, and play starts up again.