



WORLDS OF LEGACY

SYSTEM REFERENCE DOCUMENT

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Games from out of this world

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THE BASICS

WHAT IS THIS?

This System Reference Document (SRD) contains the core mechanics derived from the Legacy: Life Among the Ruins RPG. We'd love for you to use these mechanics in your own game - check the Licensing page for details on how you can do that.

THE GAME

Legacy: Life Among the Ruins is a game about the survivors of a reality-twisting apocalypse, and the society they form in its ruins. We play to find out how they evolve and adapt to their new world, and tell the saga of the society they build over generations.

Legacy is based on Vincent and Meguey Baker's Apocalypse World, and uses that game's framework of the conversation, moves, and playbooks. The purpose of this SRD is not to claim credit for any of those innovations - if all your game takes from Legacy is the ideas of the Powered by the Apocalypse framework, you can use the guidance here (<http://apocalypse-world.com/pbta/policy>) instead.

THE PLAYERS

Each player in a game of Legacy controls a Family of survivors, and a Character from that family. When the game's Zoomed Out they make broad-scale decisions about the actions the Family is taking, and when it's Zoomed In they tell tense, action packed tales of the character's adventure in the wasteland.

Characters are held onto lightly - when the game is Zoomed In away from your character you can pick up a Quick Character to play as a supporting cast member, and you'll say goodbye to the old character and make a new one whenever they die, get sufficient experience to retire, or the generations pass by.

THE GM

Legacy has a GM - a player whose job it is to portray the wasteland's threats and opportunities, ensure the character's lives are interesting and the faction's tales historic, and play to find out what happens. They are mainly reactive, adding details to the scene and asking questions of the players,

but under certain circumstances they can use their reactions to narrate specific consequences for the players in the fiction.

THE WORLD

Legacy games have a strong worldbuilding element - often the first session of the game will be entirely devoted to establishing your setting and the factions and characters that exist within it. You'll likely draw a communal map to help you track the details you've set up, and add to it or edit it as the game goes on.

SETTING ASSUMPTIONS

Legacy has a default style of setting - a post-apocalyptic wasteland where the technology used by the survivors is a patchwork of the medieval-level tech they've put together themselves and the advanced and enigmatic devices of the World Before that lead to that society's destruction. It's a broad tent, but here's the basic assumptions the system works on:

- **Scale.** Each player controls a broader family as well as characters. Action happens on a family scale of hundreds of people and months of work as well as a character scale of individuals taking action over minutes or hours.
- **Ages.** You spend limited time at particular points in history, using a character as a lens to highlight a new aspect of your family. Between these ages, moves guide how your family evolves and how the world changes.
- **The World.** The players build up a map of the world that informs how dangerous travel can be, what threats and resources are out there, and how the different families and factions interact with each other.
- **History.** As you play you make permanent changes to the world. You draw on the power of previous characters, create giant wonders that redefine the world, and build the world's saga together.

The rules in this SRD are written to suit a world fitting the following ideas:

- The world only entered its current state very recently.
- The world is dangerous, home to a wide range of monsters and foes.

- Objects can be found that are impossible to build or repair and capable of performing feats far beyond the characters' tools.
- Resources are scarce, and every faction has things they're lacking.

So long as your setting matches those, you won't need to rewrite any of the core rules, though you'll need to make new playbooks.

If you want to take things in a direction that might need some tweaking of mechanics, here's some ideas:

- **Change from sci-fi to fantasy:** When the ancient dragons rampaged, the collected efforts of men, elves and dwarves were barely enough to stop them. The unleashed power destroyed the dragons and civilisation alike, leaving the 'monstrous' races to recover and build the society they were denied.
- **The Fall and the hyper-advanced tech weren't mankind's creation:** Aliens invaded, lasers flashing and engines glowing. By the time they left, human civilisation was reduced to rubble. The survivors must now use the strange devices the aliens left behind to contend with other factions, WMD-created wastelands, and the alien's minions.
- **The Fall never happened:** The gleaming spires of wonders and miracles still stand, but you're not welcome in them. The tunnels and slums at the base of the towers are where you make your home, picking through the elite's refuse and working thankless jobs to keep the great machines turning. Food is running scarce, and something needs to change...

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CORE RULES

Each player controls a family: a group of survivors bound together by blood, ideology or practicality. Your family playbook says how your family was changed by the fall, and what strength they used to survive – faith, science, might, or something stranger.

Your story starts with the first generation of survivors able to look beyond the next day and their immediate survival. Starting with that first age of discovery, you'll tell the story of your families building a new world from the old world's ashes.

Each age will present new challenges, and you'll move between the actions of the family at large to specific heroic characters from their ranks as you tell that age's story. Sometimes characters from multiple players' families will work together; other times the story will focus on one player's family, and other players will pick up Quick Characters to fill out the cast.

As your characters work to protect their family, undermine their enemies and explore the wasteland, they may move between different roles in their family, changing the family's makeup and gaining more experience. As characters die or step back from an active role in the family, they leave behind a relic – a tool of theirs that future family members can use to remember them and call on their skills.

When the drama of the current age has been resolved or someone completes a grand project, the ages turn. You move the clock forward a significant chunk of time – maybe a few years, a generation, even a century. Each family goes through trials and fortunes based on their resources, and this determines how they begin the new age. The game moves back to the family and character levels, and the story continues.

One of you won't control a Family but instead take the role of Game Master (GM). The GM is there to keep track of the setting, provide resistance and challenge to the characters, and make sure all the players get an equal chance to shine. They're also there to portray nonplayer characters (NPCs), voicing them in conversations and giving the players a supporting cast. It's a role with a different set of responsibilities, detailed in their own chapter of this book. The GM also normally (though not always) takes the role of facilitator, arranging the game sessions and making sure the rules and procedures of the game

are followed. If you'd like to run this game but aren't comfortable keeping all the rules in your head or making the real-world arrangements of session planning, ask for volunteers among the other players.

THE CONVERSATION

Legacy draws on the rule design philosophy of Vincent and Meguey Baker's *Apocalypse World*, which means that it concerns itself first and foremost with the conversation that's happening at the table. Legacy is a roleplaying game: a conversation between the players and the GM, working together to build a story and see what happens to the world. Most of the time you'll be talking without using any rules. The players describe the actions their characters or families are taking, the GM describes how those actions change the situation, and the conversation continues.

Sometimes events in the ongoing conversation will activate a discrete chunk of rules (called a "move") that guides the story based on the player's dice rolls, choices or established fictional circumstances. Each move has an in-fiction trigger. This is something your character or family has to do in the story for the mechanics to start up. The consequences of moves are often just as much fictional as mechanical.

It's vital to note that you can make big changes to the world without triggering any moves by building on elements already established in the story. If someone's already offered to help, you don't need to roll Find Common Ground; if you've positioned an invisible force-field between you and an enemy, you don't need to roll Defuse to avoid their fire. Other times you may want to use a particular move, but be unable to. If you're in a bad situation – say, tied to a chair with your hands behind your back your ability to hit your moves' triggers and use them to move the story in a favourable direction will be severely limited.

Simply put: everything in the game starts and ends with the story you're telling. Moves tell you how particular flashpoints in the story play out.

THE GM'S ROLE

The GM doesn't make moves, but instead has reactions. These are specific ways to guide the story towards Legacy's themes and create a fun experience. The GM never rolls dice, and instead uses reactions in response to the players' actions:

when a player rolls a 6 or below, when everyone looks to them to say what happens next, or when the players do something with already established consequences (a ‘golden opportunity’).

Each GM reaction is a way of raising the stakes, shaking up the situation and providing adversity. Check out the GM Rules section to see more details on these.

MAKING YOUR MOVE

Moves vary in complexity. The simplest don’t have any sort of dice roll or choices; they just state that this fiction trigger will lead to this outcome. Others give you choices, or use dice to make the outcome less predictable.

When a move uses dice, you’ll be told to roll +Stat. This means you take two six-sided dice, roll them, and add the total to the stat indicated.

- A 6 or lower (6-) is a setback. The GM makes a reaction, adding complications to your life.
- A 7 or above is a hit. You’ve succeeded, at least partially:
- A 7-9 is a mixed success. You don’t succeed fully, or maybe there’s a cost.
- A 10 or above is a full success. You succeed with style, and maybe learn something about the world.

When you roll with **advantage**, roll 3 dice and pick the highest two.

When you roll with **disadvantage**, roll 3 dice and pick the lowest two.

If you have **advantage** and **disadvantage**, roll normally.

Sources of **advantage** will specify which actions they apply to, and if they ever run out. **Fleeting advantage** is a special case that simply boosts your next roll, whatever move it’s for, and then goes away.

MOVE EXAMPLE

Forge a Path¹

When you find a way up, through or over precarious terrain², roll +Force³. On a hit you make it to your destination. On a 7-9 pick two, or on a 10+ pick one:

- You’re exposed to danger as you travel.
- The route you took is lost.
- You can’t take others with you.
- You take a lot longer than you expected.

1. The name of the move. All moves are formatted in this way.
2. The fiction trigger for the move. If your character does this, you carry out the move; if you want to activate the move, you need to perform the trigger.
3. The stat that you add to the dice roll.

EXAMPLE OF PLAY

To give you an idea of what Legacy looks like in play, read on. Don’t worry if you don’t understand everything that happens – it’ll all be explained later!

This group has decided that their wasteland is a parched desert, scoured of life after weather control devices went out of control. A recent attempt by the players to bring rain has had disastrous effects: swarms of giant insects hibernating beneath the earth were awakened by the moisture and are now hunting for more, threatening to devour the homeland’s crops, livestock, and maybe even populace.

The GM starts by asking questions to set the ball rolling.

GM: You’ve seen what those swarms have done to the outlying settlements – you’ve got a month or so before they hit you. How are you dealing with the refugees?

Erika: (controlling The Players, a travelling Gilded Company of Merchants that trade in performance and music). We don’t have any land to house them, but we do need recruits. Any refugee willing to sign on will be well-fed and trained up.

GM: OK, that gets you a dozen or so rookies, though they’ll need some training before you can mark off that need. How about you, Morton?

Zach: (Playing The Academy, an Enclave of Fallen Lore who conduct their experiments in an underground bunker). We’re pretty resource-stretched down here already. I’ll cash in some of my treaties with the farmers around here to get them to take the refugees in.

GM: Alright, so the immediate crisis is kept under control but those bugs are out there. What’s the plan?

Zach: I think we can put something together: I’m using **Weird Science** to build a nerve agent that’ll eradicate the bugs but leave us unharmed.

GM: I get to pick what you need to make that, right? I’ll choose ‘It’ll take weeks to build’ and ‘you’ll need to erase a certain surplus’ –

specifically, Rare Materials. You need hard-to-find chemicals for this.

Zach: Hm. Well, might as well ask around to see if anyone's heard of a good place to find them.

The Academy send agents out to their allies for information, triggering the Conduct Diplomacy basic move. Zach rolls two dice and gets 8; that plus his Reach of 2 makes 10, a full success.

Zach: Alright, I'll choose that I learn an opportunity for profit; I get advantage acting on it, and 1 Data.

GM: You hear from some traders that the Well's recently found some hidden scientific supplies, which they're selling for a high price.

Zach: Great, I'll need a negotiator. Erika, you want to help out?

Erika: Sure. We'll send a truck from our convoy with your people. We have friends at the Well that can help.

GM: Sounds like you're triggering **Diplomacy**, Erika.

Zach: I might as well put our weight behind that too.

He adds his Treaty rating with The Players to a 2d6 roll and gets an 11, meaning that Erika gets a boost to her Diplomacy roll.

Erika: Thanks! So I add that to my Reach of 1 and a... 6 on the dice. An 8. I get a meeting with a VIP at the Well, but we needed the Dust Devils to vouch for us, so they get 1 Treaty on us.

GM: OK, let's **Zoom In** there.

When you move from the family to the character level, you set the scene, say which characters are there, and decide what gear they're carrying.

GM: After a week of travelling through the parched desert wasteland, you arrived at the Well – a giant hole bored into the earth with a settlement around its rim. It's Rex and Dupree, I assume?

Erika: (Playing Rex, an Envoy) Yep, plus some extra support from the Players. I've brought some hardy, utilitarian travelling clothes and one of our sturdier trucks, piled with the devices Dupree's brought to trade.

Zach: (Playing Dupree, a Seeker) Not before I've had a chance to see the chemicals though! I'm perfectly comfortable in my temperature-controlled biosuit, though it's not subtle. I also

put together our intel on the Well before leaving, in case it'll help negotiations.

GM: Right, so you've driven into the town around the borehole and parked outside the foreman's mansion. You head inside, stepping over drugged-up people and around gaudy drapes hanging down, and reach the foreman. He's lying on cushions surrounded by followers who are currently topping up an incense burner that's filling this area with mind-numbing smoke.

Erika: I'll take the lead. "Your eminence, we have travelled far to trade with you. You have recently extracted strange resources from the world before, but I doubt that they are of much use to you. We will happily take them, and in exchange give you potent tools used by the ancients of old and far more useful to your current circumstances."

GM: Sounds like you're trying to **Find Common Ground**. Roll it!

Rex has a Sway of +2, but that's not much help when the dice come up 3.

GM: The Foreman's small eyes glower at you. He says, "I got no patience for outsiders telling me what I need. Leave the toys here. If they're as good as you say, maybe we can make a deal. Maybe."

Erika: I bow graciously. "Thank you, your eminence. If you please, my friend and I will retreat and discuss your most kind offer." Then I drag Dupree out of there before he opens his mouth and gets us in trouble.

Zach: Once we're by the truck I turn to Rex. "Well, I guess we're not going with that, eh?"

Erika: "Only if you want to leave here with nothing." I try and remember what happened last time I was here with **Long Memories**. 5 on the dice plus my Lore of 2 gives me 7 – I name a secret and an enemy of the foreman's. Let's say... the foreman picked up a taste for a strange drug of the before, and has been sending secret crews to search the borehole for more of it. Some of the crews are getting angry at risking their lives for their boss' addiction, and have started plotting against him.

Zach: Would be good to have a backup plan too. I'm going to look for friends, see if we have some allies we can use in the area.

GM: Sounds like you're trying to find a **Familiar Face**. Give me a Sway roll.

Zach: I'll boost that with a point of Data. I'll say that we found out the Well's miners have been buying some of our tech under the table to better survive down there, and they might appreciate getting the stuff straight from the source. Rolling Sway with advantage gives me... an 11!

GM: OK, nice. Pick your options.

Zach: I'll say that we don't owe this miner, they're influential in the settlement, and they're invested in our mission – maybe they have relatives facing starvation. On the downside, they're caught up in a crisis of their own.

Erika: Great. Let's send the truck out of the city so they don't steal our stuff, then go and meet these miners.

The two head out into the settlement, and the game goes on...

Questions to Consider

The GM chose to give the insecticide production a long development time and a surplus cost. Do you think those were appropriate requirements, for an action that would resolve the main crisis of this age?

How would a different **Conduct Diplomacy** result have changed the situation? If the Academy had rolled a 6 or lower, would they still have heard about the Well's bounty? If so, what extra complications might have been revealed?

Zach spent data to add a detail about the Well's miners. How would you include this information in future scenes? How would it have changed things if he'd instead used that data to get blackmail material on the Foreman? What's the most outlandish thing you'd be OK with a player introducing in his position?

FAMILY RULES

Families are the backbone of Legacy: they're the collective of survivors your Characters hail from, and they're a constant presence across the broad sweep of history. Families change slowly, getting new moves, stat increases and other benefits over generations.

Each Family has three stats:

- **Reach** represents your Family's influence in the wider world. You roll **+Reach** to **Conduct Diplomacy** with your allies.
- **Grasp** represents your Family's ability to project force and maintain control of its assets. You roll **+Grasp** to **Claim by Force** new resources.
- **Sleight** represents your Family's ability to hide their actions and misdirect others. You roll **+Sleight** to perform **Subterfuge**, spreading false information and hiding your actions.

Each Family has three resource tracks:

- **Mood** represents your Family's overall well-being. It's equal to your total **Surpluses** minus your total **Needs**, with special effects if it goes above +3 or below -3. You roll **+Mood** to **Hold Together** despite adversity and see how your family changes over long periods of time.
- **Tech** represents your Family's hoard of advanced technology and scavenged lore. Families can use this to boost any of their moves with the **Power Up** move, while characters can take specific tech items from the Family reserves to use their strange powers in the field.
- **Data** is your knowledge about the world. Gain it by sending your agents out to learn about the world. Spend it to add something to the map, or give your character a boost.

MAKING A FAMILY

To make a Family, you start by choosing a playbook. Each playbook represents a particular way of adapting to the new world, with options to flesh them out and make them yours:

- **Stats.** Choices for Reach, Grasp and Sleight. Each option says something about the Before, the Fall or how you've adapted to the wasteland.
- **Your Traditions.** Ideas for your family's culture – what they look like, how they're organised, how they tend to get new members and so on.

- **Landmarks.** Locations, settlements or hazards to put on your map of the group's homeland and the surrounding wasteland.
- **Recent History.** Your starting relationships (and Treaties) with other Families.
- **Your Doctrine.** Your family's general stance in life, and associated skills.
- **Your Lifestyle.** How your family lives: established in a settlement, dispersed across many towns, or travelling as nomads between communities.
- **Resources.** The things you have a Surplus of, and the things you really Need. Anything not listed here, you're assumed to have just enough of.
- **Assets.** Pick 3 options for the possessions your family members start with across the 4 lists. If you think up an option that fits your concept better than the standard lists, describe it to the group and write it down – gear with 2 tags, or companions with 1 Quality and a specialisation.
- **Two Playbook Moves.** Your special abilities – one may be mandatory.

BASIC FAMILY MOVES

While it's easy to imagine what a character can do to trigger their moves, the actions families take can be more amorphous and vague. These moves are here to set out how, exactly, families use their resources to act in the world.

If you're having difficulty imagining what family moves being used look like in-story or at your table, the key is that they abstract out multiple smaller efforts:

1. Someone decides something needs to happen.
2. They convince other family members to help do it.
3. Various agents of the family work on the problem according to their own skills.
4. Agents return to the family and report on how the effort went.

Your character's often the initiator in step 1, step 2's what triggers a move, step 3 resolves the move, and step 4 ties things back to the fiction.

Hold Together

When your Family 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 Family or Faction came through to help you out. Give them 1 Treaty on you.
- The danger hasn't passed so much as shifted into a different, more manageable problem. Say what it is.

On a 10+ you are brought close together by the trial; gain Surplus: Morale in addition to the above results.

This is a general-purpose response to your family encountering adversity. The more resources you have to draw on, the better you do; the more needs sapping your strength, the worse it goes. This is where you'll most clearly see the effects of your surpluses and needs, and you're encouraged to highlight specific ones when describing how you succeed or fail.

Conduct Diplomacy

When you call on your Family's allies, say what you want from them:

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

Roll **+Reach**. On a hit, you get what you wanted and 1 Data. 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 on you.

This is your main tool for getting information about the world. If you're curious about what's happening in the weird marsh on the far side of the homeland, if you really want to know why the Amber Skulls have been hassling your couriers, if you want to see the reactor powering your neighbouring settlement, this is the move for you.

Be wary of the costs; if you get a 7-9 you owe a debt to your allies for getting the deal you needed, and any hit has the extra cost that the people who gave you the information or access know that you were looking for it. If the Amber Skull's leader mysteriously dies or that reactor shuts down at the worst possible time, fingers will point at you.

Also note that the first two options are great chances to jump to the character level. Once your family agents are meeting someone important or investigating an item, you can zoom in and play the scene out in detail.

Claim By Force

When you direct your Family 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 of these; on a 10+, choose one:

- You need to commit more assets 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 family gets a need of the GM's choice.
- You hurt someone; the GM will say who, and they get 2-Treaty on you.

This doesn't need to be through physical means; you can trigger it by backing into someone's network and taking their data for yourself. The important thing is that once you've acted it's clear that you are the ones in control of the resource.

Subterfuge

When your Family infiltrates other factions, say what they try to do:

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

Roll **+Sleight**. On a hit, they do it. On a 7-9 the GM names a clue you leave behind, or a family or faction that sees through the deception.

Subterfuge is a great force multiplier for your other moves. Use the first option to get people to assist your Claim by Force, or use it after a Claim by Force to stop people taking your new asset back. Use the second to distract your rivals or create an opening for leadership change in your opponents. Use the third option to hide your own actions and let someone else take the fall for them, and use the fourth to sap your enemy's strength maybe something concrete like weaponry or armour, or something intangible like morale or critical thinking.

SURPLUS AND NEED

Legacy is a system that doesn't worry about keeping track of the precise details of your family's wealth, health and happiness. You're generally assumed to have just enough of any given commodity to get by.

Sometimes this assumption is broken. If you have a surfeit of a resource – easily twice or more what you need to get by you write it down as a Surplus. Surpluses can be spent to activate particular moves, and as long as you have one it boosts the quality of gear your characters can access.

Similarly, sometimes you don't have enough of something and you're suffering from the lack. You write these down as a Need. For as long as you have the Need, your family will be less able to handle adversity and the GM can use the Need to justify more severe consequences from your actions.

If a Need could be met by a Surplus, erase both.

If you gain a Surplus or Need you already have, gain a different one that everyone agrees is appropriate given the current circumstances.

If you roll 6- on a family move and have a relevant Need, the GM can make as severe a reaction as they like.

Finding a Surplus

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

Right Tool for the Job

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

MOOD

Your **Mood** measures your Family's overall health, calculated as total number of Surpluses minus total number of Needs.

Adjust Mood whenever your number of Surpluses or Needs changes. This will trigger special effects if this takes you above +3 or below -3:

Flush with Resources

When Mood would go over +3, erase a Surplus and pick one:

- Sell off the excess resources for 1 Tech.
- Gift the excess to your allies. Gain advantage with Reach until the end of this Age.
- Make a show of power with a great celebration. Gain advantage with Grasp until the end of this Age.
- Finance a network of informants. Gain advantage with Sleight until the end of this Age.
- You invest in better equipment. Gain 1 more gear option.

You can only pick each option once per age.

Fall Into Crisis

When Mood would go below -3, erase a Need and pick one:

- Someone takes advantage of your weakness. Lose an important alliance or territory.
- Your family falls into infighting. Get disadvantage with Grasp until the dispute is resolved.
- Your family retreats into solitude. Get disadvantage with Reach until they are convinced out of isolation.
- Your family loses discipline and your contacts smell weakness. Get 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.

TREATIES

Your Family is an organisation with a key role in a homeland-spanning network of social influence based on respect, fear, and debts owed. This is measured in your **Treaty** score with other Families and organisations.

Treaties represent soft power one family holds over another. The more treaties you have on someone, the more people will expect that faction to go along with your wishes. Treaty gains can be equitable or one-sided, but once a point of Treaty has been spent that obligation you hold over the other faction is gone for good.

Treaties encompass everything that a faction can draw on in negotiations: military sabre-rattling, shared cultural values, previous services one side provided to the other, or diplomatic clout with the other factions of the Homeland. When two Families meet at a negotiating table their treaties with each other give context to the discussion, and abstract their obligations to each other.

To seal a deal you can choose to give Treaty to another Family, but once it's given to them they can call on that obligation any time they wish. Each family also has an Alliance Move – a way to get Treaty on other groups when the move is triggered.

There are two things you can do with Treaty: help others and call in debts.

Lend Aid

When your Family throws its weight behind another, roll +Treaty with them. On a hit you give that Family's next action advantage. On a 7-9 your Family is exposed to any danger, retribution or unforeseen consequences of their move.

Call in a Debt

When you call on an obligation another Family 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.

EXPENDABLE RESOURCES

As your family takes action in the world, you'll pick up two resources that are simpler in use: **Tech** and **Data**.

Tech represents lingering fragments of the old world, or strange anomalies created by the apocalypse. Their power is strange and unpredictable, but can create effects far more potent than your own creations.

Data represents your knowledge of the secret truths of the world. It might come from your agent's reports, scientific research, inherited lore or some other source. You spend it to reveal new features on the map, or unexpected strengths your characters can draw on.

As with Surpluses, you can freely give these to other players as part of trade agreements or as gifts. You don't need to play out the transfer, so long as enough time is passing that could feasibly have happened.

Power Up

When you use the marvels of the World Before or aberrant creations of the Fall to augment your family's actions, spend a point of Tech to give a roll advantage.

Simple advantage on the roll is less dramatic than the strange effects Characters can get from Tech, but that's a function of scale. Make sure that when you use Tech you colour your description of your Family's actions to respect the weird powers you're calling on.

Uncover Secrets

When you gather your family's specialists in council, roll +Data 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.

With this move you're either discovering something new, or giving an established part of the fiction a new role as you reveal how it's secretly changed.

Example Resources

This is the list of resources we used when designing **Legacy**, though you should feel free to make up your own to fit the situation - not all the ones listed here will be appropriate for every game. Read on to see what having each resource as a surplus or a need might look like.

Artisans

Surplus: Skilled crafters, artists and performers fill your family's holdings with well-made, beautiful things. For each part of your gear, you can name who crafted it and their particular stylistic quirks.

Need: The ability to craft useful things or appreciate aesthetics is lost to your family. Everything you own is crude and utilitarian, and you have little ability to customise equipment to fit your needs.

Barter Goods

Surplus: You have a wealth of valuable items. Bags of grain, salvaged jewellery, warm cloaks, useful scrap, and so on. Trading some here and there has raised the family's quality of life significantly.

Need: When you need to trade for something, it costs you severely every time. Anything your family doesn't produce themselves must be carefully rationed and budgeted for.

Crops

Surplus: You have an independent food source that keeps you well-fed and healthy. Whether they're golden fields of corn, towering protein cultivators, or a storehouse of preserves, you have enough to feed your family many times over.

Need: You're starving. Maybe you're just isolated from any food source, or maybe nutritional deficiencies from your regular food source has led to brittle bones, jaundice and ill health.

Defences

Surplus: Your family has measures in place to protect them from harm. This might be high walls around a settlement, guard patrols, scrap metal welded on their wagons, or rugged armour.

Need: Your family's holdings are unprotected. Saboteurs and raiders could take your stuff without much effort, your vehicles are constantly being worn down by the elements, and so on.

Energy

Surplus: Your family has easy access to power. Your homes are at a comfortable temperature, you can power lights and electronics, and energy-guzzling projects are a possibility.

Need: You have few sources of fuel, and must jealously hoard those you have. Heating/air conditioning is a luxury far outside your means, and your holdings are almost entirely dark after sunset.

Engineering

Surplus: You have skilled architects and engineers able to put advanced plans together, and the skills and tools needed to construct them.

Need: Everything you build is in constant need of repairs and patch jobs at best, and that's if you're able to work out how to fix it. Making something long-lasting is close to impossible.

Fresh Water

Surplus: You have a source of pure, clean water – a rarity in the wasteland. It holds an almost magical sway over those used to brackish, gritty, barely-potable sources, and you can get rich trading the water for salvage, gear and luxuries.

Need: You must carefully ration your water supply and recycle as much as you can, lest you be forced to risk illness with every drink and lose all semblance of hygiene.

Justice

Surplus: Everyone who's done you wrong has been brought to task, and your family is at peace. Others now seek you out to advocate for them.

Need: There's a longstanding crime that demands reparations. The group that hurt you hasn't suffered at all, while you have to deal with the harm they dealt every day.

Land

Surplus: You control a vast swath of the homeland, and you're able to keep it safe and useable. Your living areas are spacious and roomy, and you have room to expand.

Need: You're penned in. None of your family members feel comfortable, and there's nowhere to house new recruits, hide valuables, or build new facilities.

Leadership

Surplus: However your family is governed, it's working well. They may have a charismatic leader who commands loyalty, a smooth and efficient bureaucracy, or a culture of respect and understanding.

Need: It's unclear how your family is meant to operate. There's no clear voice managing discussions, and few have a clear idea of what they're meant to be doing at any one time.

Luxury

Surplus: Your family lives at the height of opulence – or as close to that as the wasteland allows. Their holdings are soft, beautiful, comfortable and desirable.

Need: Life is harsh and uncomfortable. Tempers are frayed, stress is high, and it's difficult to imagine that tomorrow will be any better than yesterday.

Medicine

Surplus: You have at hand – or can manufacture – a cure for most ailments and maladies. Even dire injuries can be dealt with, given time.

Need: You're very weak to illness. Maybe there's a particular plague spreading through your camp, maybe you have weak immune systems, maybe your lifestyle leads to regular injury.

Morale

Surplus: Your family has a clear sense of shared purpose, camaraderie and fellowship. They believe in each other, and think that the family can work together to do great things.

Need: Your family has descended into back-biting, factionalism and despair. Any attempt to organise them into a group action is likely to run into complaints, sabotage or apathy.

Prestige

Surplus: Your family are at the forefront of Homeland society. They're respected, feared or beloved, and other groups are likely to welcome their presence and seek their approval.

Need: Your family are pariahs, disdained, or beneath other's notice. Your citizens get more done when they hide their affiliation, and though others will respect bargains and obligations they'll do so grudgingly.

Progress

Surplus: Your family understands more of the workings of the world than most, and have used that to improve their quality of life. They're better able to maintain the marvels of the world before, and they have an idea of how to use grand projects to reshape the world.

Need: Your family has little knowledge of how to exploit the laws of physics, chemistry or biology. Strange machinery of the Before is best used as shelter from the elements, and a sturdy spear serves you better than a mysterious bleeping pistol.

Rare Materials

Surplus: Whatever exotic resource your family needs, you have some of it in stock. A nugget of uranium, memorystoring crystals, unbreakable adamantium, whatever.

Need: Your family is feeling the lack of something hard to find – nutrients for their algae tanks, components of an engine or computer, chemicals to fix dyes and leathers.

Recruits

Surplus: Your family is bustling with people. They may not be particularly skilled or handy, but in terms of raw manpower no-one comes close. At game start, a family with this has about 40-50 able-bodied adults.

Need: Maybe you have a lot of sick or wounded, maybe you're just only a few people. Either way, you don't have the manpower to accomplish any sort of large-scale action with finesse. At game start, a family with this has about 5-10 able-bodied adults.

Safety

Surplus: You luxuriate in hard-earned peace and stability. The struggles of survival are beginning to fade from memory, and you're beginning to get a sense of what life was like before the Fall.

Need: It feels like every time you blink a new crisis assaults your family. Between health, safety, shelter and innumerable other concerns there's too many fires to put them all out, and there's no way you can keep this up without something going very wrong.

Scavengers

Surplus: Your family are experts at picking through the ruins and alien biomes of the wasteland, and you find new uses for most everything you use up.

Need: If you ever have to live off the land you'll be lost. Maybe you've grown used to the safety of the homeland, or maybe your family is naturally wasteful and careless.

Scouts

Surplus: Your guards, patrols, or mapmakers ensure you're well-informed about the surrounding area. Reports regularly come in on the geography and inhabitants of the land around you.

Need: There's something in your local area that mystifies you and poses a grave threat to your family: monsters glimpsed in the undergrowth, strange stirrings underground, or maybe a tall tower filled with strange lights radiating awful sounds.

Spies

Surplus: Your agents across the homeland send you details on the movements of factions and the dangers of the wasteland. You know more about your foes (and friends) than they can imagine.

Need: You have little idea what motivates your rivals, or what they might be up to. You're often surprised, scooped or outmanoeuvred by those you compete with.

Trade

Surplus: You're the focal point of a web of caravans and merchants that spans the homeland. You have your finger on the pulse of commerce, and collect a healthy skim off the top.

Need: You're isolated or ostracised. Maybe traders are too scared to visit you, don't want to risk associating with you, or they just know that you wouldn't be able to pay.

Transport

Surplus: You have a well-maintained garage or stable, and when your family travels they can do so swiftly and easily.

Need: Getting your family anywhere in a hurry is a nightmare. If they even have vehicles or mounts, they're ill-tempered and in constant need of maintenance.

Weaponry

Surplus: You're bristling with implements of war. Maybe you have a cache of weapons from the Before, an arsenal of dangerous objects looted from your defeated enemies, or a signature weapon presented to each family member as they come of age.

Need: The weapons you do have are jealously hoarded and patched up with countless repairs. Few of you can go armed without the rest of the family being rendered defenceless.

EXAMPLE FAMILY PLAYBOOK: THE ENCLAVE OF BYGONE LORE

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.

Creating Your Enclave

Stats

Choose one:

- If the wonders from Before were widely distributed and everyone can benefit from your advice: Reach 1 Grasp 0 Sleight 0.
- If the wonders from Before were hoarded by researchers, the military, the wealthy, and now you: Reach -1 Grasp 2 Sleight 0.
- If the Fall unleashed previously unknown technology and knowledge which you now seek out: Reach 1 Grasp -1 Sleight 1.

Traditions

Choose one of each, or create something else:

- **Populace:** Close-knit families passing secrets to their children, Demagogues and those who seek their knowledge, Vatgrown duplicates.
- **Style:** Bulky and concealing environment suits, utilitarian clothes studded with implants, monastic robes embroidered with circuitry.
- **Governance:** Meritocratic academic bureaucracy, Anarchic rule of the loudest and most interesting, Hidebound council of elders.

Landmarks

Draw a sign of one from each on the map, or create something else:

BEFORE

- A secret research centre full of untamed wonders.
- A dangerous and unstable power plant.
- A site of connection to the stars beyond.

THE FALL

- A spot where the laws of physics were unravelled.
- A redoubt where the miraculous science from Before almost averted the Fall.
- The research centre that first understood the

Fall's root cause.

A THREAT

- A crude tribe of raiders using advanced tech.
- A valley where lights appear in the sky.
- A ruin where creations of science now rule.

History

Ask the other families:

- Which one of you is civilisation's best chance to regrow? Give them 2-Treaty on you.
- Which of you has seen the true power of our technology? Take 2-Treaty on each other.
- Which one of you holds the brightest mind of the Homeland? Give them 1-Treaty on you.

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.** So long as others heed your Family's advice on a grand project, they take advantage on their rolls building it.
- **Better Living Through Technology.** You can spend 1 point of Tech to get an extra choice when you Tool Up, or 5 Tech to mark off a Wonder Requirement.

Lifestyle

Choose one:

- **Nomadic.** You keep your technology shrouded, and it looks mundane to the casual observer.
- **Dispersed.** When you write to Family in other settlements for insights, get fleeting advantage when you act on their advice.
- **Settled.** When you encounter a fragment of pre-Fall culture, you know its cultural significance.

Resources

Pick two as Surpluses and take the rest as Needs:

Defences, Engineering, Progress, Leadership, Morale

Assets

Your characters can always have battered and half-understood journals from the Before. In addition, pick 3:

How do you fight?

- Morphing pistols (ranged, hidden).
- High-powered rifles from a distance (far, finesse).
- Weird grenades (area, aberrant).

How are you defended?

- Bulky hazmat suits (utility, sealed).
- Gleaming power armour (powered, tough).
- Blood-borne nanomachines (implanted, mantle).

What special vehicles do you have?

- Flying vehicles (air, canopy).
- Rugged APCs (land, transport).
- Mobile ICU (land, medbay).

What useful expertise can you draw on?

- Scholars (1 Quality, Researching).
- Special Forces (1 Quality, Assault).
- Scavengers (1 Quality, Picking through junk).

Enclave Moves

Choose two:

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. *When you 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.

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 gain fleeting advantage acting on that information. The GM will also tell you something you can do to gain 1 Tech from the subject.

You can erase a Surplus of knowledge (e.g. Progress, Scouts, Lore, etc) to pick an additional field of knowledge.

An Eye For Details

Your Family sees hidden relevance in stories that others overlook. When they use **Diplomacy** you can ask a follow-up question, and when you **Uncover Secrets** you always get to ask a second question.

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.

Future Shock

*When you use **Power Up**, you can spend extra points of Tech.* For each point past the first, roll an extra die. You still take the two highest.

Note: spending more than 2 Tech (and thus rolling more than 4 dice) will only marginally boost your chances of success. This move is an exception to the normal rule that advantage doesn't stack.

Alliance Move

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

Inheritance

Enclave Characters get +1 to Lore or Steel.

Quick Characters can pick an Inheritance Move:

- **Radio Rig.** You can sense when Tech is within a mile, and track it down to within 100 metres.
- **Pain Box.** You have a machine that causes intense pain in anyone within a few dozen metres (melee, non-lethal, area, aberrant).
- **Survey drone.** So long as your trail is visible from the air, you can roll **+Lore** on **Wasteland Survival**.
- **Hot Rod.** You have an exceptionally fast vehicle – it has the swift tag, and you can change one of its tags with 15 minutes of tinkering.
- **Educated.** The first time you advise someone based on your knowledge of the Before, they gain fleeting advantage acting on your words.

Playing Your Enclave

The central conflict of the Enclave is whether they will hoard and protect their gathered tech or use it to improve the world. Enclaves that are **Holding Back Another Fall** or pursuing **Better Living Through Technology** tend to focus more on the first option, and can use that tech to dominate the region with **Weird Science** and **Future Shock**.

The second, more philanthropic option can make the Enclave a social powerhouse – they can provide incentives to follow their advice with **Uplifting Mankind's Remnants**, gain treaty on others by helping them with their technology, and use **Deep Knowledge** and **An Eye For Details** to be the most informed group around on a range of topics. Also, remember that unless an Enclave is **Nomadic**, their technology is obviously advanced to all who see them. When you're exploring life in an Enclave, then, you should go into how that differs from other families and whether they keep their greatest advances hidden away or flaunt them.

Characters from an Enclave don't start with many inherent advantages, although extra intelligence can be an ace in the hole and the Enclave's moves can provide a safe and secure home base to retreat to. In addition, **Deep Knowledge** gives their Characters a narrow ability to declare truths about the world, and exploit that for Tech and better chances of success.

Characters that are good at finding and employing Tech such as the Seeker and the Scavenger work very well with the Enclave's abilities, while the Remnant is a natural fit as a living vestige of the Before with memories and abilities the Enclave will want to exploit.

CHARACTER RULES

Every age comes with its own challenges, and your Family will have needs that must be addressed if they're to continue to survive and grow. That's where characters come in.

Your character is an exceptional member of the Family, tasked with braving the wild and fractured world to find the things the Family needs. If they also find allies and opportunities to improve the Family's standing, that's all good. Characters have four stats:

- **Force** is your might and vigour. You roll **+Force** to **Fiercely Assault** your enemies and monsters.
- **Sway** is your ability to forge lasting connections with others. You roll **+Sway** to **Find Common Ground** with those you meet.
- **Steel** is your wits and survival instinct. You roll **+Steel** to call on your skills of **Wasteland Survival**.
- **Lore** is your knowledge and intuition. You roll **+Lore** to **Unleash Power** from old world tech.

MAKING A CHARACTER

To make a Character, start by choosing a playbook. As with Families, try and make sure each player uses a different one. Each playbook describes a particular kind of post-apocalyptic protagonist that you further customise by picking from a number of options.

- **Stats:** What are your strengths versus the challenges of the wasteland? Pick an array, and get +1 to one of two stats according to your Family.
- **Looks:** These define how you present yourself, and how others perceive you – your face, your eyes, your body, your gender presentation.
- **Backstory:** You've had past adventures and rivalries with the other characters. These experiences explain why you're working together now.
- **Gear:** Your Family will have stocks of gear you can draw on. Pick gear from this stockpile when you make your character, getting extra benefits from your character playbook and Surpluses.
- **Role:** Pick a starting role (Leader, Agent, Rebel or Outsider) and work through its effects. Unlike when you mark roles in play, do not add 1 to the associated stat.

- **Playbook moves:** Each playbook lets you choose two moves to customise your character's particular specialties.
- You have a free choice of **names**, but here are some ideas: Ada, Anders, Angel, Brigit, Buffalo, Cant, Cato, Cloud, Elijah, Erwin, Eva, Firestone, Flame, Gil, Hive, Isis, It, Leo, Lin, Longshot, Louis, Lux, Makoto, Masud, Max, Moon, Nemo, Nora, Rebar, Silver, Sky, Smoke, Tadpole, Taliha, Wither, Xu

CORE CHARACTER MOVES

The Wasteland demands a certain set of skills from those that brave it. These actions are available to all characters, though a character's stats will determine how well it's likely to go when they try to do them. When you activate a move's fiction trigger, work through its mechanics and then return to the fiction, showing how it's been altered by the move.

Remember: to benefit from the move, you must meet its fiction trigger. Conversely, if you meet a move's fiction trigger, you must carry out the rest of it.

Defuse

When you de-escalate a dangerous situation with...

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

On a 7-9, you've bought some time, but choose one:

- The GM will demand a sacrifice to secure your safety.
- It's only a temporary reprieve, and the danger will soon return.
- The danger's still present but threatening someone or something else.

On a 10+ the situation is safe unless changed significantly.

The world's a dangerous place, but there's often something you can do to make it safer. You trigger this move by taking some dramatic action to de-claw the threats assaulting you, get opponents to back down, escape the danger or reframe a conflict so that everyone can get what they want.

When a character does something that obviously needs a roll, it'll most often trigger this move; check here before checking the other basic moves.

A 10+ result takes the threat out of the picture until someone takes action to re-introduce it. If the player asks for a cost on a 7-9, the GM can demand that they sacrifice of some of their gear, they suffer harm, they make a binding promise to get someone to back down, or whatever else makes sense in the fiction. If a player's rolling this, then the situation's already charged, so you should have plenty of things to pick from to demand of them!

Unleash Power

When you find a marvel of the World Before or a strange remnant of the Fall, the GM gives you a few clues to what this Device can do.

When you use the Device, 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 device does exactly what you wanted.
- The device can be used again.
- You don't rouse other devices in your environment.
- You avoid the device's side effects.

When you return it to your Family, lose the Device and give them +1 Tech.

The scope of this move is set by the kind of Tech scattered through your setting. If the World Before was defined by cybernetics and computers, you might use these moves to hack into networks and control someone's robot arm. If it was defined by arcane glyphs and hovering crystals, you'd use this to coax a fireball from a metal rod or shut down a protective ward. This is why it's important to have some solid background on the World Before in the group imagination.

A Device could be a towering monolith, a small clicking sphere, or even a set of command words that trigger hard-wired responses in listeners. A more portable device that's easy to take back to your family may be less potent, but there's no hard and fast rule – Devices should always be unpredictable.

Adding to that unpredictability, only the options you pick when you use the Device definitely happen. The options you didn't pick may happen, or may not it's up to the GM.

GM note: even when a device doesn't do what a player wants, rolling a 7+ should still improve their current situation. The clues a GM gives aren't absolute. A group has the ability to veto a player's suggested function for a device, as they can for any suggestion, but it's fine for a player to propose a function that's different from what the GM had in mind.

Fiercely Assault

When you use an appropriate weapon to hurt, capture or drive off your enemies, roll +Force. On a hit, you've achieved your goal: they're wounded, bound or fleeing.

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:

- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.
- You scavenge something valuable: gain a Device.
- You get information from your foes – get 1 Data.

GM List:

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

Combat in Legacy is about getting yourself into the right position to make full use of your weapon, and then rolling **Fiercely Assault** as you strike. A weapon's tags make all the difference – a dagger (melee, hidden) needs a lot more finesse to threaten an army of mutants than an orbital laser cannon (ranged, area, brutal).

Combat's also risky – notice that even if you roll as well as possible the GM can add their own consequences. The only safe way to hurt someone is if they're already at your mercy.

The Armoury section in Gear Rules goes into detail on the tags available, and how you build your weapons.

Wasteland Survival

When you navigate through the wasteland 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 wasteland, worth a lot if you can secure it.
- You discover a secret path you can use to take this route without triggering this move.
- You discover a secret: details on a threat, signs of other peoples, the origin of the Fall.

You can safely make your way between the settlements of the Homeland, but any trip through the wasteland triggers this move.

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 a 10+ they pick one:

They'll only do it if...

- ...a third party vouches for you.
- ...they can add or remove specific things to the task.
- ...they can back out as soon as the task costs them anything.
- ...you reduce the threat you pose to them.
- ...you can give them something now that's worth it.
- ...you reveal your full agenda here.
- ...their faction/family gets 1 Treaty on your Family.

*It's possible to pick options that have already been established explicitly or implicitly in the fiction. That's absolutely fine: this move's here to establish what it'll take for you to work together, not to place barriers in the way of cooperation. Once terms have been set out, it's perfectly fine for the instigator to back out. If they do so, though, they can't use **Find Common Ground** again to try and get a better deal until they're asking for help on a significantly different venture.*

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 they get a 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.

If the helping character has relevant Backstory with you, they take advantage while helping you.

Fear the group that has each other's back! But make sure that the task you ask of your allies is both possible and plausibly helpful. The table has the right to veto any suggestion that doesn't ring true.

Information is Power

*When your character draws on your family's research and spends a point of **Data**, reveal a secret they discovered about your target and get fleeting advantage exploiting it.*

This is a catch-all bonus – it can boost any action that your family could conceivably have prepared you for. As you activate this, briefly say what detail of the situation your character is exploiting to get the bonus. Remember – advantage doesn't stack. If you already have one source of it, this move won't provide additional help.

What About Investigation?

Legacy assumes that your character's attempts to investigate a situation will be handled by the conversation between the GM and the players, and maybe GM reactions. Remember that the GM gets to make reactions every time the players are looking to them to say what happens, and asking what happens when your character looks into a scene definitely counts! If you're describing your character trying to find things out – lifting wreckage and searching for hidden treasure, for example – expect the GM to respond with one of the following:

- Show an unwelcome truth. *Example: The thing you're looking for is here, but it's busted or broken.*
- Offer an opportunity, with cost. *Example: Yeah, you spot a way out, though it'll take you past the guard's line of sight.*
- Offer an opportunity, without cost. *Example: As you glance around, you see a glowing screen poking out of the rubble – a piece of tech!*
- Show a remnant of the past, used in new ways. *Example: As you get closer you see that the battlemech has been hollowed out, and a tarp stretches out from the central cavity to provide shelter. Someone's living here.*

PERIPHERAL MOVES

These moves are available to all characters but are more situational or more optional, usable according to taste.

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.

It doesn't need to be a completely new settlement – just one that we haven't seen this character in 'on-screen' during the game.

Forge a Path

When you find a way across precarious or dangerous terrain, roll +Force. On a hit you make it to your destination, 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.

Unearth Forgotten Lore

When you uncover a landmark or custom from the past, roll +Lore. On a 7+, gain 1 Data. 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?

CHARACTER ROLES

Your Character has a particular Role in their Family: **Leader**, **Agent**, **Rebel** or **Outsider**. When they work with their Family, their Role will colour the effect that has.

The goal with Roles is to provide you with more tools to describe the relationship between character and family. These set out what situations in the fiction might lead your character to take on new roles, and help you describe the consequences.

Changing Role

Each playbook has their own triggers to move between the different roles when specific events occur in the fiction. These work in both directions: if you want to become a leader you have to work through its consequences in the fiction, and if the events in the fiction put your character in a position of responsibility you have to mark leader.

Character Advancement

When you mark an unmarked role, get a new move or add 1 to a stat.

If you mark each role, your character retires to safety. Narrate an epilogue for them, using any element you like from their Death move, and then create a new character to carry on their legacy.

Versatility is strength! The more life experience a character has, the more tools they'll have at their disposal – and the better they'll be at using them. And if you can work your way through each role, you'll have the opportunity to work great changes to the world on your own terms before your character fades into the background and lets new heroes step forward.

HOSTILE GROUNDS AND HARM

The wasteland's a tough place to survive in. As you face down its dangers you can get sliced up, infected with plagues, sent into despair or face stranger wounds besides. These threats can affect you in a few different ways.

First, there's **Hostile Grounds**. The World Before was much larger than the Homeland. Keeping you in the Homeland are regions hostile to human life: the depths of the ocean, the vacuum of space, or radiation-blasted wastelands where only mutants can survive.

When in a hostile environment, you roll with disadvantage. To overcome this disadvantage, find specific gear or use strange Devices.

If you're adapted to your environment and acting against someone who would roll with disadvantage, roll with advantage.

There's no hard and fast rule for when disadvantage comes into play, but remember it's the environment itself you should be considering. If you wouldn't expect to be able to survive there without special equipment or training, it's definitely Hostile. If the only reason you'd be imperilled is because of monsters or raiders, probably not.

Disadvantage is a good way of expressing how a dangerous environment makes everything more risky, but active threats to life and limb need a more lasting impact. For these we use **Harm** – physical, mental, emotional or spiritual trauma dealt on a scale from 1 to 5:

- 1-2: Unarmed blows and animal attacks.
- 2-4: High-quality weapons or the Fall's monsters.
- 4-5: Natural disasters and pre-Fall weapons.

Characters have 5 Harm boxes; minor boxes with fictional consequences, and major boxes that also penalise a stat. When you take Harm you subtract your Armour from it and mark off that many slots, with each slot enforcing its own consequences until it's healed.

- **Minor** boxes are temporary, easily overcome with a bit of rest. Examples: Angry, Bruised, Glitching Aura, Sprained, Stressed, Winded.
- **Major** boxes stick around longer, taking resources and time to heal. Examples: Bleeding, Blinded, Broken Bones, Feverish, Hallucinating, Mind-Scrambled.

Tougher characters will have more minor boxes to check off before they start taking stat penalties, but even those have implications in the fiction; a Winded Seeker won't be able to sprint up a hill, and a Bleeding Survivor will have to bind their wound or suffer further harm.

These are the moves you'll mainly use to clear out your harm boxes:

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.

Death

Sometimes the dangers of the end of the world are too much to overcome.

When you check the "Dead" harm slot, trigger your playbook's Death Move. Once that's resolved, your character is no longer playable.

Choose one of your character's moves and link it to one of your possessions as a relic. Any member of your Family holding that relic is able to use that move, for the rest of history.

Make a new character from a different playbook. The GM will work to bring you into the story as soon as it makes sense.

Eulogy

When you die, what will the world know of your life? Who will tell your legends?

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

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

GEAR

Your family has a stockpile of gear characters can draw on based on the family's resources, with each character playbook giving that character better quality gear from a particular category. Gear is divided into six broad categories:

- **Armoury:** Blades and bows, guns and grenades.
- **Outfit:** Armour, finery, and environmental protection.
- **Vehicles:** Planes, cars, mounts and other forms of transportation.
- **Followers:** Assistants, bodyguards and scouts.
- **Intel:** Briefings prepared on the places and people of the wasteland.
- **Devices:** The advanced tech of the Before and weird scraps of the Fall, finding new use in your hands.

Your family starts with three gear options chosen from their playbook's list, and as your mood rises and falls you can gain or lose options. When your character takes things from the stockpile, they can augment them according to your Family's surpluses and their character playbook using **Tool Up**.

Tool Up

When you **Zoom In** on a character, they can be equipped with any of their Family'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, or get a new set with 1 quality and an appropriate specialty.
- Get scout's reports worth 1 Data.

Armoury

Weapons from your family stockpile have 1 to 3 tags. As described in **Fiercely Assault**, these tags act as permissions they tell you what circumstances your weapon is effective in, and what the consequences for using it may be.

All families can take weapons with one of these tags:

- **Melee:** Useful against targets within arm's reach.
- **Ranged:** Useful against targets outside arm's reach and out to a few hundred metres.

Potential tags for the weapons you pick up:

- **Area:** Affects a wide area when used, enabling you to take on groups that outnumber you.
- **Aberrant:** Uses something other than kinetic force to hurt your enemies – sound waves, radiation, psionics etc.
- **Brutal:** Devastates its targets and leaves collateral damage.
- **Elegant:** It's flashy in use and can bypass simple defences.
- **Far:** Useful against targets hundreds of metres away but still within line of sight.
- **Hidden:** You can carry this weapon without being seen as a danger.
- **Many:** If you lose or use up the weapon, you have others to hand. Weapons breaking or running out of ammo will generally happen as a result of a GM reaction.
- **Non-lethal:** It incapacitates and won't deal lasting harm.
- **Silent:** The weapon doesn't draw attention to you when used.
- **Unreliable:** Sometimes it gets spectacular results, sometimes it fails spectacularly.

You can add tags to taste; a space-based game might use a **Subsonic** tag for weapons that don't risk de-pressurising spaceships, while a cyberpunk game could add a **Keyed** tag for weapons that only work for a specific person.

Outfit

The wise explorer makes sure to find protection from the elements.

All families can take outfits with one of these tags:

- **Camo:** You blend in with the natural environment; if you stay still you'll be overlooked.
- **Regal:** The outfit's impressive and flashy. Everyone who sees it knows you and your family.
- **Utility:** The outfit is unremarkable and simple, but can be easily repaired.

Potential tags for the outfits you pick up:

- **Comms:** Integrated comms let you send and receive audio, and limited digital data.
- **Hardened:** Negates disadvantage stemming from radiation, hacking, psionics and stranger forces besides. Get +1 Armour when these deal harm to you.
- **Implanted:** The outfit is hooked into your biology and can perform immediate diagnostics. Erase this to heal a single harm level.
- **Mantle:** High-tech defences provide 1 Armour to you and anyone within arm's reach when activated.
- **Mobile:** Grapples, jump-jets, boosted muscles or similar make it much easier to get around wearing this gear.
- **Powered:** Motors in joints remove any encumbrance from the outfit, and let you carry heavy loads indefinitely.
- **Sealed:** Negates disadvantage stemming from a lack of air, ambient infection, poison or corrosion. Get +1 Armour when these deal harm to you.
- **Thermo:** Negates disadvantage stemming from freezing and/or scorching temperatures. Get +1 Armour when these deal harm to you.
- **Tough:** Negates disadvantage stemming from physical impacts – hail, landslide, suppressing fire, etc. Get +1 Armour when these deal harm to you.

Followers

Between a family acting in concert and a character acting alone there's a middle ground: sometimes a character gets help from a few family members or another small band. In these situations, you can treat the helpers as followers.

Followers have two important traits:

- **Quality:** How effective they are when working independently from you. Ranges from +1 for decent help to +3 for prodigious skill.
- **Specialty:** A phrase outlining their talents.

When your character is directly assisted by their followers, they increase the action's breadth or scope.

Friendly scholars can help you research more quickly and comprehensively, but won't help you come to the right conclusions.

When combat-capable followers fight with you, add the area tag to your weapons as they help you to take on a large group.

When followers act unsupervised outside their specialty, the GM should decide how well they do given the established fiction.

When followers act unsupervised within their specialty, use this:

Under Orders

When you send a group of followers to perform a task within their specialty, roll +Quality. On a 10+ they do it, no problem. On a 7-9, it's done but choose one:

- They fell short in one particular aspect.
- There'll be unfortunate consequences.
- It cost them: their Quality drops by 1.

When a group hits Quality 0 they're no longer useful – they may be wounded, exhausted, or no longer interested in helping you.

To restore Quality, give a group of Followers **Professional Care**.

Vehicles

The wasteland is filled with hazards, monsters, and raiders: safe settlements are few and far between. Vehicles can tip the scales of survival, protecting you from the worst excesses of the environment or becoming a fearsome weapon.

Vehicles have three harm boxes:

- Dinged
- Twisted (-1 to all stats)
- Busted (cannot move).

When a vehicle takes damage the driver and passengers may also suffer harm at the GM's discretion, though no more than the vehicle took. A damaged vehicle's environmental protection may be impaired, depending on the fiction. To repair, use the same rules as character healing.

All vehicles have one of these tags:

- **Land/Water/Air/Space:** The vehicle can travel freely in the indicated environment.

Potential tags for the vehicles you pick up:

- **Canopy:** The vehicle protects passengers from the outside environment. Without this, passengers must rely on their own Outfits.
- **Durable:** The vehicle gets another Dinged box.
- **Land/Water/Air/Space:** Get another environment of operation.
- **Med bay:** Characters resting in the vehicle don't need a surplus to get **Professional Care**.
- **Mighty:** Get advantage when you **Forge a Path** or **Fiercely Assault** with the vehicle (melee, brutal).
- **Mount:** It's alive and can follow simple commands.
- **Swift:** Get advantage when you **Defuse** by manoeuvring out of danger.
- **Transport:** The vehicle can hold up to 10 passengers.
- **Turret:** A ranged weapon mounted on the vehicle gains the area tag and can be controlled by the pilot.

Devices

The wasteland's full of strange things remnants of the World Before, and things given eerie new powers by the Fall. As you encounter them, the GM will give you clues to their function, but it's only when you use them that you know what they're truly capable of.

When you use a Device, you trigger the **Unleash Power** move. The results of this in the fiction will be specific to the device in question, but as a rule of thumb they can sub in for one of the other basic moves: a death ray wielded with **Unleash Power** might hurt a foe as effectively as a rifle wielded with **Fiercely Assault**, while a teleporter or **Wasteland Survival** can both get you home. By using a Device, you're effectively trading one set of consequences for another, swapping in the possibility of uncontrolled effects and warping of yourself and the environment.

If you're just making use of the device's ambient effects, you don't need to roll **Unleash Power**. For example, if the GM has described a piece of tech as a strange red stone that ignites organic matter on contact, you don't need to roll to use it to start campfires: it's been established that that's something it'll do of its own accord. An attempt to use it to kill a beast or blow a hole in a wall has a lot more risk, and triggers **Unleash Power**.

You'll most often come across Devices in the field, but you can spend 1 point of your Family's Tech stock to outfit a character with a device when they **Tool Up**. When you do this, describe the device and give one clue to its function; the GM will give you one more clue.

Characters use **Unleash Power** to activate devices; families **Power Up** to boost their efforts.

Resource Deprivation

If you really want to build an atmosphere of scarcity, you can bring in consequences for having no gear options in an asset category:

Armoury: The weapons you use must have the **unreliable** tag, along with **melee** or **ranged**.

Outfit: Your gear has the **rags** tag - they're tattered and can't protect against extreme temperatures, airborne hazards or attack. On the upside, people are likely to dismiss you out of hand.

Example Character Playbook: The Firebrand

People thought the World Before would last forever. They thought its excesses were inevitable and that they were safe in their palaces. The Fall taught us different. Be careful as you build up your walls and raise yourself high – fire is coming.

Creating a Firebrand

Stats

Choose one and add your Family bonus:

- Force +1, Lore -1, Steel 0, Sway +1
- Force 0, Lore 0, Steel 0, Sway +1
- Force 0, Lore -1, Steel +1, Sway +1

Looks

Masculine, feminine, concealed, ambiguous.

Burned face, surly face, angular face, friendly face.

Dead eyes, fiery eyes, passionate eyes, furtive eyes.

Muscular body, bony body, compact body, graceful body.

Backstory

Ask for a volunteer for at least one:

- I respect ____'s concern for others.
- ____ has grown fat on the backs of other's labour.
- ____ can teach me to understand this new world.

Gear

Add 1 Quality to a group of followers when you **Tool Up**.

Role Moves

Trigger one at character creation:

LEADER

Mark when your Family rises up against an oppressor. Say where your forces are waiting in ambush.

AGENT

Mark when you infiltrate a group to bring it down. Say someone who trusts you; GM says one who suspects.

REBEL

Mark when your actions cause suffering to a group you have no quarrel with. Say one group you need to make amends with.

OUTSIDER

Mark when your family betrays your creed. Name a principle; those who break it this age risk ruin.

Firebrand Moves

Choose two:

Anarchist's Cookbook

With a few hours and access to volatile chemicals, you can make 1-stock of explosives. 1-stock is sufficient to:

- Spread fire over a city block-sized area.
- Bring down a structure as big as a house.
- Be used as a weapon with tags ranged, area, brutal.

To do more, ask the GM how much stock it'll take.

Iconoclasts

When you find a dark secret of an authority figure and reveal it to the world, roll **+Sway**. On a 7-9 choose 1, on a 10+ choose 2:

- Their allies stop providing them support.
- Their followers plot revolution.
- Their enemies offer you aid.

Social Stealth

When you blend in with a crowd of a dozen or more, you won't be recognised and will look unremarkable.

Words of Revolution

When you seek out the troubles of the oppressed and disenfranchised, roll **+Sway**. On a hit, you learn one:

- A secret weakness of the authorities.
- How to move through the area quickly and unseen.
- The method the authorities use to maintain their control.

On a 10+ you are given access to a safe house you can use while you're in this area.

The Secret Army

When you spend a few days training rebels in an area you don't have any followers, gain followers of 1 Quality with one specialty: Spying, Rioting, Sabotage or Carrying Messages.

You can spend Tech to boost the follower's Quality, 1-for-1. They won't leave the area, and will go back to their lives once the local authorities have been overthrown.

Inheritance

Get one of your Family's inheritance moves.

Harm Boxes

- Winded
- Fearful
- Feverish (-1 Sway)
- Bleeding (-1 Force)
- Dead

Death Move

Even when you mark your Dead box, your death becomes a rallying point for those who see you as a martyr. Say who they are, and what your death inspires them to do.

Playing the Firebrand

If you need to take down a single creature, pick a Hunter; if you want to face down an army, pick a Sentinel. But if you want to kill a society, pick a Firebrand.

Think about where your skills come from. Are you an ideologue filled with revolutionary fervour, or a skilled manipulator latching on to existing causes and twisting them to your Family's cause? Either way, you should still have some creed, some ideology.

Your moves break down into two strands:

Anarchist's Cookbook and **The Secret Army** let you kick off an armed insurrection with only a few day's preparation, while **Iconoclast** and **Words of Revolution** let you win the hearts and minds of a region's population and cut the ruler's support out from under them. **Social Stealth** assists with either route, letting you avoid personal reprisals as you wage your war from the shadows.

STORY RULES

Legacy's a game that regularly shifts in scale.

From a desperate scavenger grappling with a many-spined thing in a ruined building to an army hundreds strong laying siege to an electricity-shrouded fortress.

From brief words shared between a mother and her child to the new traditions laid down over generations.

Your family's story is found in small moments and in grand epics. In this chapter, you'll find moves to help you navigate these shifts in the narrative and give your story the full range promised by Legacy.

ADDING ADVERSITY

Your world will be full of potential threats and drama, but sometimes you need help putting them all into motion. Use this move when your group wants to add trouble to your game – maybe at the start of a session, or just when you feel a need for new plot threads.

In Want

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

On a 10+ pick one of your Needs. On a 13+, the GM picks another. For each Need selected, the other players pick a 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.

CHANGING SCALE

These moves are here to help you transition between the Family level (miles, weeks and hundreds of people) to the Character level (eyesight, minutes, a handful of people).

You **Zoom In** to start a story with *this* group of people, with set stakes. You **Zoom Out** when you're done with them, and fill in what the other characters did during that time. You can temporarily duck out to the family level to get their assistance without needing to **Zoom Out** and **Zoom In** again, so long as the group's focus remains on this plot thread.

The decision to trigger these moves is taken at the group level: if any player wants to shift the focus, they can suggest it to the group and see if everyone's on board, though normally it'll be the GM guiding their use.

Zoom 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. Other players may create or pick up quick characters to fill out the party.
4. Characters select gear according to their family's assets and the established fiction.
5. Begin play!

The main use of this is to zoom in to the immediate aftermath after a Family move's resolved. Use the move's results to inform the starting situation your characters find themselves in. The family move's effects – good and bad – will still happen, but this allows you to keep the momentum going on a success or try to mitigate the catastrophe on a failure.

Zoom Out

When you move to the Family scale after spending more than a few scenes at the character level, each player whose main character wasn't involved in those scenes picks one:

- They found a new place in their family: change their Role.
- They went scavenging in the wasteland: add 1 Tech to their Family'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 Family or Faction: gain 1 Treaty on them.
- They discovered a new danger: describe it, and say which other Family or Faction it's threatening.

Briefly describe what the Character got up to and then move to the Family level, describing what actions your families are taking.

If you're moving to the Family level after spending time with multiple groups of Characters, only the players who never had an on-screen Character should pick options.

QUICK CHARACTERS

Your Character is the lead family member in the current age, but others can still have a brief time in the spotlight. When you want to play out a character's actions in detail but it doesn't make sense for everyone else's main characters to be involved, you can instead use Quick Characters.

These are supporting characters: they're there to assist the party, flesh out the family and give all players a voice in the fiction. You should keep track of the Quick Characters in your family – if they survive a mission, keep their playbook on hand on index cards, scrap paper or in your file archive so people can just grab them when they re-enter the story.

They still use the Character basic moves and stats, but their playbooks are much simpler:

Quick Character Playbook

Stats:

Split +1, 0, 0, -1 between your stats, and add your family bonus to 1.

Gear:

Take gear according to your Family's assets. Describe a particular accessory that's notable or significant to you.

Looks:

Masculine, feminine, ambiguous, concealed

Face: Trusting, scowling, angular, worried

Eyes: Rebellious, squinting, calculating, wise

Body: Muscular, bony, heavysset, graceful

Name: Ada, Isis, Brigit, Leo, Lux, Cato, Lin, Elijah, Anders, Buffalo, Nemo, Silver.

Sibling, child, cousin, aunt, rival, protegee or peer of the family's main character.

Moves

Inherit a move from your Family, and pick one:

LEADER

When you train a group for a few days, hold 3. When they do what you trained them for, spend hold 1-for-1 to add +1 to their roll result or take any consequences they suffer onto yourself.

When you die, gain 3 more hold. Spend it to give anyone's roll advantage. Each beneficiary says how your memory inspires them.

AGENT

Say a narrow field you're an expert in: scavenging, diplomacy, hunting, etc. *When you use your skills*, reveal a secret about the situation and get fleeting advantage acting on it.

When you die, reveal a shortcut, secret or stratagem that's an alternate path to the party's goal. Add it to the map as if you had triggered **Uncover Secrets**.

REBEL

When you break your family's code, roll **+Steel**. On a hit they have higher priorities than punishing you. On a 10+ get fleeting advantage when you socialise with their rivals or enemies.

When you die, your Family finally respects your outlook. Say a way they change in your honour.

OUTSIDER

You have strange abilities. Pick a stat: you can take 1 harm to roll it with advantage. Describe how side effects twist the area or your body.

When you die, terrible energies plague the area. Those that brave the maelstrom can find a Device on your body.

Harm

- Drained
- Winded
- Hurt (-1 to a stat)
- Mangled (-1 to every stat)
- Dead

MOVING THE CLOCK FORWARD

From its beginnings in the ruins of the Fall to the glittering wonders of the rebuilt future, your Family's story is one that spans Ages. As you move from generation to generation, you'll see Families take radically different forms, great changes sweep the homeland, and whole new nations emerge.

When you feel you've dealt with the threats and opportunities of the current Age, call for the Age to turn. If nobody objects, go ahead and trigger the move. If anyone objects, they get an opportunity to resolve their unfinished business, and then time moves on. In general, Legacy assumes a given age will last between two and five sessions – the idea is to provide snapshots of your family's history.

The group can call for different amounts of time to pass depending on how much change they want to see. A few years is enough to shake things up a little while still allowing you to revisit familiar characters and places, while a century or more gives space to really reinvent the world.

The Age Turns

When years and generations pass by, roll **+Mood**. On a 10+ choose two fortunes and gain 2 Tech. On a 7-9 choose one trial and one fortune and gain 1 Tech. On a miss choose two trials. Then work through the **Updating the Map** section. For **Fortunes** and **Trials**, see the next section.

Note: if an option would take a Family stat above +3, instead gain an appropriate Surplus.

Updating the Map

Each player:

- Gives the broad story of their Family through the Age.
- Changes their Doctrine, Lifestyle, Assets and Tradition options as desired.
- Names a new custom they develop to remember this Age.
- Adds one new threat, opportunity or faction to the map.
- Adds/adjusts map elements to fit the Fortunes and Trials chosen.
- Decides whether to keep their old Character playbook, move their original character to a new playbook, or build a new one from scratch. Then they trigger a role move of their choice.

Consider how technology has improved, and how the fortunes of factions and settlements may have grown and declined. Alter the border between wasteland and homeland to show how dangerous areas have been made safe, or how the danger has corrupted previously safe territory.

Trials:

- Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain Need: Justice.
- Your Family was subsumed or enslaved by another Family, and have only recently managed to break away. Take a move from their playbook, but they get 2-Treaty on you.
- Starvation and poverty forced your Family to try raiding and thieving, and it pissed people off. Gain 3 Surpluses, your choice, but give 2-Treaty to two other Families.
- Something monstrous from out of the wasteland took a particular dislike to your Family and has been hounding them ever since. Say some secret you've learned about it, gain 2 Tech from scavenged parts of it, but take disadvantage on Family moves against it.
- A plague ravaged your Family, and no other Families could help. Afterwards, they promise aid in the future. Gain 3-Treaty split between any Families you wish but take Need: Medicine.
- Your Family 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.
- Your Family 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 Family. 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 Family goes through a golden age, questioning old philosophies and forging new paths. Gain a new Family move but gain Need: Leadership.
- Through marriage and trade, you learn a strength of another Family. Take a move from their playbook, but they get 2-Treaty on you.
- Your Family spends its time brokering deals and making friends. If you erase 2 of your Surpluses by spending them on gifts and trades, you can gain 3-Treaty divided between other Families however you wish.
- Your Family found a hidden vault still intact from the World Before. Say what its true treasure was and gain 2 Tech from initial scavenging. However, decades of delving have left you isolated; gain Need: Trade.
- Your Family finds a windfall, whether through scavenging or by absorbing a smaller family. Gain 3 Surpluses of your choice, but it's left you bloated; gain Need: Morale.
- Your Family builds 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 many Family members to leave, but it was all according to plan. 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.

WONDERS

Sometimes your family will act on a scale even grander than the standard family moves. Making a permanent impact on the world takes a lot of time and effort, but can be well worth it. To do so, you'll be using Wonders.

Each Wonder is a particular project. To construct it, you'll need to look at its five **requirements**: surpluses that must be invested in the project for it to succeed.

Whenever your family has a surplus that matches a requirement, you can immediately invest it. Erase the surplus, mark off that requirement, and describe what your Family does with that surplus to work towards the project's completion.

Your Family may build a Wonder slowly over many Ages, or assemble it in a frenzy of activity over a few months, but they always take enough time to put together that others have a chance to respond.

The invested surpluses remain in the world, and are vulnerable to the actions of other players and the GM's moves. If the fiction would suggest the project has been set back a step, the GM may tell you to erase your mark next to one or more requirements, meaning that you'll have to invest that resource again. All the invested resources are erased if the project is stopped or killed.

As soon as the project is completed, every other Family must roll in the project's specific Trials & Fortunes table. For all intents and purposes, this is a **Turn of Age**, with a new Age starting once it's been resolved.

To determine the roll modifier, answer these:

- Does your family have one or more points of Treaty on the Owner of the Project? If so, take +1; if not, take -1.
- Does your family have one or more surpluses matching the Wonder's Requirements? If so, take +1; if not, take -1.
- Will you erase any Surpluses matching the Wonder's Requirements? If so, take an extra +1 for each Surplus erased. This cannot take your modifier past +3.

On a miss take two Trials, on a 10+ take two Fortunes, and on a 7-9 take a Trial and a Fortune. You choose one of the Fortunes or Trials – the owner picks the second.

The owner of the Wonder doesn't roll anything; they just reap the benefits and shape the narrative outcome of that wonder's completion. For major

Factions, the owner picks a Trial or Fortune of their choice.

Each project leaves behind a monument that creates a continual benefit. These can provide an attractive target for other Families: in the event that another Family takes control of the Project's remnant – via force of arms, social manoeuvring, or deception – it won't provide a bonus to anyone for the remainder of the Age. At the start of the next Age, it will resume providing its benefits to its new owner.

Example Wonder: The Great Network

Your Family managed to pool the greatest minds of your time in an engine of cultural and technological production. Communication flows freely and the salvaged lore of ages past lies at your disposal.

Requirements

Science, Artisans, Progress, Engineering, Trade.

Permanent Bonus

Whoever has authority over the Network gains Surplus: Progress at the beginning of each Age.

Trials

- **Acculturation:** Your Family embraced the Owner's culture in lieu of their own. Adopt the Owner's Lifestyle for the next Age and Transfer Leadership or Motivation. Tell us what aspect of your culture your people lost, the Owner tells us what you embraced of the Great Network's culture.
- **Brain Drain:** The brightest minds of your Family left to join The Great Network. Tell us who left and the Owner tells us what they have achieved. Transfer Knowledge and Leadership to the Owner and gain 1-Treaty on the Owner, as your former kin intercede in your favour.
- **Archaeological Plunder:** Your Family donated (or downright lost) artefacts and relics from the Before to science. Give all your Tech to the Owner, but describe a haunting menace that emerged from their careless research of the past. If you have no Tech to give the menace afflicts your Family instead, as the Owner digs too deep in your domains.
- **Cultural Landslide:** The discoveries of the Great Network put your most basic beliefs in

check. Tell us what belief was questioned and the Owner tells us how this new notion spread across all the Homeland. Lose your Doctrine for the next Age and Transfer Motivation to the Owner.

- **Overspecialization:** With cultural production centred in the Great Network, it was futile to research any innovation. Tell us what tradition your Family held on to above all others, and the Owner tells us of the consequences. Gain a new Family move, but split 4-Treaty as you see fit between the Owner and a Family or Faction of your choice. Those groups provided for what you were lacking during this Age.
- **Dangerous Knowledge:** The Great Network popularised a dangerous new technology or practice with dramatic consequences for your Family. The Owner tells us what it is and you tell us why you were particularly vulnerable to it. You and whoever else the Owner decides gain Need: Safety, Justice or Medicine.
- **Cultural Isolation:** Your Family feared being swallowed whole by the Great Network, and decided that xenophobia was the only possible answer. Tell us what sacrifices were made. You set your Reach to -1 for the next Age and must Hold Together as soon as the next age begins. But you give the Owner nothing.

Fortunes

- **School of Thought:** Your Family's wise ones created a lasting pillar of knowledge. The Owner tells us what concept from the Great Network you embraced and you tell us how you improved it. You gain the Owner's Alliance Move for the next Age and Share Artisans or Safety.
- **Joint Venture:** The brightest minds of your Family joined The Great Network project. Tell us how they made your Family proud, and the Owner tells us why most never returned home. You and the Owner both gain 2-Data.
- **The Great Finding:** The Great Network found a ruin in your lands, full of artefacts and relics from Before. You and the Owner salvage 2-Tech each. Also, name 3 Surpluses that can be found there, and The Owner describes the risks that need to be braved in order to acquire them.
- **Paradigm Shift:** The discoveries of the Great Network validated your most basic beliefs and

aligned them with contemporary lines of thought. Tell us what aspect of your culture was embraced across the Homeland and the Owner tells us how people changed it over time. Any Family who gives you 2-Treaty gains your Doctrine for the next Age in addition to their own. The Owner gets it for free.

- **Research Breakthrough:** The cultural production of the Great Network fuelled your Family's research and innovation. Tell us what tradition they decided to elevate above all others. You gain a new Family move, either from your playbook or the Owner's. Give 2-Treaty to the Owner out of gratitude and respect.
- **Radical Notion:** The Great Network spread social awareness to all levels of your Family. Tell us what changed in your hierarchy. The Owner tells us how it affected their Family as well. Your Character and the Owner's start the next Age with a bonus Envoy move.
- **Cultural Integration:** Your Family embraced change and become an integral part of the broader culture ushered in by the Great Network. Tell us how it changed your Family's essence. Take 1-Treaty on each other Family and Faction and give 2-Treaty to the Owners.

GM RULES

Games working on the Apocalypse Engine are incredibly rewarding to GM: you can flow from scene to scene, from moment to moment as the story demands. You'll spend most of your time in free conversation, unimpeded by restrictive rules, but at key points in the narrative the game's moves narrow down your focus to drive the story towards drama and interesting choices.

Getting the most of this structure needs a certain mindset: you're not writing a script for the players to experience, but gripping the reins of the story your group's telling as it rampages about and shifts direction, and guiding it towards entertaining outcomes.

This chapter contains procedures to help you run this game, as well as advice on how best to use them. There's a hierarchy to the guidelines Legacy gives you as a GM. Here they are from most to least crucial:

- Your Agenda is the core philosophy of running Legacy. Everything you do should serve your Agenda – it's why you're playing.
- Legacy is a conversation. That's why you should bear in mind What To Say.
- Your Principles are how you pursue your Agenda. They're guidelines to keep in the back of your head as you play.
- Reactions are the precise tools you use according to your Principles to pursue your Agenda. When players miss a roll, or everyone's looking to you to see what happens next, make a reaction.

AGENDA

Make the World Seem Real

If the world's not believable, you're going to have problems. Make sure to stay grounded and human even in the most fantastical situations.

Make Their Lives Historic

Everyone's here to make interesting stories. If characters are spinning their wheels, give them choices to sink their teeth into. The character's successes should be momentous and their failures should be infamous – give them every chance to avoid mediocre or petty outcomes.

Play to Find Out What Happens

This is your reward and your goal in running Legacy. There's no pre-planned story, and no assumed future. Just the logical consequences of the players' actions in the world, and the story they create. Avoid getting bogged down in planning – feel free to imagine possible situations and interesting conflicts to bring out, but stay ready to ditch everything in response to the player's choices.

WHAT TO SAY

- What the principles demand.
- What the rules demand.
- What your prep demands.
- What honesty demands.

A key part of running a game well is being fair. You should never attempt to negate a player's unexpected victory by inventing new threats or rewriting old ones, but neither should you change things about to make things easy for them. The characters should live interesting lives, but not effortless ones.

Between sessions you might decide things about how settlements function, what dangers might lurk out there in the wasteland, and how factions will try to act against the player's families. If you've set up a conflict based on this prep, don't pull your punches and reverse it half way through – or add extra challenge to undercut the player's unexpected victory.

Also remember that your prep isn't everything; players will always come up with left-field solutions to the problems they face, and it's important to keep an open mind. When they try something unexpected, consider the situation in the fiction, the rules, and the Principles, and say what makes sense to you.

PRINCIPLES

Create pressures that force evolution

The Fall changed everything, and the survivors are only partially adapted to the world's new state. Show how adaptation has changed them, and attack them with pressures that force them to evolve or perish.

Evoked the past, think to the future

Always look for an opportunity to ground current events in the established past, and consider the impact their actions may have in years to come.

Fill the world with ruins

As you describe the world, fill it with mystery and history. One Family lives in a giant crater; what carved it out, and what was there before? Are those mountains, or ruined skyscrapers?

Begin and end with the fiction

Remember that moves and their effects exist only within the fiction unfolding at the table. When your players make a move, its trigger should colour its results, and its results should be concretely contextualised in the fiction.

Nothing is eternal

The easiest way to make the game dynamic and the events historic is to always be ready to destroy, uproot and mutate the people, factions and settlements in the world. Don't trivialise the player's achievements, but make sure they have to work for their security.

Draw maps, leave blanks

Legacy is grounded in the landscape. Families fight over natural resources and political borders, characters explore mysterious structures, and natural disasters sweep through the wasteland.

A map helps you track all of these and keep everyone on the same page – but remember to leave room for players to add to it through Data spending.

Write histories, and reference them

Legacy is also grounded in history. Keep a record of the significant events of each Age. When you're looking for ideas, consider how past events might cause new troubles.

Name people, know who backs them

Everyone has the potential to be important, and having a name keeps them memorable. As everyone's a member of a family, clan or cult

(however estranged) consider where they could get help once characters start making trouble.

Be a fan of the characters

Like an audience member, you're here to celebrate their victories and mourn for their losses. Put them into interesting situations, but never force them in a particular direction.

Apply consequences elsewhere

Sometimes it's better not to show the players the immediate consequences. Make a note and bring them to light later. Make sure their source is clear when they're revealed, so that it's clear you're not just inventing extra adversity as a power trip.

Ask questions and use the answers

Use questions to focus the group's imagination on specific elements of the world. When you want to highlight someone's day to day life, their motivations, or their history, just ask them. Answers build ties to the world, and give you foundations to build your own ideas on. Try to avoid completely open questions, though: giving a player the authority to declare too much in one sweep might make them feel crushed by the responsibility, or force you to step on their toes if something they suggest is harmful to the tone you all want from the game.

Be flexible with your responsibilities

Sometimes it's more interesting to put decision-making power in someone else's hands. This can be one of the players, giving them the choice of how a situation resolves, or letting them say what's happening when the spotlight moves to them. It can even be one of your characters, letting you make the choice that makes sense according to the characters and world as established.

Make your reactions look natural

When you use a reaction, consider the current story and what you'd like to see the players deal with. Don't give away any kind of meta-textual concern, though: channel your reactions through established parts of the fiction and maintain the illusion that they're a natural consequence of a living, breathing world.

Inform characters, not players

When you give the players information, relay it through their character's senses and inferences. For example: "Jane, Kate sees a cloud of dust on the horizon. You know it's not a sandstorm – looks like at least a dozen vehicles". Doing this instead of just saying "Jane, a convoy of vehicles is coming" adds an opportunity to say something about the character's insight and competence, and makes sure the focus stays on the character's feelings and experiences.

A family is a group of individuals

Even when actions are happening at the family level, you can put actions and reactions within the context of a family member learning information and making choices – either their main character or an incidental character invented for this moment. "Lex, you're the first to see the scouts return. As they unpack they shout up a report – Morrow's Sons are on the move southwards".

REACTIONS

As the GM you're here to manage the pacing of the game, push the players into interesting decisions, and portray the world and its inhabitants. As such you don't make proactive moves so much as reactions. You make reactions in three situations:

- When a player rolls a 6 or lower on a move.
- When everyone's looking to you to find out what happens next.
- When the players offer you up a golden opportunity.

To explain that third point, it's when the fiction so far has established that one thing will follow on as a direct consequence from another. If it's been previously established that stepping on a pressure plate will trigger a bomb, and a player describes their character stepping on the plate, that's a golden opportunity. Less dramatically, it's what happens when a PC makes a faux pas in a foreign court, when they consciously take the last supplies an expedition had, when they do something you want to immediately respond to.

The difference between this and the first two categories is that the GM can actively interrupt a player's narration to give an immediate reaction. The GM should only do this when the trigger has been previously established.

The Strength of a Reaction

When you make a reaction, it can be **hard** or **soft**.

A soft reaction is one that leaves room for the players to react – for example, describing a cache the characters spot on the other side of a chasm (**Offer an Opportunity**) or saying that a mutant raises her spear and charges the Sentinel (**Put Someone in a Spot**). Once you've described the reaction, you ask the players what they do and work through the actions they describe.

A hard reaction is one that cuts straight to the consequences. They tread on a weak roof section and fall a few stories (**Deal Harm as Established**), or they get home and find that their brother's lost their food stocks on a bet (**Erase a Surplus**). Often enough, a threat introduced by a soft reaction can lead to hard reactions down the line if the players overlook it or decide to focus their efforts on other dangers.

Reactions in Detail

Reveal an unwelcome truth

Something about the world is more dangerous than the players thought, or one of their strengths is revealed to be less potent (or reliable) than they were expecting. Use this to add tension to the scene, but not necessarily in a way that demands immediate action.

Put someone in a spot

Force someone into a situation where they must make a decision. You can describe the situation and give them their options, or you can show that their current situation is untenable and let the player decide what decision they make. Use this to bring the scene's tension to boiling point.

Tell them the consequences and ask

If the thing a character's doing may cost them, you can say what the consequences will be and ask if they still want to go through with it. This way you can complicate their life while giving them the power to choose how much they suffer.

Separate them

Stop the players from working together. At the character level, a collapsing ruin might leave two players stranded away from the others; at the family level, a river in flood could divide the homeland and stop families from trading. In

regular tabletop games splitting the party can bring the game grinding to a halt, but the Apocalypse Engine powering Legacy helps you keep the game's spotlight flexible and highlight a character or family's strengths and weaknesses when isolated from the others.

Take away their stuff

The players have interesting gear, helpful followers, useful assets and strategic territory. Don't be afraid to take some of that away through sabotage, thievery or flaws. Make them want to get it back.

Capture them

Put the characters in a situation where their options are severely limited. This could be literal (bound and locked in a cell) or more fleeting (pinned down by gunfire). On the family level you can restrict a caravan's ability to escape an ambush, have an important operative go missing, or trap them in a web of obligations.

Deal harm (as established)

If the fiction says someone should get hurt, hurt them. If someone drives off a cliff, you can harm their vehicle; if a player gets an armoured bug to walk over a mine, you can narrate the bug's death without the player having to roll **Fiercely Assault**. When a player's getting hurt, make sure the Harm's appropriate to the fiction.

Erase a Surplus

Erasing a Surplus is pretty dramatic, and represents great changes in the fiction: losing a mine, a spy network, or your granary. It'll take great effort to rebuild them. If the peril assaulting a family would reduce their capabilities but not cause ongoing issues, it makes sense to remove one of their Surpluses.

Add a Need

In contrast, a Need is something new that's afflicting a family. If a plague starts spreading through their ranks, if they're forced out into the Wasteland, or if they go through a schism, it makes sense to add a Need. A Need lingers and can cause repeated trouble with In Want, so they're best used for ongoing problems in the family.

Turn their move on them

If they were trying to make someone do something, they instead end up promising a service; if they were trying to capture someone, they end up at their mercy; if they're trying to get information, they end up revealing something of themselves.

Give them recourse, solace or comfort

Even the wasteland has moments of beauty, peace and grace. When your characters have gone through the wringer, it can be remarkably effective to take the pressure off and let them relax a little. Even on a 6- you can choose not to inflict misfortune – or even provide unearned rewards.

Offer an opportunity, with or without cost

Show them something they want, and say what they need to do to get it. Sometimes you'll want to put a huge cost on this to force a dilemma on the player; other times you'll make it easy because it's more interesting to see what the player does with it.

Show a remnant of the past, used in new ways

Every part of the world is built on the Before and twisted by the Fall. Even the parts that remained intact may have been made irrelevant by the new world, but they're still potent. Put settlements in the body of a battlemech, peddle mutagens as a recreational drug, show cults who worship data outputs as messages from god.

Show the consequences of past decisions

When you revisit somewhere the players have been before, show how it's changed since we were last there. Demonstrate how their previous actions – both this age and in past ages – have had an impact on this place in expected and unexpected ways.

Show a downside to their playbook

Each playbook has strengths with sometimes inconvenient costs, and weaknesses they'd prefer to ignore. Bring those costs and weaknesses to the forefront – see what an Elder will do without their staff, or show how little the Firebrand has to offer once the regime has been toppled.

Introduce a new locale

If characters stumble onto an interesting new location, or you dramatically shake up the homeland, put it on the map to cement it in player's imaginations.

Highlight a weakness of their family

Think about the weaknesses of their approach: Tyrants rely on their neighbours being weaker than they are, and the Servants need others to recognise their moral authority. By forcing them out of their comfort zone you give them opportunities to find new solutions, grow, and adapt.

Use a reaction from a Faction or Threat

You may have Factions or Threats prepared. Each of those will have their own reactions to activate when the time is right.

After every reaction: "What do you do?"

Make it clear after every reaction that the ball's now in the player's court. Answer any questions they have, but it's their turn now to act.

DANGERS

The Fall smashed the old world into a thousand pieces, and the shattered landscape is full of terrors. If you can overcome them, though, the future awaits.

Dangers are the most direct tools you can use to provide adversity for the characters. They come in four broad categories:

- **Factions** are political forces within the Homeland. Like the player families, they have surpluses, needs and objectives. They could be controlling forces for the players to revolt against, or rebellious insurgents disrupting the homeland's stability.
- **Hazards** are the intrinsic dangers of the Wasteland. From the mundane issues of thirst and disease to strange reality-warping anomalies, they provide flavour to particular regions of the wasteland but are otherwise a passive force.
- **Threats** are individual active dangers – beasts, looters, monsters and more.
- **Fronts** are a set of threats with a common source. As the threats continue to manifest, they increase in power and scope, until the front causes lasting change to the world – unless the players stop it from coming to pass.

Each danger has custom moves that define the ways it makes an impact on the fiction. You use these moves the same way you use your other GM reactions – when someone rolls a 6-, when everyone looks to you to say what happens, and when the players offer you a golden opportunity.

Example Threat: Remnant Beasts

Harm: 2.

"The Light gave us all two arms, two legs, two eyes, one head. Once, every creature was as pure as we are. No longer. Now, the Light gives us fire to purge the many-headed, the skinless and the ravening."

Stories say that during the Fall the night was filled with screams as potent energies lashed the landscape, fusing beasts together or imbuing them with cancerous regeneration. These Remnant beasts and their children still roam the landscape, driven half-mad with pain but holding a cold hunter's instinct within their protean, rippling bodies.

REACTIONS:

- Stalk their target from afar.
- Lunge forward and drag them back.
- Twist into a new adaptation.

The Harm Scale

Dangers often pose a physical risk to characters. Here's how much Harm they might deal out:

- **1 Harm:** Punches, kicks, a savage beating, a swarm of rats.
- **2 Harm:** Improvised weapons, claws and teeth, a pack of mutated dogs.
- **3 Harm:** The best weapons modern artisans can make, a blow from one of the monsters of the Fall.
- **4 Harm:** Artefact weapons from the World Before, having your arm twisted off by a reality warp.
- **5 Harm:** Ground zero at a detonating reactor, being disintegrated, a building falling on you.

Factions

The Homeland teems with life settlements, cults and organisations outside of the control of the players. To spotlight particular groups, write them up as a Faction.

To build a Faction, you first need an overall **concept**. Unused Family playbooks are a good place to look for ideas, as well as the other

settlements and organised threats you defined when you built the world together. Each Faction should have something it's actively pursuing in the world, to ensure they come into contact (and conflict) with the players.

The second step is to create the faction's **Face**. This NPC is a pivotal person in the story of the Faction whether they're its leader, its emissary, or an agitator causing the Faction's current turmoil. Flesh them out and try to make sure they're someone the PCs would be interested in talking to.

Each Faction should have 2-3 **Surpluses** and 2-3 **Needs**, assigned to fit the fiction. Each Surplus represents one of the faction's key strengths. For each Surplus, write an ability the faction has gained from that resource that you can use as a GM reaction. Their Needs, on the other hand, represent the things the Faction is lacking and will be actively searching for. For each Need, say what will happen if the Faction gets it. Finally, Factions have Alliance Moves that give them Treaty points on other Families. You can spend these Treaty points in the same ways player families can: take one of their Surpluses, or get them to back you up, fall into indecision or protect something important.

You should write an Alliance move specific to the ways the Faction can win obligation, prestige or fear from other groups. Here are some examples:

- *The Faction controls a desirable resource or luxury. When they give a gift of it to a player Family, they gain 1-Treaty on them.*
- *The Faction controls territory. When they give a player Family safe passage through it, they gain 1-Treaty on them.*
- *The Faction has cultural power. When they publicly praise a player Family, they gain 1-Treaty on them.*

Example Faction: The Cult of Weathertop

Concept: A cult formed around the constant stream of data received in the ruins of an astronomical facility. The Reverend came from the wastes bearing the cypher for the messages, and to this day he reveals their full content only to the initiated.

Face: The Green Reverend is only partially human. He can be extremely convincing, but his ascension from fringe cult leader to master of the Homeland's most advanced settlement has left a swath of mangled bodies behind.

SURPLUSES (THEIR SOURCES OF STRENGTH):

- **Leadership:** The Reverend's acolytes shun or aggressively push away anyone trying to get them to break ranks or gossip.
- **Defences:** Experimental rifles make the area miles around the observatory lethal.
- **Knowledge:** Reveal a prepared countermeasure to the player's actions.

NEEDS (THEIR AGENDA AND THREATS):

- **Trade:** The Chapter needs resources and raw materials for their mysterious project. Every time they meet this need, the weather of the Homeland changes in one specific way.
- **Medicine:** The project has dangerous side effects, and their population is declining rapidly. If they meet this need and deal with the deleterious side effects, the remaining effects twist and mutate their people.
- **Recruits:** A constant need. Whenever they achieve it, they build a new Surplus and start another scheme for more Recruits or Slaves.

ALLIANCE MOVE

The Cult broadcasts forecasts of the next season's weather free of charge. *When this forecast helps a Family avoid misfortune*, the Cult gains 1-Treaty on them.

Hazards

The Fall has twisted some parts of the world, ruined others, and birthed strange energies that still linger on. These hazards make the wasteland dangerous and unpredictable, and emphasise the value of the security carved out in the Homeland. By defining them you turn the abstract danger of the wasteland into specific areas of concern, and provide an opportunity for players to neutralise a hazard and reclaim some territory from the wasteland.

To make a hazard, start with a concept for it. Is it...

- An insidiously spreading toxic, infectious or psychoactive agent?
- Terrain that shifts and changes unpredictably?
- Non-hostile but erratic vegetable, insectile or artificial life?
- A Hostile Ground unsuitable for human habitation?
- Something else?

Work out if the threat causes direct damage to characters – if so, give it a harm rating. Also give it two or three special GM Reactions to represent

the effects it has on the players and the environment.

Hazards are largely passive, so their reactions should trigger on character actions and represent ways characters can mitigate or exploit the hazard.

Example Hazard: The Nest

A nest of hundreds of small emerald spiders. They will devour anything living that comes near, but not for food; the victim is reconstituted in another nest elsewhere in the wasteland, still alive if somewhat traumatised.

When you offer yourself up to the spiders, roll +Steel. On a hit you reform in another nest much closer to your destination. On a 7–9 choose two:

- The nest you reform at is safe;
- You're physically unchanged;
- There's no lingering hallucinations or arachnophobia.

GM REACTIONS:

- Form a new nest in an unexpected location.
- Vomit up something from elsewhere in the Wasteland.

Fronts

A Front is a group of dangers, whether political, martial, or natural, with a common origin or theme. This could be:

- An organised army sending forth soldiers, raiders, and spies.
- An ecological shift causing knock-on catastrophes in the region's food supply and sending animals rampaging.
- A religious movement undermining the players' Families with taboos on their products and slave revolts.
- Any other grouping of multiple threats with a common theme.

A Front comes with ideas of what it could do absent the player's actions, its potential end result, and characters the players might meet as they deal with it. They're broad threats, designed to help you organise your thoughts on how to challenge the players, and as a reference of what to do when you're short on ideas when you're running the game.

Like Factions, you first need an overall concept of its origins. The world of Legacy is dangerous and impoverished, so dangers might arise from the treacherous new status quo created by the Fall, the

emergence of something unexpected that causes upheaval, or someone resorting to desperate measures to get what they need. It may also help to have a face: as with Factions, they give a focus for the PC's interactions with the threat. As the story of the front develops, feel free to swap in one face for another – a herald of the oncoming horde might be replaced by their warlord, for example.

The next step is to develop the individual Dangers that may be created by the Front; each Front should have 2-3. Think through which outcomes of that root cause would have an impact on the player's Families and be interesting to play through, and focus on those.

A Front is a big enough deal that every player should be able to interact with it. To aid this you should present variation in the problems the Dangers pose: politicians, scientists, warriors and explorers should all have something to do. Where the Danger will be confronted directly by the players, you should give its representatives moves and Harm if applicable. It is through dealing with these Dangers that the players will understand the root cause of the Front, and build a plan to deal with it before the worst comes to pass.

The fourth step is to determine the Front's Fallout – what exactly you see happening if the players cannot stop the front. Once this comes to pass, the Front is over. This should be disastrous, but not game-ending; if a Front comes to pass, it should define the Age and reshape the player's Families without wiping them out entirely or bringing them so low it wouldn't be fun to continue playing them. While a given Front is unlikely to get to the point of inflicting Fallout on the world, having it written down gives you an idea of the stakes that are in play.

Example Fronts:

THE STELLAR AMBITIONS OF MAGISTER ARIKHIV

Magister Arikhiv leads the Order of the Stars, a cult of technologists seeking to escape this world into space. They have found in a crumbling tower a pre-Fall device able to communicate with the satellites floating in high orbit, and are trying to commandeer one and use it as transport. As the satellites were never meant to return to the planet's surface, this will not end well.

Face: Magister Ilsa Arikhiv, an elderly scholar whose greying hair and weathered ebony skin is

normally hidden under a patched environment suit. Her years have seen friends, family members and lovers snatched away by the wasteland, and now she seeks security for her clan in the peace of space. She's a genius with technology, but her grasp of pre-Fall space exploration is shaky at best and her ego will prevent her seeing her mistake until it's too late.

Threats:

- Crops start failing, tides shift and thunderstorms batter the Homeland as Magister Arkhiv tampers with weather control satellites.
- The Order of the Stars starts raiding surrounding families for the supplies and tech they believe they'll need in space.
- The stars start moving in unprecedented ways, causing panic in the astrologers and mystics of surrounding clans.

Fallout: A satellite crashes to earth in a great conflagration, annihilating the Order of the Stars and the surrounding land.

THE WINTER STAMPEDE

Every year the megafauna that stomped the pre-Fall cities flat complete a tour of the Homeland, destroying everything in their path but leaving behind unearthed treasure and fertile land. This year a quake has toppled a mountain in their path and diverted their migration. Even as the first snow falls and your family shelters from the cold, hundreds of tonnes of lumbering beast are thundering towards their settlements.

Face: Nym Carrera. Nym is an outrider of the Engine Hearts, a group of nomads that follow the megafauna on patchwork vehicles to harvest the choicest leavings. Nym was the first to realise the beasts had changed direction, and now they're riding as quick as possible to warn others of the stampede.

Threats:

- Packs of predators are pushed by the oncoming stampede into the players' lands.
- Earthquakes shake the ground, threatening homes and food stores. Refugees warned by Nym arrive asking for shelter and warmth.

Fallout: The stampede carves through the Homeland, leaving hundreds homeless in the bitter winter.

ADVICE ON HACKING THE GAME

BUILDING MOVES

Custom moves help the GM give a particular texture to a situation, ensuring that the conversation is meaningfully different when it's in play. For that reason, they're best used to represent story beats that will come up repeatedly, or will be a dramatic centrepiece for a session. Most of the time these custom moves function like Basic Moves – they're not owned by a particular character, and nobody wastes an opportunity to get a playbook move picking them up.

Once you're set on writing a new move, you have four broad options: direct moves, fortune moves, list moves and hold moves.

Direct Moves

Direct moves are very simple – they don't involve a roll, and they may not even involve choices. Their basic skeleton is:

When [trigger occurs], [outcome occurs].

Here are some examples:

When you enter the flux room, every metal object you carry is pulled to the floor.

When you speak to someone who's bonded to a thoughtworm, choose one: answer their questions honestly, or obviously avoid eye contact.

When you use Rashida's maps, roll with advantage on Wasteland Survival.

Their main function is to codify the outcome of certain situations without taking much time at the table.

Fortune Moves

A dice roll gives fortune moves an increase in complexity over direct moves. Their basic skeleton is:

When [trigger occurs], roll +Stat. On a 10+ [best result], on a 7-9 [OK result], optionally on a 6- [specific awful result].

An alternative skeleton for the result uses:

On a 7+ [positive result], on a 10+ [extra bonus].

Sometimes you'll want to specify what happens on a miss, but most of the time the standard GM moves can cover what happens then.

There are two main classes of fortune moves: active moves, where the Character/Family is attempting something and the roll tells them how well they do it, and reactive moves where something bad is happening to the active party and the roll tells them how badly it goes. Here are two examples:

When you read the future with the sidereal engine, roll +Lore. On a hit, name a particular faction. The GM will tell you what they will do next if you don't interfere. On a 10+ you also see a difficulty your Family will face soon, and they roll with advantage against it.

When you wade through the writhing marsh, roll +Steel. On a 10+ you avoid infestation. On a 7-9 you see a worm boring into you, with time to remove it. On a 6- take 1 Harm now and every day until the worm is removed.

The first is active, and the second is reactive. Reactive moves generally are written with a specific use case in mind, so should usually specify a 6- result.

List and Hold Moves

These move types give you a bit more nuance. A list move gives you a number of options to choose at the point of rolling and can vary the number of options based on the dice roll, while a hold move gives you a pool of points and things to spend them on over a certain time period.

The general skeleton for a list move is either:

When [trigger occurs], choose X:

or

When [trigger occurs], roll +Stat. On a 7-9 choose X, on a 10+ choose Y:

and then a list of options:

- Result 1
- Result 2
- ...

Optionally, a list move with a roll can still allow some choices on a 6-, but this will normally come with a downside.

List moves should be used when the choices are made by the player at the point that the move is triggered. For reactive moves, it's good practice to write the options so they emphasise what happens if they're not taken. Feel free to mix and match **Fortune** and **List** moves by providing a list of bonuses to choose from on a 10+, having a 7-9

present the player with a tough choice that the 10+ avoids, or some other variant.

Hold moves provide the player with a pool of points that they can spend on a list of options within a certain time frame. The player can pick the same option multiple times if they have enough hold; if you want something to only happen once, or only at the point of the roll, try a different move format.

Here's their general skeleton:

When [trigger occurs], [gain X hold]

or

When [trigger occurs], [roll +Stat; on a 10+ gain X hold, on a 7-9 gain Y hold].

Spend hold 1-for-1 within [time period] to:

- Option 1
- Option 2
- ...

Again, it can be written so that a 6- result still gives you hold at a cost.

Spending hold generally allows you to interrupt other's actions, and won't involve a roll to activate the option.

CREATING PLAYBOOKS

Playbooks are a lot more work than a move, but here's the framework we've followed in creating the playbooks in Legacy. The most important piece of advice is to start with a strong concept. It should be broad enough that players can take it in multiple different directions, but narrow enough that all those variants are still recognisably drawing from a common source.

Family Playbooks

Stats

Each playbook offers three options for stats. Each array sums to 1, with no stat going above +2 or below -1. Each stat option also makes a statement about the world, drawing on the themes of the playbook.

In general, options which favour Reach imply that social structures survived the fall mostly intact, or that diplomacy can flourish in the homeland.

Options with high Grasp suggest that this Family has a particular advantage in this new world – either due to being especially well adapted to the

post-Fall landscape, or thanks to holding onto some advantage from the Before.

Options with high Sleight suggest the Family's had to deal with adversity, persecution or rivalry for a long time they've learnt how to keep their heads down or hide their true motions.

Mood always starts at -1, Tech and Data start at 0.

Landmarks

The three categories – the Before, the Fall, and Threats – give players of this playbook an opportunity to make their mark on the world. In general, Before options should place resources in the world for players to exploit, Fall options can create lingering hazards and sources of information on the world, and Threats should give open-ended challenges that this family is particularly well-suited to deal with.

History

The player should always get some points of Treaty on others and give some Treaty away. The amount is variable based on the playbook's theme: those that are likely to help others and trade should have a positive balance, while those that are self-interested or step on other's toes might be better suited with a negative balance. Don't worry about keeping these balanced: an uneven diplomatic landscape encourages action as soon as the game starts. It shouldn't be possible to end up with more than 2 Treaty on another family, or give another family more than 2 Treaty on you, unless they were chosen for multiple options.

Doctrine

Three options that should represent different ways of approaching the playbook's theme. The move that comes with them should be a direct move without a roll. I prefer these to have purely fictional consequences, but if you want to give them mechanical effects I'd limit them to giving the Family advantage on a roll, giving them a Surplus, or giving them points of Tech or Data.

Lifestyle

Three options (Nomadic, Dispersed and Settled), again with a direct move attached.

- Nomadic moves should be about what happens when you leave a place, what happens when you arrive at a place, or give some advantage to the Family's caravan.
- Dispersed moves should emphasise a wide

reach, or a covert advantage in unfamiliar settlements.

- Settled moves should represent social dominance, or access to local resources.

Resources

Your list of five Surpluses should encapsulate the core concerns of the Family; these are the resources that will most effectively boost their actions, or whose lack they will most keenly feel.

For Assets, think of three items for each category that represent different ways the Family could express their core concept. Unless you have a strong reason not to, each gear option should come with two gear tags.

Traditions

List some ways that the Family might be related to each other, might appear, and might be organised. This is a good place to show the breadth you imagine for the Family and spark a player's imagination – the player is free to make up their own populace, style or governance, but the ones you present tell a player what sort of family you had in mind when writing.

Alliance Move

The Alliance Move is the Family's main way of gaining Treaty on other factions. It should be something that would earn the gratitude of other factions, however grudging. If someone could brush off the Family's actions without social fallout, it probably doesn't work as an Alliance Move.

Playbook Moves

This is the real meat of the playbook. You should present five moves, of which two are chosen at character generation. If one is particularly central to the playbook you should make that move mandatory and give them the choice of one other. If you have a mandatory move, it's perfectly fine to have other moves that key off it in some way, adding extra capabilities or changing its uses. 2-3 of the moves should be new capabilities for the family, with rolls only if needed, while the remaining ones can augment the basic moves.

Inheritance

Pick two stats to give a +1 bonus to. For Inheritance moves, imagine a generic member of the family in a crowd scene. What sort of things

might they be good at? What special talents might they draw on? How might the main characters benefit from having this person along?

Remember that quick characters are there to entertain their player and support the main characters without overshadowing them.

Inheritance moves are a great place to put moves that help other characters, provide interesting information about the world, or supplement a family's assets with peculiar creations.

Character Playbooks

Looks

Four options for gender presentation (feel free to change the ones on my playbooks if you can think of ways to improve their representation of the many beautiful facets of humanity), four options for what your face looks like, four options for what your eyes communicate, and four options for your body.

Stats

Present three arrays, each totalling +2 with no stat going above +2 or below -1. If your playbook is focused on a single stat each array should place +2 or +1 stat, while if it's based on two stats neither should be lower than +1 in all arrays.

Backstory

Provide three options, each an interaction the characters have had in the past that will inform their relationship with each other in play. They shouldn't be so negative that the characters wouldn't want to work together afterwards.

Playbook Moves

Five options, of which the player chooses two. I find it works best to have 2-3 complex moves using a roll and/or choices. The rest of the options should augment basic moves by adding new options or switching the stat it uses in a specific situation, or give a reliable ability they don't need to roll for.

Harm

Four boxes, plus Dead. Two of the boxes should come with stat penalties unless the playbook is especially tough, in which case only one should have a penalty. Each box should represent how the playbook reacts to adversity – a frail character

might get terrified or have broken limbs, while a battle-hardened character could get angry or exhausted.

Gear

Pick a particular type of gear the character gets better use out of. Your options are:

- Add a tag to their weapon/outfit.
- Add a tag to their vehicle, or gain a vehicle if the family has none (with land, air, water or space).
- Improve the Quality of their followers by 1, or gain followers of 1 Quality.
- Get a Device (that can't be traded in for Tech).

Feel free to move outside these guidelines if it helps communicate the playbook's story.

Death Move

Something impressive that will provide a fitting coda for the character. It should have a lingering impact on the world or on the surviving characters' lives, and should ensure that once someone's Dead box is checked the scene is then all about their character's last moments.

Roles

Each role should make a dramatic change in the character's relationship with their family, give them a clear mission to work on, and either let the player declare something about the world or provide a tool to help them carry out the mission. Here's some ideas for each role:

When a character becomes a leader, the larger group is looking to them to provide guidance, protection and leadership. This leadership often has a specific end condition, whether that's once you've fulfilled your obligation to the family or once you stop performing your responsibilities.

An agent is defined by their mission. Work out what sort of task they've been sent on, maybe let the player declare some details about the task, and have the GM give some obstacle they'll need to overcome.

Rebels go against the family's orthodoxy, but are still invested in changing it and guiding it to success. They can be a self-appointed leader, trying to reform the family even as it pushes against them. Alternatively, they might be going on a mission like an agent, but the mission is one

the family hasn't signed off on and may very well disapprove of.

Finally, an outsider has thoroughly rejected, or been rejected by the family. Maybe they reveal a greater obligation to another group, maybe they want to turn the family into something completely opposite to its current state, or maybe they've rejected all social ties to go and lurk in the wasteland. Either way, make sure this has a built-in end state so that the character has the option of returning to the fold later on.

CUSTOM WONDERS

As with all other rules in this book, Wonders stem from the fiction, to serve and fuel it. They are tools of narrative control designed to bring profound change to the scenario and history. So, if you want a Wonder of your own, observe your current fiction and consider possible story arcs that could rush by in broad strokes as the Ages turn. Our job is to find tools in the rules to describe these and create the proper fictional impact. With all that said, let's make it clear that these are not firm rules, and more like advice from experience.

Concept

To understand the needs and scope of your Wonder, look for historical examples and extrapolate. Every Wonder published so far was based in at least two historical occasions: Total War obviously drinks from the Second World War, but also from the Great War and even a little from the Crusades. The Great Network may look like the Internet reborn, but there is much of the Islamic Golden Age and the Elizabethan Era in its framework. This ensures the Wonder has the flexibility needed to fit into Legacy's wide range of potential settings, and that there's plenty of variety in its outcomes.

Believe me when I tell you that Wonders are no frill or accessory to the game, but a necessity! Some works and deeds are simply too complex to fit in a single Family, or a single move. Their consequences too wide and deep for a mere roll. When you write your own Wonder, embrace change boldly.

Requirements

Ask yourself what would be essential - not simply good or convenient, essential! - to start such change. These are your Wonder's requirements.

The Family that seems perfectly fit to build the Wonder can provide you good clues, though make sure not to tailor it completely towards them. It's important that other Families are able to join the race for completion of the Wonder. It should also be clear how others can detect and sabotage the project. Wonders deliver a lot of narrative control to the Owner, often at the expense of others, so it stirs competition and drama. Choosing the Requirements well is essential to keep things balanced and fair.

We've mainly opted for Surpluses as the main source of investment, but caches of Treaties, Data and Tech are also great choices. Conditional actions work well too, as they provide some room for chance and adventure in the wonder's conclusion. As such, we recommend they be tied to Character actions. The stakes for these should be clear, and failure sharply felt.

Keep to the limit of five Requirements, unless you want a somewhat simpler Wonder. If you want to make it harder, just tweak Requirements to be Surpluses not listed in the Families' starting Resources. No more simply spending Treaties to get it! Another way to build difficulty is to set a time limit (e.g. must be completed within one Age of starting), or set a specific order Requirements must be invested in.

Trials and Fortunes

First of all, determine the nature of the Wonder. Is it a quest for a Family, a joint venture, or a common good project?

If it's a single Family effort, know that Trials will somehow benefit the Owner, even if only with narrative, not mechanical, benefits. Fortunes in this case benefit both the affected Families and the Owner. Also, consider making the Permanent Bonus something that can be Claimed by Force, as the Owner will already reap more than enough benefits to justify the investment. Total War is definitely a good example.

A common good Wonder falls in the other end of the competition spectrum – everyone wants it to succeed. Its construction can be debated, and Families & Factions can be convinced to exchange Treaties and hunt down or share Requirement Surpluses so that everyone does well on the Wonder Fortunes and Trials roll. Fortunes tend to create permanent elements that everyone can benefit from and Trials tend to harm everyone, juggling resources around or simply bringing troubles for the Homeland at large. The baseline

here is that no one wants anyone to fail their Wonder roll. Meanwhile the Permanent Bonus should have a minor but ongoing impact, reminding everyone who they have to thank for their shared fortune. The Energy Revolution is a good example of this type of Wonder.

A joint-venture Wonder lies somewhere in between, granting large but ephemeral benefits for everyone who achieve Fortunes. On Trials it should penalize only the failing Family and reward only the Owner. These Wonders should be the ones that rely on Characters' actions, to encourage party involvement. Age of Exploration was built very much in those lines. And as seen there, the Permanent Bonus should benefit everyone involved and, if possible, make life harder for those who opposed or ignored the Wonder.

As for the individual Trials and Fortunes, try to aim for 6 to 7 of each so that there's plenty of variety between Families' results. Next, think of the scope of your actions. Large impact over a short period of time? Or a massive change that slowly sinks in? Extra Surpluses come and go, as do Treaties. New Family and Character moves should last only one Age or at least be somehow costly simply because they increase the game complexity, and you might want to control their pace. On the other hand, changes in the Homeland, new Factions and structures might last until the endgame. Either way, Wonders mark the brightest and darkest moments of your timeline.

Game Pacing

Legacy's default mode of play is to spend several sessions (2-8) in one time period, then advance time by a few generations and create new characters. If you want to do things a bit differently, here are some easy hacks:

- **A shorter timeskip:** Move ahead by only a few years or decades – enough to bring change to the setting, but not enough that things are radically different. This may need you to alter results from The Ages Turn to make sure things make sense.
- **Unaging Characters:** While your families grow and change over the Ages, some mechanism (a relic of the World Before, or something intrinsic to your characters) ensures that they survive from Age to Age. This is easy to justify with a Remnant, Machine or Promethean, making them a good choice if one player in the group doesn't want to treat characters as disposable.

- **No Timeskip:** While there's a lot of subsystems that won't kick in if your entire game stays focused on one time period, it's still possible. If you want to do this, I'd recommend that a different method of Family advancement is used potentially using the entries of The Ages Turn as individual moves to gain advances by fulfilling certain conditions.
- **Vignette:** The opposite style to the above, in Vignette play each Age only takes one session. If you're trying this method, make sure to frame each age as you create it such that it has an obvious conflict with aspects that interest every family, so that you can dive straight into the game.

Changing Advancement

If you're changing the pace of the game, you may also wish to change how character advancement works. Especially if you're spending dozens of sessions with the same group of characters, cycling through roles will quickly leave you with no advancements left to take. If you find yourself in this situation, here's some suggestions:

- **Slow down advancement:** When you change a role, you gain 1 XP instead of advancing a stat or gaining a move. Once you hit a set number of XP, you gain an advance.
- **Move between playbooks:** When a timeskip happens, take this opportunity to move your character from one playbook to another – a young Hunter becomes an adult Envoy, and then a grizzled Sentinel. When you transition you still gain a relic from the old playbook, giving you a degree of access to your younger self's moves.
- **Add more advancements:** Instead of retiring after you've marked all roles, maybe clear them out and let the player go round again. I'd advise against letting anyone have a stat higher than +3, as the dice mechanics break down once someone's guaranteed to roll 7 or higher. If a player runs out of moves to pick, maybe let them pick moves from other character's playbooks or gain an extra benefit – fancy devices, a gang of specialist followers, narrative authority over a particular part of the setting, or something similar.