

GL♻️W in the DARK

Vanessa Four Short hair, short dresses

Name Look

Escaped from The Domed City

Background: Fallout Shelter - Space Pod - Cryo Lost City - Amnesia - Web Of Lies

Taboo: Barbarism - Cannibalism - Murder - Oathbreaking - Slavery - Squandering
Torture - Withholding Aid

Vice: How Do You Deal? Denial - Duty Faith - Gambling - Luxury - Pleasure - Stupor

Stress Trauma Cold - Sickened - Obsessed - Paranoid
0 0 0 | 0 0 0 | 0 0 0 0 0 0 Reckless - Soft - Unstable - Vicious

Harm		Supplies
3	Need Help	Stash
2	-1d	Bodytank
1	Less Effect	

0 Armor 0 +Heavy 0 +Special Recovery



Planning

Choose a **plan**. Provide the **detail**.
Assault: Point of attack.
Deception: Method.
Stealth: Entry point.
Social: Social connection.
Transport: Locations/route.

Gather Information

What do they intend to do? - How can I get them to X? -
What are they really feeling? - What should I be worried
about? - Where's the weakness here? - How can I find X? -
What's really going on here? - Ask about a **detail** for a
plan.

Leftover

Only you can see how far
the world has fallen

0 **History Buff**: When you bring your pre-war knowledge to bear when you **read** a situation, you get **+1d**. Rolls made to **gather info** about locations, people, or items from the World That Was have **+1 effect**.

Trusted User: You know the Words of Passing and the Maidens' Names. Pre-war security systems, robots, and AI **do not consider you hostile** unless you attack first. You get **+1d** to interact with these systems.

0 **Wrong Guy, Wrong Place, Wrong Time**: You may expend your **special armor** to resist consequences from a desperate roll, or to **push yourself** in a desperate situation.

0 **Pearly Whites**: You've got all your teeth! Gain **+1d** in situations where your appearance would be an advantage.

0 **Listen Up You Primitive Screwheads**: When you lead a cohort in combat, they're not taken out by level 3 harm. They gain **+1 effect** and **1 armor**.

0 **Future Shock**: Power armor is like a second skin to you. When you wear a bodytank, choose an additional **edge** or mitigate one **flaw**. You may take this a second time to gain both benefits.

0 **Line in the Sand**: You gain an additional **xp trigger**: *You suffered for doing the right thing*. If your tribe also suffered for your quaint adherence to ancient morals, also mark tribe xp.

0 **Doomed to Repeat It**: You gain an additional **xp trigger**: *You worked toward making the wasteland more like Before*. If your tribe helped you in your quest to rebuild society, also mark tribe xp.

0 **Veteran**: Choose a special ability from another source.

Old Friends	Items (Italics don't count for load)
△▽ Don, a mutant	0 Fine energy weapon
△▼ JL-B8, a replicant	0 <i>Fine hand terminal</i>
△▽ DeShields, a marauder	0 Medical kit
▲▽ Nine Cat Nine, a radio voice	0 Motion tracker
△▽ Frog, a driver	0 Rad suit
	0-O-O Bodytank

Mark XP: Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute.
You addressed a challenge with pre-war knowledge or tech.
You expressed your beliefs or background.
Your traumas, vice, or taboo caused a problem.

Insight	
● 0 0 0 Hack	
○ 0 0 0 Hunt	
● 0 0 0 Read	
● 0 0 0 Scrounge	

Prowess	
● 0 0 0 Finesse	
○ 0 0 0 Prowl	
● 0 0 0 Raid	
○ 0 0 0 Wreck	

Resolve	
○ 0 0 0 Barter	
● 0 0 0 Boss	
○ 0 0 0 Sway	
● 0 0 0 Trek	

Bonus Die +1d

Push Yourself: Pay 2 stress
OR
Accept a **Devil's Bargain**

Teamwork

Assist another character.
Pay 1 stress, give bonus die.

Lead a **group action**.
Use best result, leader takes stress for fails.

Protect a teammate.
You make the resistance roll.

Set up another character.
Take action, adjust position.

Load light 3; medium 5; heavy 6+

0 *Primitive Weapon*
0 +Big 0 0 +More
0 Ballistic Weapon
0 +Big 0 0 +More
0 Exotic Weapon
0 0 Ammo
0 Molotov 0 Frag
0 Armor 0-O +Heavy
0 Toolkit
0 Radio
0-O Climbing Gear
0-O Camping Gear
0 _____
0 _____