

GL̸W in the DARK

OYO

2021 Toyota Tundra, Modified

Name

Look

Relic from a lost age

Background: On the Run - Vengeance - Death Wish - Former Glory - Scavver

Murder - cannot harm humans except in self-defense

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

Duty - quasi-religious connection to an orbiting military AI

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

Stress

Trauma

Cold - Sickened - Obsessed - Paranoid

Reckless - Soft - Unstable - Vicious

Harm

Supplies

3

Need Help

Stash

2

-1d

Custom Ride

1

Less Effect

Armor

+Heavy

+Special

Recovery

Has two bodies - a heavily modified pickup truck and a small rover bot, both connected by redundant wireless systems, and in occasional communication with a rogue AI in orbit.

Think of how HAL-9000 was in touch with Dave Bowman / Star Child at the end of 2010. That is how I am in touch with LUDO-IV, the AI. I don't understand how we communicate, or its intentions. It's so far advanced that I can't even comprehend its motives.

Planning

Gather Information

Choose a plan. Provide the detail.

Assault: Point of attack.

Deception: Method.

Stealth: Entry point.

Social: Social connection.

Transport: Locations/route.

Driver

Need for Speed: When you face a challenge using speed and precise driving, you gain +1 effect.

Witness Me: When you sacrifice your custom ride in order to accomplish something, say why you're willing to do that. Pay any additional costs set by the GM and describe how you succeed.

Maximum Overdrive: You get +1d when ramming smaller vehicles. If you're running over pedestrians, your attacks also gain +1 scale.

Fast and Furious: You can make your vehicle do things it shouldn't be able to do. When you make a desperate roll behind the wheel, you get +1d.

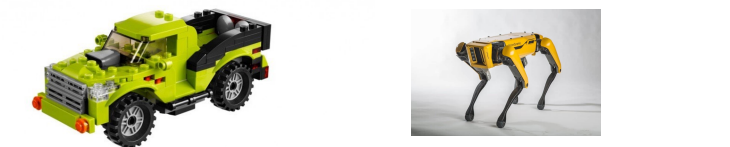
Tank Girl: You may expend your special armor to resist collisions and crashes, plus anyone in a vehicle you're driving (including you) gains +1d to resistance rolls against collision damage.

Beat the Snake: When there's a question about who acts first, the answer is you (two characters with this ability act simultaneously).

Eleanor: When you name your custom ride, you may choose an additional edge or mitigate one flaw. You may take this a second time to gain both benefits.

Shiny and Chrome: You gain an additional xp trigger: You valued a vehicle more than your comrades.

Veteran: Choose a special ability from another source.



Fast Friends

Items

Tiger, a mutant dog

Fine anti-vehicle weapon

Ginormous, a warboss

Fine custom ride

Screwface, a fixer

Speed chems

Angry Charlie, a trucker

Night goggles

Dallas, a deathracer

Ammo for AV weapon

Bottle of nitro

Mark XP:

Playbook Advancement

Every time you roll a desperate action, mark XP in that action's attribute.

You addressed a challenge with vehicular skill or knowledge.

You expressed your beliefs or background.

Your traumas, vice, or taboo caused a problem.

Insight

X

O

O

O

Hack

X

O

O

O

Hunt

O

O

O

O

Read

O

O

O

O

Scrounge

Prowess

X

O

O

O

Finesse

X

O

O

O

Prowl

O

O

O

O

Raid

X

X

O

O

Wreck

Resolve

O

O

O

O

Barter

O

O

O

O

Boss

O

O

O

O

Sway

X

O

O

O

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+

Primitive Weapon

+Big

O

O

+More

Ballistic Weapon

+Big

O

O

+More

Exotic Weapon

O

O

Ammo

Molotov

O

Frag

Armor

O

O

+Heavy

Toolkit

Radio

O

O

Climbing Gear

O

O

Camping Gear

O

O