

GL̸W in the DARK

Alabama Morrison

Spiky hair, looks like Sting in Dune

NameLook

Family was captured by rival faction; escaped 5 years later

Background: Escaped - Web of Lies - Urchins - Former Glory - Educated - Vendetta

Survived “the lean times” without resorting to cannibalism

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

Unwinds via carnal pleasures

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

Stress	Trauma	Cold - Sickened - Obsessed - Paranoid
000 000 000	0000	Reckless - Soft - Unstable - Vicious

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

☐ Armor ☐ +Heavy ☐ +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.

Shark

You never break a deal
You just bend it until you get
what you want

☐ **Everybody's Buddy:** Pay 2 **stress** to reveal an old friend or contact. This can be done on a run or during downtime.

☐ **Trust Me:** You seem trustworthy - until you're not. When you lie to someone you haven't yet lied to, you get **+1d**.

☒ **Takes One to Know One:** You can always tell when someone is **lying** to you.

☐ **Hoarder:** What your friends don't know can't hurt them. At the end of each downtime phase, you earn **+2 stash**.

☐ **Let's You and Him Fight:** You get **+1d** when you participate in a group **raid** action or when you take a **setup** action that leads to violence for someone else.

☐ **Connected:** During downtime, you get **+1 result level** when you **acquire** an **asset** or **reduce friction**.

☐ **Silver Tongue:** You may expend your **special armor** to resist consequences from suspicion or persuasion, or to **push yourself** for deception or negotiation.

☐ **The Radscorpion and the Frog:** You gain an additional **xp trigger**: *You exploited an ally for your own benefit.*

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

Sly Friends	Items (Italics don't count for load)
<input type="checkbox"/> Leo, a mutant	<input type="radio"/> Fine pre-war booze
<input type="checkbox"/> Ay Steev, a killer	<input type="radio"/> <i>Fine lockpicks</i>
<input checked="" type="checkbox"/> Buddy, a mariachi	<input type="radio"/> <i>Party drugs</i>
<input type="checkbox"/> Elvis, a monarch	<input type="radio"/> <i>Concealable derringer</i>
<input type="checkbox"/> Chevy, a trader	<input type="radio"/> <i>Pepper spray</i>
	<input type="radio"/> Impressive but useless trinkets

Mark XP: **Playbook Advancement**

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

You addressed a challenge with deception or negotiation.

You expressed your beliefs or background.

Your traumas, vice, or taboo caused a problem.

Insight	
<input type="radio"/> Hack	
<input type="radio"/> Hunt	
<input type="radio"/> Read	
<input checked="" type="radio"/> Scrounge	
Prowess	
<input checked="" type="radio"/> Finesse	
<input type="radio"/> Prowl	
<input type="radio"/> Raid	
<input type="radio"/> Wreck	
Resolve	
<input checked="" type="radio"/> Barter	
<input type="radio"/> Boss	
<input checked="" type="radio"/> Sway	
<input checked="" type="radio"/> 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+
<input type="radio"/> Primitive Weapon	
<input type="radio"/> +Big <input type="radio"/> +More	
<input type="radio"/> Ballistic Weapon	
<input type="radio"/> +Big <input type="radio"/> +More	
<input type="radio"/> Exotic Weapon	
<input type="radio"/> O Ammo	
<input type="radio"/> Molotov <input type="radio"/> Frag	
<input type="radio"/> O Armor <input type="radio"/> O +Heavy	
<input type="radio"/> Toolkit	
<input type="radio"/> Radio	
<input type="radio"/> O-O Climbing Gear	
<input type="radio"/> O-O Camping Gear	
<input type="radio"/> _____	
<input type="radio"/> _____	