

GL̸W in the DARK

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| 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

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

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| Harm | Supplies |
| 3 | Need Help |

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|---|-----|
| 2 | -1d |
|---|-----|

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| 1 | Less Effect |
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|---------|----------|------------|----------|
| 0 Armor | 0 +Heavy | 0 +Special | Recovery |
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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.

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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**.

Driver

Nerves of steel
Master of the wheel

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

O **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.

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

O **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**.

O **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.

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

O O **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.

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

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



| Fast Friends | Items (Italics don't count for load) |
|-----------------------------|--------------------------------------|
| △▽ Tiger, a mutant dog | O-O Fine anti-vehicle weapon |
| △▼ Ginormous, a warboss | O <i>Fine custom ride</i> |
| △▽ Screwface, a fixer | O <i>Speed chems</i> |
| △▽ Angry Charlie, a trucker | O Night goggles |
| ▲▽ Dallas, a deathracer | O O Ammo for AV weapon |
| | O 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.

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| Insight | 00000000 |
| X | 0000 Hack |
| X | 0000 Hunt |
| 0 | 0000 Read |
| 0 | 0000 Scrounge |

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|---------|--------------|
| Prowess | 00000000 |
| X | 0000 Finesse |
| X | 0000 Prowl |
| 0 | 0000 Raid |
| X | X000 Wreck |

| | |
|---------|-------------|
| Resolve | 00000000 |
| 0 | 0000 Barter |
| 0 | 0000 Boss |
| 0 | 0000 Sway |
| X | 0000 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.

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|--------------------|-----------------------------|
| Load | light 3; medium 5; heavy 6+ |
| 0 | <i>Primitive Weapon</i> |
| 0 +Big | 0 O +More |
| 0 Ballistic Weapon | |
| 0 +Big | 0 O +More |
| 0 Exotic Weapon | |
| 0 O Ammo | |
| 0 Molotov | 0 Frag |
| 0 Armor | 0-O +Heavy |
| 0 Toolkit | |
| 0 Radio | |
| 0-O Climbing Gear | |
| 0-O Camping Gear | |
| 0 | ----- |
| 0 | ----- |