

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.*

000 **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 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☐ Hack

☐ Hunt

☐ Read

☒ Scrounge

Prowess ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☒ Finesse

☐ Prowl

☐ Raid

☐ Wreck

Resolve ☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☒ Barter

☐ Boss

☒ Sway

☒ 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 ☐ +More

☐ Ballistic Weapon

☐ +Big ☐ +More

☐ Exotic Weapon

☐ Ammo

☐ Molotov ☐ Frag

☐ Armor ☐ +Heavy

☐ Toolkit

☐ Radio

☐ Climbing Gear

☐ Camping Gear

☐ _____

☐ _____