# GL\*W in the DARK

## OYO

Name

# 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

Look

## 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
000000000	0000	Reckless - Soft - Unstable - Vicious

Harm				
3			Need Help	
2			-1d	
1			Less Effect	
O Armor	○ +Heavy	O +Special		

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 roque 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.

Custom Ride Weak O Impaired O Broken 0 mor A sourced-up car, bike, light truck SUV, budgy, or similar. Edges (pick one or two) rmed - fast armored nimble - simp - stur Flaws (equal to ки cramped- fini fraaile -

2021 Toyota Tundra, Modified

Supplies

Stash

specialize - thirstu How I'd You Get It? vaged - loaned - stole Driver

gain both benefits.

Fast Friends

 $\Delta \nabla$  Tiger, a mutant dog

 $\Delta \nabla$ Screwface, a fixer

∧▼ Ginormous, a warboss

Angry Charlie, a trucker

▲ ¬ Dallas, a deathracer

drivina, uou aain +1 effect.

Insight Nerves of steel X 0 0 0 Hack Master of the wheel X 000 Hunt O **Need for Speed:** When you face a challenge using speed and precise 0 0 0 0 **Read** 0 0 0 0 Scrounge O Witness Me: When you sacrifice your custom ride in order to Prowess accomplish something, say why you're willing to do that. Pay any additional X 000 Finesse costs set bu the GM and describe how you succeed. X 000 Prowl 0 0 0 Raid Ο X Maximum Overdrive: You get +1d when ramming smaller vehicles. If X X O Wreck you're running over pedestrians, your attacks also gain +1 scale. Resolve O Fast and Furious: You can make your vehicle do things it shouldn't be 0 0 0 0 Barter able to do. When you make a desperate roll behind the wheel, you get +1d. 0 0 0 0 **Boss** 0 0 0 0 Swau O Tank Girl: You may expend your special armor to resist collisions and crashes, plus anyone in a vehicle you're driving (including you) agins +1d to **X** 000 Trek resistance rolls against collision damage. Bonus Die +1d O Beat the Snake: When there's a question about who acts first, the Push Yourself: Pay 2 stress answer is you (two characters with this ability act simultaneously). OR Accept a Devil's Bargain 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 Teamwork Assist another character. Pay 1 stress, give bonus die. O Shiny and Chrome: You gain an additional xp trigger: You valued a Lead a group action. Use best result, leader takes 000 Veteran: Choose a special ability from another source.



vehicle more than your comrades.



Items (italics don't count for load) O-O Fine anti-vehicle weapon

- O Fine custom ride O Speed chems
- O Night goggles O O Ammo for AV weapon
- O Bottle of nitro



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.

# 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+ O Primitive Weapon

O +Big O O +More O Ballistic Weapon O +Big O O +More O Exotic Weapon O O Ammo O Molotov O Frag O Armor O-O +Heavy O Toolkit O Radio 0-0 Climbing Gear O-O Camping Gear 0\_\_\_\_\_ 0 \_\_\_\_\_

#### 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.