

# GL♣W in the DARK

Vanessa Four

Short hair, short dresses

Name

Look

Escaped from The Domed City

Background: Fallout Shelter - Space Pod - Cryo **Lost City** - Amnesia - Web Of Lies

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

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

Stress

0 0 0 | 0 0 0 | 0 0 0

Trauma

0 0 0 0

Cold - Sickened - Obsessed - Paranoid

Reckless - Soft - Unstable - Vicious

Harm

3

Need Help

Supplies

1

1

1

1

2

-1d

Stash

Bodytank

1 Sprained ankle

Prowess

Less Effect

Bodytank

0 Damaged

0 Breached

0 Armor

0 Armor

0 +Heavy

0 +Special

Recovery

Edges (pick one or two)

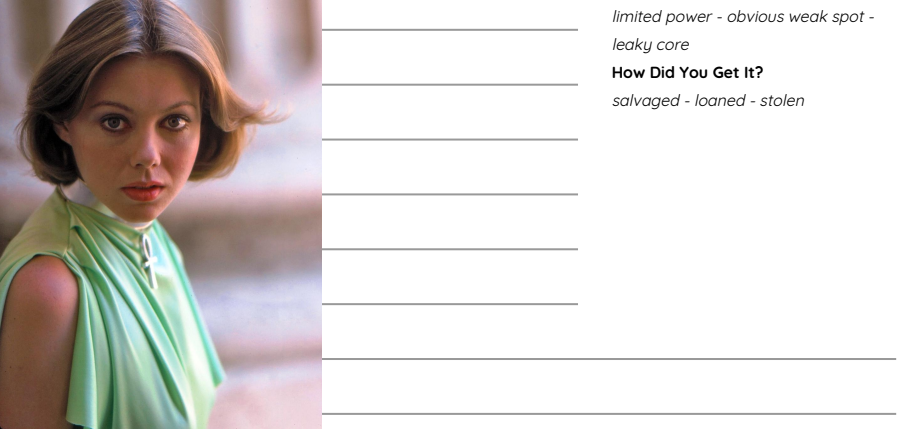
armed - fast - plated - strong

Flaws (equal to edges)

limited power - obvious weak spot - leaky core

How Did You Get It?

salvaged - loaned - stolen



## 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**.

# Leftover

Only you can see how far  
the world has fallen

0 **History Buff:** When you bring your pre-war knowledge to bear when you **read** a situation, you get **+1d**. Rolls made to **gather info** about locations, people, or items from the World That Was have **+1 effect**.

**✗ Trusted User:** You know the Words of Passing and the Maidens' Names. Pre-war security systems, robots, and AI **do not consider you hostile** unless you attack first. You get **+1d** to interact with these systems.

0 **Wrong Guy, Wrong Place, Wrong Time:** You may expend your **special armor** to resist consequences from a desperate roll, or to **push yourself** in a desperate situation.

0 **Pearly Whites:** You've got all your teeth! Gain **+1d** in situations where your appearance would be an advantage.

0 **Listen Up You Primitive Screwheads:** When you lead a cohort in combat, they're not taken out by level 3 harm. They gain **+1 effect** and **1 armor**.

0 0 **Future Shock:** Power armor is like a second skin to you. When you wear a bodytank, choose an additional **edge** or mitigate one **flaw**. You may take this a second time to gain both benefits.

0 **Line in the Sand:** You gain an additional **xp trigger**: *You suffered for doing the right thing.* If your tribe also suffered for your quaint adherence to ancient morals, also mark tribe xp.

0 **Doomed to Repeat It:** You gain an additional **xp trigger**: *You worked toward making the wasteland more like Before.* If your tribe helped you in your quest to rebuild society, also mark tribe xp.

0 0 0 **Veteran:** Choose a special ability from another source.

Old Friends	Items (Italics don't count for load)
△▽ Don, a mutant	0 Fine energy weapon
△▼ JL-B8, a replicant	0 <i>Fine hand terminal</i>
△▽ DeShields, a marauder	0 Medical kit
▲▽ Nine Cat Nine, a radio voice	0 Motion tracker
△▽ Frog, a driver	0 Rad suit
	0-O-O Bodytank

Mark XP:

Playbook Advancement

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

You addressed a challenge with pre-war knowledge or tech.

You expressed your beliefs or background.

Your traumas, vice, or taboo caused a problem.

Insight

0 0 0 0 Hack

0 0 0 0 Hunt

0 0 0 0 Read

0 0 0 0 Scrounge

Prowess

0 0 0 0 Finesse

0 0 0 0 Prowl

0 0 0 0 Raid

0 0 0 0 Wreck

Resolve

0 0 0 0 Barter

0 0 0 0 Boss

0 0 0 0 Sway

0 0 0 0 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+

0 Primitive Weapon

0 +Big 0 0 +More

0 Ballistic Weapon

0 +Big 0 0 +More

0 Exotic Weapon

0 0 Ammo

0 Molotov 0 Frag

0 Armor 0-O +Heavy

0 Toolkit

0 Radio

0-O Climbing Gear

0-O Camping Gear

0 \_\_\_\_\_

0 \_\_\_\_\_