ACTIVATE FORGOTTEN LORE

When you **try to use an incantation or gadget of the World Before**, say what you expect it to do and roll +Lore. On a hit, it does what you expect it to do, but choose one:

- It'll only last a short time, and you'll need to act quickly to take advantage of it.
- It sets a long-forgotten working in motion, with risky ramifications.
- It won't work again until you've spent some time in peace studying it.

On a 10+, a flash of insight also shows you this fragment's place in the World Before, giving you context, wisdom or clues to greater power.

CALL FOR AID

When you **fail to succeed as well as you've liked**, say what another character in close proximity can do to help out. If they can successfully do it, you can increase your result by one category – 6- becomes 7- 9, 7-9 becomes 10+.

DEFUSE

When you **try to mitigate a dangerous situation** with...

- Intimidation or physical exertion, roll +Force
- Fast talking or misdirection, roll +Sway
- Endurance or quick action, roll +Steel
- Improvised technology or remembered information, roll +Lore

On a 10+ the situation is safe unless dramatically disrupted.

On a 7-9, you've bought some time, but choose one:

- The GM will demand something from you in order to secure safety.
- It's only a temporary reprieve, and the danger will soon return.
- You've deflected the danger onto someone/something else rather than dealing with it entirely.

FIERCELY ASSAULT

When you **use violence to hurt, capture or drive off your enemies,** roll +Force. On a hit, you've achieved your goal – they're wounded, bound or fleeing. On a 7-9, choose one from your list and the GM chooses two from theirs. On a 10+, choose two from your list and the GM chooses one from theirs.

Character list:

- You scavenge something valuable from the aftermath - gain +1 Tech.
- You glean some useful information from your foes.
- Your avenue of escape is clear.
- You inflict savage, terrifying harm, frightening and dismaying your foes.

GM list:

- Something or someone important to you is harmed.
- Others will come after you.
- You take Harm appropriate to the enemy.
- The situation is destabilised and chaos will soon follow.

FORGE A TREATY

When you **strike a deal with someone,** roll +Sway. On a hit, they'll do it, and in good faith. On a 10+ choose one:

- The deal will last until the end of the next Age.
- They spread good word of mouth; gain 1-Treaty on their family.
- They give you good advice, an interesting rumour or a dire warning; get +1 ongoing when you act on it.

JURY-RIGGING

When you **rig up advanced technology** to augment your efforts, erase 1 Tech for each gadget used and get +1 to your move. For each Tech you spend, tell us what it is and what it tells you about the World Before.

SHAKE IT OFF

When you **take a few moments to shake off your injuries,** roll +Harm checked. No matter what the outcome, heal a Harm slot. On a 13+, choose one:

- You're permanently weakened. Choose a slot to have a permanent (if reduced) effect – it can never be healed.
- The healing is a rush-job, liable to rupture at a moment's notice. Until you get some proper R&R, any time you receive Harm, take +1 Harm.
- You'll feel this one for a long time. Rewrite any superficial Harm slot – not necessarily one that's currently filled – and give it a stat penalty.

On a 10-12, choose one:

- You're mostly fixed up, but you'll be in and out of consciousness for the next 24 hours.
- You'll keep feeling the effects of the wound you healed until you get some R&R.
- While you were pulling yourself together someone took advantage of the distraction.

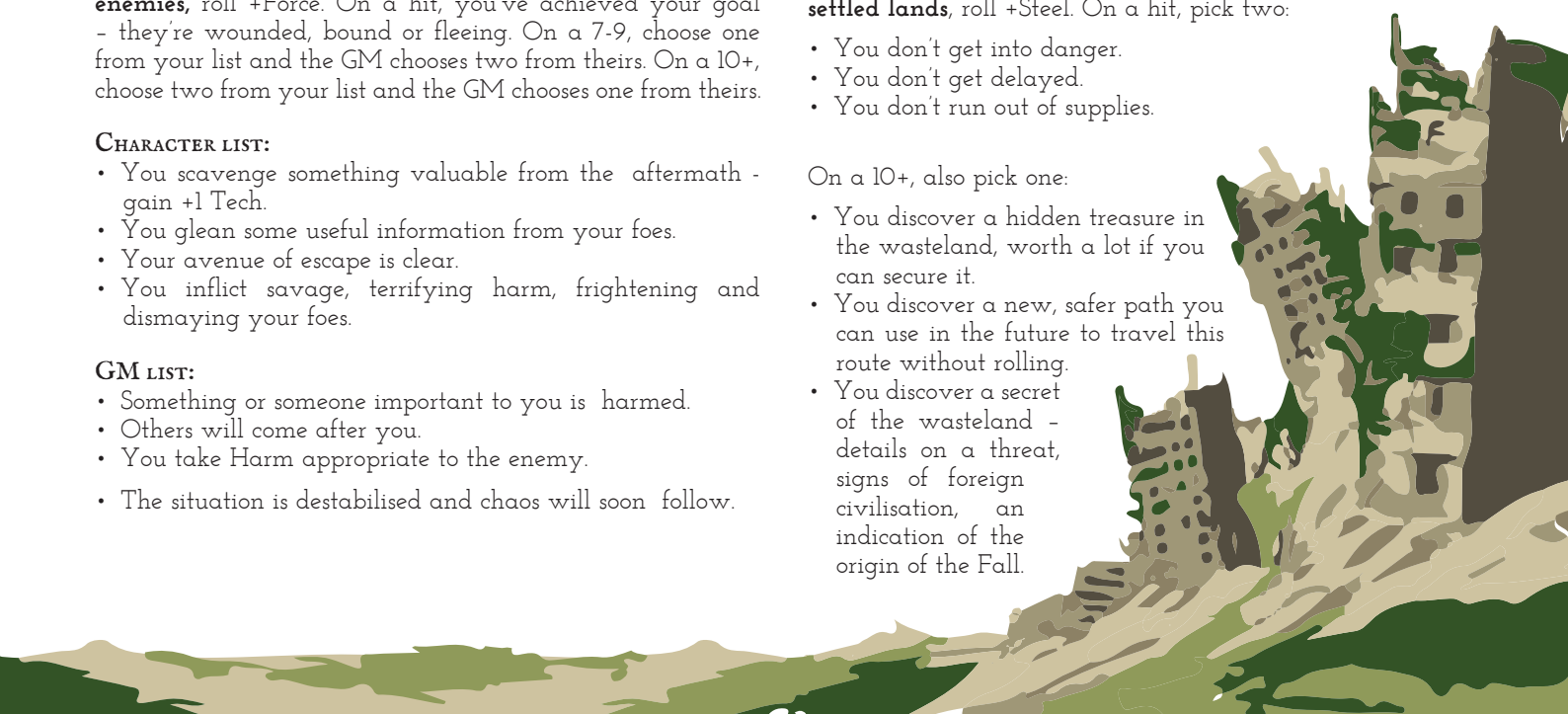
WASTELAND SURVIVAL

When you **navigate through the wasteland outside of settled lands**, roll +Steel. On a hit, pick two:

- You don't get into danger.
- You don't get delayed.
- You don't run out of supplies.

On a 10+, also pick one:

- You discover a hidden treasure in the wasteland, worth a lot if you can secure it.
- You discover a new, safer path you can use in the future to travel this route without rolling.
- You discover a secret of the wasteland – details on a threat, signs of foreign civilisation, an indication of the origin of the Fall.



UNDER ORDERS

When you **send a group of followers to perform a task within their area of expertise**, roll +Quality. On a 10+ they do it, no problem. On a 7-9, choose one:

- It's done, but not as completely or as successfully as you'd like.
- It's done, but there'll be unfortunate consequences.
- It's done, but it cost them; their Quality drops by 1.

When a group of followers hits Quality 0 they are no longer useful to you – they may be wounded, dead, no longer interested in helping you, or unable to provide further information.

PROFESSIONAL CARE

When you **get healing in a place of safety**, you can heal all Harm by exhausting an appropriate Surplus – yours or someone else's with their permission.

ON WEAPONS

Weapons don't factor into the mechanics of Fiercely Assault, as once battle is joined the most important thing is how you make use of the tools you have. Instead, weapons come with descriptive tags, which define which conflicts the weapon will be useful in and what happens when it is used. Depending on the tags on the weapons you bring to bear, fighting might be out of the question, or so effective you don't even need to roll.

For example, with only a walking staff (melee, inconspicuous) it'll be tough to take out a sniper in a towering ruin, while access to an ancient orbital cannon (hi-tech, area, brutal) will take out most foes with ease. Here's a list of possible tags:

- **Melee** - useful for attacking something within a few metres.
- **Ranged** - useful for attacking something out of arm's reach but within eyesight.
- **Area** - when it's used, it affects everything in the area.
- **Hi-Tech** – has some weird properties- affects intangibles, terrifies witnesses, creates fires that never go out, etc.
- **Unreliable** - can work far better than expected, but can also break spectacularly.
- **Brutal** - absolutely devastates its targets, rending them and causing collateral damage.
- **Inconspicuous** - people won't see this weapon as a danger.
- **Silent** - the weapon doesn't draw attention when used.
- **Nonlethal** - this weapon incapacitates instead of dealing lasting harm.
- **Elegant** - the weapon is impressive and flashy in use.

ACCESS

When your Family seek access **to a person, place or thing you do not control roll** +Reach. On a 10+ you get what you want – a meeting, a guide, a toy to play with. On a 7-9, there are strings attached. Choose one:

- Your people had to dig deep. Erase a Surplus or gain *Need:* get out of debt.
- Your agents can't seal the deal, but introduce your Character to someone who can.
- The people who control it offer your agents a lesser alternative.

READING THE WIND

When your Family **sends people out for information on a person, faction or place**, roll +Reach. On a hit, they come back a few days later with rumours, secrets and scout reports. Pick 1 thing to learn; the GM will give you further information, and the Family takes +1 forward acting on it. On a 10+ pick 3.

- The perspective of the person/place/thing's neighbours.
- Reports of some upcoming upset.
- Clues to a hidden strength or unknown history.
- A warning of a coming betrayal.
- An opportunity for profit, with or without risk.

HOLD TOGETHER

When your Family **must stay loyal and endure adversity**, roll +Grasp. On a hit you mostly remain ok; pick 1.

- You lose some people to desertion and harm. Gain *Need:* recruits.
- You promised them something to get them through. Now the danger has passed, it's time to pay up. If you don't, take -1 Grasp ongoing for the rest of the Age.
- The danger hasn't passed so much as shifted into a different, more manageable problem. Say what it is.

On a 10+ you are brought close together by the trial; gain *Surplus:* morale in addition to the above results.

CLAIM BY FORCE

When you direct your Family **to claim something as theirs, no matter who it pisses off**, roll +Grasp. On a hit they succeed in taking it, but not without cost. On a 7-9 choose two. On a 10+, choose one:

- Your hold on it is tenuous, and more effort will be needed to secure it.
- Your Family comes away wounded. Someone important is hurt and your family gains *Need:* medicine.
- You make enemies; the GM will say who, and you take -1 Reach dealing with them this Age.

SURPLUS AND NEED

When your family **makes use of a Surplus**, exhaust it and improve the success of a roll by one step (6- goes to 7-9, 7-9 to 10+).

When the family **is hindered by a Need**, the GM can add a complication or downside stemming from the Need in addition to the results of your roll.

If a Need could be met by a Surplus, erase both.

FLUSH WITH RESOURCES

When you would gain a Surplus and Mood is already +3, instead choose one:

- Sell off the excess Surplus for 1 Tech.
- Gift the excess to your allies and gain +1 ongoing to Reach for the next month.
- Hold a great celebration and gain +1 ongoing to Grasp for the next month.

FALL INTO CRISIS

When you would gain a Need and Mood is already -3, instead choose one:

- Someone takes advantage of your weakness – lose some territory or an important alliance.
- Your family falls into bickering and infighting, giving you -1 ongoing to Grasp until the dispute is resolved.
- Your family retreats into solitude to work through its issues, giving you -1 ongoing to Reach until they are convinced out of isolation.

CALL IN A DEBT

When you **need something from another Family**, no matter how it messes them up, say what debt you're claiming due, spend 1 Treaty and choose one:

If they're an NPC faction:

- Gain +2 to Access or Claim by Force something of theirs (spend after rolling).
- Get them to back you up, fall into indecision, or protect something important.

If they're a PC Family with a Treaty on you:

- Say what you want them to do, and give them -1 Treaty on you if they don't.
- Take one of their Surpluses for this session.

If they're a PC Family without Treaty on you:

- Say what you want them to do, and they have to Hold Together to do anything else.
- Take one of their Surpluses permanently and give them +1 Treaty on you.

LEND AID

When your Family **throws its weight behind another**, roll +Treaty with them. On a hit, you give that Family +1, but if you roll a 7-9 your Family is exposed to danger, retribution or unforeseen consequences.

THE AGE TURNS

When years and generations pass by and your Family grows and changes, roll +Mood. On a miss choose two trials, on a 10+ choose two fortunes and gain 2 Tech, and on a 7-9 choose one trial and one fortune and gain 1 Tech.

Trials:

Your Family suffers persecution and violence, but it pushes them to adapt and grow. Gain a new Family move but gain *Need:* revenge.

Your Family was subsumed or enslaved by another Family, and have only recently managed to break away. Take a move from their playbook, but they get 2-Treaty on you.

Starvation and poverty forced your Family to resort to raiding and thieving, and it pissed people off. Gain 3 Surpluses, your choice, but give 2-Treaty to other Families distributed how you wish.

Something monstrous comes from the wasteland and ravages your Family. Say some secret you've learned about it, gain 2 Tech from scavenged parts of it, but take -1 ongoing to Family moves against it.

Plague and illness ravaged your Family, and no other Families could help. Afterwards, they promise to help in the future. Gain 3-Treaty split between any Families you wish but take *Need:* medicine.

Your Family saved the Homeland from some great threat, whether invading armies or natural disaster, but at great cost to themselves. Gain +1 Reach and *Surplus:* motivation, but take *Need:* recruits.

Your Family fell apart into feuding factions. The eventual victors are stronger, more unified, but lacking refinement. Gain +1 Grasp and *Surplus:* leadership, but gain *Need:* culture.

Fortunes:

Your Family goes through a golden age, questioning old philosophies and forging new paths. Gain a new Family move but gain *Need:* leadership.

Through marriages and the sharing of secrets, you gain some of the strengths of another Family. Take a move from their playbook, but they get 2-Treaty on you.

Your Family spends its time brokering deals and making friends. If you spend 2 of your Surpluses on gifts and trades you can gain 3-Treaty divided between Families however you wish.

Your Family found a hidden vault still intact from the World Before. Say what its true treasure was and gain 2 Tech from initial scavenging. However, decades of delving have left your Family isolated; gain *Need:* trade.

Your Family finds a windfall, whether through scavenging or by absorbing a smaller family. Gain 3 Surpluses of your choice, but it's left you bloated; gain *Need:* motivation.

Your Family invests heavily in a place of safety and commerce, creating a new haven in this land. Gain +1 Reach and *Surplus:* peace, but take *Need:* obligation.

You go to war, whether for righteous justice or as savage raiding. Gain +1 Grasp and *Surplus:* weaponry, but someone or something out there really hates you now. Take -1 ongoing to all Reach moves against them until they've been dealt with once and for all.

Describe in broad strokes the story of your Family through the Age, and change their Doctrine, Lifestyle and Traditions if you want. Then, every player (including the GM) names one new threat, opportunity or faction that is unique to this age, never seen before. Finally, every player decides on a new Objective for their Family, and makes a new character.

AGENDA

Make the world seem real.

Evoke the past, think to the future. Make the character's lives historic. Play to find out what happens.

ALWAYS SAY:

What the Principles demand What rules demand

What your prep demands What honesty demands

PRINCIPLES:

Fill the world with ruins.

Address characters, not players.

Begin and end with the fiction.

Name every person, and think who backs them.

Draw maps, leave blanks.

Write histories, and reference them.

Ask questions and use the answers.

Think offscreen, too.

Everything that you own is temporary. Make your moves look natural.

Be a fan of the characters.

MOVES:

Reveal an unwelcome truth. Put someone in a spot. Separate them.

Capture them.

Trade harm for harm (as established).

Deal harm (as established).

Turn their move back on them.

Offer an opportunity, with or without a cost. Take away their stuff.

Exhaust a surplus

Add a need.

Erase a surplus.

Show a remnant of the past, used in unexpected ways.

Show the consequences of past decisions. Show a downside to their playbook. Highlight a weakness of their family. Tell them the consequences and ask.

SOURCES OF DRAMA:

If you want to introduce adversity and opportunity to the character's lives, here are some places to find that:

The World Before: Tell them rumours of something miraculous in the wasteland that could solve your problems.

The Fall: Attack with the Fall's twisted spawn, or contaminate or corrupt the player's power base or allies.

Your Threat: Introduce a new aspect of the threat, or increase the danger caused by an established aspect.

Family Objectives: show downsides of a Family's needs, or hint at who might have a solution.

CHARACTER MOVE TRIGGERS:

When you try to mitigate a dangerous situation, roll +Appropriate Stat.

When you fail to do as well as you liked, say what a nearby character can do to help. When you activate a remembered cantrip or gadget of the world before, roll +Lore. When you use violence to hurt, capture or drive off your enemies, roll +Force.

When you strike a deal with someone, roll +Sway.

When you navigate through the wasteland, roll +Steel.

When you rig up advanced technology to augment your efforts, erase 1 Tech per +1. When you're in a place of safety, exhaust a surplus to heal all harm.

When you take a few moments to shake off your injury, roll +Harm checked.

FAMILY MOVE TRIGGERS:

When you need access to a person, place or thing, roll +Reach.

When you send your people out for information, roll +Reach.

When you must keep your family loyal and endure adversity, roll +Grasp.

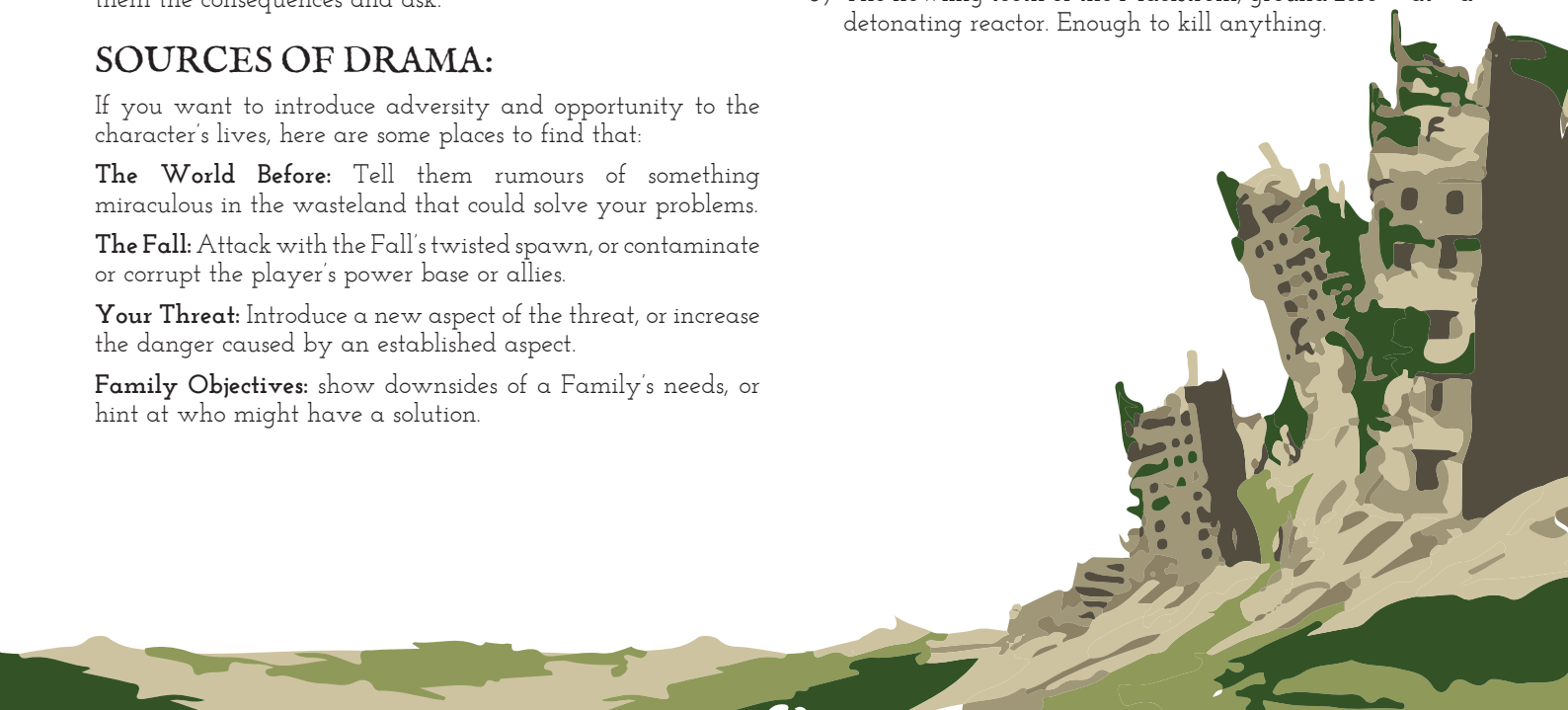
When you direct your family to claim something as yours, roll +Grasp.

When you throw your family's weight behind another, roll +Treaty.

When you need something from another family, erase 1-Treaty and choose what you want.

HARM REFERENCE:

1) Punches, kicks, a savage beating, a swarm of rats. Enough to kill a diseased beast.
2) Improvised weapons, claws and teeth, a pack of mutated dogs. Enough to kill a man.
3) The best weapons that modern crafters can make, a sweeping blow from a Dark Hulker. Enough to kill a champion fighter or a small gang.
4) Artifact weapons from the World Before, the jaws of a Flamewalker . Enough to kill a hulking monster or a huge gang.
5) The howling teeth of the Maelstrom, ground zero at a detonating reactor. Enough to kill anything.



THE HOMELAND

THE WORLD BEFORE

What sort of area is the game taking place in? Offworld colony, asteroid, wilderness, city. What signs of the old civilisation remain?

Examples: Towering buildings, crevasses, floating islands; weather patterns; lights in the sky.

Draw the general shape of the world on the map.

THE FALL

How did it go wrong?

Examples: One tech advance too far; natural disaster; resource exhaustion; mutually-assured destruction.

What monsters and hazards did it create?

Examples: Mutated citizens; rogue servants; extra-dimensional invaders; feral memes.

Mark the map with signs of the World Before's collapse.

SETTLEMENTS

For each player (including the GM), make a settlement. Place it on the map, and give it:

- A name
- A unique resource/advantage
- A characteristic tradition
- A cultural taboo

Do more if you like!

THE THREAT

Create a pressing threat that might wipe out the whole Homeland. Each player creates one sign of the threat, and marks it on the map.

FAMILIES

Each player makes a family. Whether Nomadic, Dispersed or Settled, work out where they're living at game start and alter the map to show the impact they've had on it.