

SUPPLEMENTAL: THE SKILLER

USE IN PLAY

Print this supplement out and bring it to the table.

As a player, you can get these skills by taking them as moves from another playbook. If you'd like to start play with one, get with the MC.

DOWSING

For gear, you get:

- a pendulum, a stud finder, or bent coat hangers.

Dowsing: when you spend a day dowsing the wastes, roll+sharp. On a hit, you find water, oddments worth 1-barter, or some specific thing you were looking for, your choice. On a 10+, you've returned with it at the end of the day. On a 7-9, the MC chooses 1:

- *You found something else instead, something as interesting or something that more urgently demands your attention.*
- *You found it, but you weren't able to bring it back with you. Have the MC explain to you where it is.*
- *You found it, but something kept you from coming back. You're still in the wastes as night's falling.*
- *You brought someone back with you, or someone followed you back.*
- *You've disturbed something: an old truce, a sleeping danger, an inhuman thing.*

On a miss, the MC chooses 2. If the specific thing you're looking for is hi-tech, valuable, huge, or unlikely, the MC chooses an additional 1: on a 10+, 1; on a 7-9, 2; on a miss, 3.

GAME DESIGN

For gear, you get:

- dice, cards, scraps of paper, a splitting headache.

Game design: when you design a game and release it into the wild, tell the MC to create it as an **affliction: disease**, and to give it a special threat move. Choose 1:

- *It's a gambling game. **Threat move:** enrich someone at their friends' expense.*
- *It's a solitaire game. **Threat move:** occupy someone who should be paying attention to something else.*
- *It's a sport. **Threat move:** divide a population against itself along fan lines.*
- *It's a strategy game. **Threat move:** create skepticism and paranoia in someone.*
- *It's a fantasy game. **Threat move:** create false and unreliable relationships between people.*
- *It's a bluffing game. **Threat move:** sow mistrust between friends.*

...And roll+weird. On a 10+, tell the MC that it takes off and will spread fast, far and wide. On a 7-9, tell the MC that it hooks only a few fans, but goddamn, they're serious about it. On a miss, tell the MC that it's horribly broken, and that it has a second threat impulse: *to expose you, personally, its creator, to the fury of anyone who tries to play it.*

INTERROGATION

For gear, you get:

- restraints, pliers, jumper cables, a hand drill, a bucket, a canvas sack.

Interrogation: to interrogate someone, you need some time with them under your power and at your mercy. Tell their player the answers you want to hear and roll+hard. On a 10+, those are exactly the answers they give you, and they'll repeat them to anyone you want them to. On a 7-9, they give you the answers you want, but they aren't quite convincing. On a miss, no matter what you do, they just will not give you the answers you want to hear. Decide whether you kill them over it.

CARTOGRAPHY

For gear, you get:

- paper, pencils, drafting tools, compass, signal and sighting mirrors.

Cartography: to create an accurate map, you'll need time and liberty to roam the landscape you're mapping, and an assistant to hold up sighting mirrors for you. Whenever you want, mention to the MC that you're starting a map. You can work on it off-screen, whenever you're not otherwise occupied.

At the beginning of a subsequent session, or whenever a stretch of time passes in play, ask the MC if something's stopped you from finishing your map. If something has, you're entitled to know what it was, so demand a full explanation. If nothing has, though, you've finished your map.

Tell the MC to open the MC book to p111-112. Draw a 4x4 grid on a sheet of paper to be your map. With the MC, draw in its known landmarks for orientation, then roll+sharp. On a 10+, you're entitled to 4 new details, plus 1 new detail that you don't know about. On a 7-9, 3 new details, plus 1 new detail that you don't know about. On a miss, 2 new details, plus 1 new detail that you don't know about. For each of your new details, the MC chooses 1:

- *Reveal the landscape's threat type and impulse, if the players don't already know it. Write it on the map.*
- *Betray the landscape's impulse: create a way into a fortress, a way out of a prison, or a way through a labyrinth; create a safe, secure, and reliable place in a breeding pit, furnace, or mirage. Add it to the map.*
- *Create a terrain threat. Add it to the map, noting its threat type and impulse.*

For the detail they don't know about, choose one of the above and write it up in your threat sheets, but add it to the map as only a circled question mark.

HITCHHIKING

For gear, you get:

- a duffel, half a pack to share, a sob story, a funny story, a conspiratorial story.

Hitchhiking: when you need a lift, stick out your thumb and roll+hot. On a 10+, you're where you wanted to be, in tidy time and good spirits. On a 7-9, you're maybe halfway there now, and let's find out who's giving you a ride. Ask the MC to create them quick as a threat, and their vehicle too, and why don't you go ahead and read a person or read a situation. On a miss, cannibals.

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TAXIDERMISTRY

For gear, you get:

- sawdust, needles, wire, glass eyes, an assortment of dead critters.

Taxidermy: when you taxiderm something, roll+sharp. On a 10+, choose 3 of the following. On a 7–9, choose 2:

- *You've really captured the character of the creature you've taxidermed. Marvelous, truly marvelous work.* +Valuable.
- *You've created something deeply creepy. Anyone who **opens their brain** when this thing is around marks experience, but takes -2 to the roll.*
- *You've created a beautiful paean to a lost or imagined time of primeval innocence.* +Valuable.
- *You've created a convincing chimera. You can use it as concrete and compelling evidence when you **seduce or manipulate someone**, if your proposition somehow hinges on the existence of such a creature.*
- *It's so lifelike that you'd swear it moved. And you can hear it breathing. And sometimes its eyes follow you.*

On a miss, you choose 1, and the MC chooses 1 or 2 for you. The MC can choose from the above, or from the following:

- *You've accidentally created a living thing. MC, write it up as a perversion of birth.*
- *You've accidentally created a psychic antenna. You can use your creation for **augury**.*
- *Though sewn from the corpses of animals, your creation demonstrates a certain insight into the human condition. You can use it for **insight**.*

ZOOLOGY

For gear, you get:

- sketches of animals, folktales about animals' exploits, a See 'n Say.

Zoology: when you encounter an animal, roll+sharp. On a 10+, ask the MC 2 of the following questions. On a 7–9, ask 1. If the animal is familiar to you, ask an additional question:

- *If I do ____, how will this animal respond?*
- *How could I get this animal to ____?*
- *Is this animal old or young, healthy or sick, well-fed or suffering, everything's fine or something's wrong?*
- *What are this animal's instincts telling it? Does it know something I don't?*

On a miss, ask 1 anyway, and the MC gets to ask you a question from the animal's point of view, from this move, from reading a person, or any question. Answer it truthfully; the animal realizes this about you.

Furthermore, whenever you read a situation, ask, as a free additional question:

- *What animals are around here now?*

The Skiller

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DEMOLITIONS

For gear, you get:

- TNT, blasting caps, wire, fuses, blast suit (4-armor lumbbersome).

Demolitions: when you want to demolate something, roll+sharp and tell the MC to open the MC book to p216. By default, you spend an hour or so placing and wiring your explosives, then do 7-harm messy. On a 10+, choose 3. On a 7–9, choose 2:

- *You do +1harm. (You can choose this more than once.)*
- *You manage it in just a few minutes instead of an hour.*
- *You do area harm instead of messy harm.*
- *You do harm to a single specific thing of your choice instead of messy harm.*

On a miss, you do the default, plus the MC chooses 1:

- *Somewhere you thought was safe, you inflict 2-harm messy, from shrapnel.*
- *Somewhere you thought was safe, you inflict d-harm (not being on fire) messy.*

Lumbbersome means that it's bulky, awkward, tiring to wear, and extremely slow to move in. It's not practical combat armor, only for hunkering down to endure fire.

FLAMETHROWERING

For gear, you get:

- the flamethrower in question, a fuel tank, a mixing tub.

Flamethrowering: you have a flamethrower (close area d-harm [not being on fire] volatile ○○○ refill). Use it three times and you have to refill the tank. You can mix up a batch of the fuel yourself when you need it, it just takes 1-barter's worth of gasoline and 1-barter's worth of other supplies.

Volatile means that the fuel tank can, when things go, yknow, pretty poorly, explode, doing 3-harm for the blast and d-harm (not being on fire) area for the explosion of burning fuel.

D-HARM (NOT BEING ON FIRE)

d-harm (not being on fire): terrible pain, panic, disfiguring and life-threatening burns. For whole-body immolation: unbearable pain, asphyxiation, death in a minute or less.

Inflicted on a population: immediate frenzied panic. Social cohesion breaks down at once, replaced by pure survival instinct. Some members of the population may retain the presence of mind to try sacrificing themselves to save their loved ones.

PROOFREADING

For gear, you get:

- a red pen, a manuscript.

Proofreading: when you publish, roll+sharp. It doesn't matter what you roll. There's a typo on the fucking back cover.