

GLAW in the DARK

Name _____ Reputation _____

Settlement:

Rep ▶	◀ Turf	Hold	Tier
○○○○○○○ ○○○○○○○		○ Weak ○ Strong	○○○○

Friction	Hatred	Supplies	Storage	Vault
○○○ ○○ ○○○○	○○○○	○○○○ ○○○○ ○○○○○○○○		

Upon tribe advance, each PC gets **+1 stash** (+2 per Tier)

Claims

- **Roads:** +1d trek on your turf and +1d to engagement rolls for **transport** plans
- **Caravans:** Tier - friction = **supplies** during **downtime**

Dealers

○ **Savvy:** Each PC may add +1 action rating to **Barter, Trek, or Sway** (max rating of 3).

○ **Heavy Metal Rolling Thunder:** Your convoy is no stranger to battle. When you're at war, do not reduce your **Hold**. You also get **+1d** on **engagement** rolls when you're the target of a retaliation.

○ **The Check is in the Mail:** Your tribe is true to their word. You may spend **rep** instead of supplies on **downtime** actions to increase the result. When you buy an **additional** downtime action with rep, you add **+1d** to your roll.

○ **Leverage:** Your tribe supplies other factions. Your success is good for them. Whenever you gain rep, gain **+1 rep**.

○ **Supply and Demands:** During **downtime**, take **-1 friction**. You get **+1d** with factions with whom you have an existing trade agreement or deal.

○ **Eastbound and Down:** When you execute a supply run or transport job, you get **+1d** to the **engagement** roll.

○ **Stuff and Thangs:** The benefit of all this commerce is that you have all this stuff lying around when *you* need it. You get **+1d** to **acquire material assets**.

○○ **Veteran:** Choose a special ability from another tribe.

Tribe Advancement

Acquire product, make a sale or show of force, or expand your market.

Bolster your tribe's reputation or develop a new one.

Contend with challenges above your current station.

Express the goals, drives, inner conflict, or nature of the tribe.

Contacts Tribe Upgrades

- | | |
|-------------------------|---|
| ○ Strider, a pathfinder | ○ Fine GPS |
| ○ Holiday, a gunhand | ○ Heavy Vehicle Armor |
| ○ Jessie, a cook | ○ Elite Rovers |
| ○ Chaps, a biker | ○ Camouflage (vehicles concealed at rest) |
| ○ Honda, a feral chief | ○ Hiking packs (2 slots can hold 2 supplies each) |
| ○ Westchester, a mutant | ○ O-O-O Weathered (+1 stress box) |

Favored Op: Sale - Resupply - Show of Force - Expansion

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Settlement	Quality
○○ Cars	○ Vehicles
X Convoy	○ Gear
○ Farm	○ Pet/Special
○○ Gyros	○ Tools
○ Hidden	○ Weapons
○○ Secure	○ Armor
○○ Storage	
○ Workshop	Cohorts
○ O-O-O Thriving	New Cohort: 2
	Add Type: 2

Training
○ Insight
○ Prowess
X Resolve
○ Personal
○ O-O-O Mastery

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Settlement:

Rep ►	◀ Turf	Hold	Tier
○○○○○○○ ○○○○○○○		○ Weak ○ Strong	○○○○

Friction	Hatred	Supplies	Storage	Vault
○○○ ○○ ○○○○○	○○○○	○○○○ ○○○○ ○○○○○○○○		
		Upon tribe advance, each PC gets +1 stash (+2 per Tier)		

Claims

○ Pre-war archive: **+1d** to acquire assets

○ Loyal citizens: **+1d** to reduce friction

Relics

○ **Disciplined:** Each PC may add +1 action rating to **Hack, Read, or Hunt** (max rating of 3).

○ **Zero Dark Thirty:** When you lead your **cohorts** on an infiltration plan, they get **+1d** for **teamwork** rolls. All your cohorts get the **Skulks** type for free (if they're already Skulks, add another type).

○ **United We Stand:** One of your cohorts may take a **downtime** action to acquire an asset, reduce friction, or work on a long-term project.

○ **Implants:** Each PC is augmented. You get **+1d** to **resistance** rolls.

○ **Door Kickers:** Take **+1d** to **engagement** rolls when you assault an enemy faction or location.

○ **RTFM:** You gain **potency** against pre-war threats and get **+1d** when you modify, repair, or decipher pre-war technology.

○ **A Better Tomorrow:** When you complete a run without **wasting resources**, take **-1 friction** and **+1 rep**.

○○ **Veteran:** Choose a special ability from another tribe.

Tribe Advancement



Execute a successful exploration, reclamation, rebuilding, or subjugation.

Bolster your tribe's reputation or develop a new one.

Contend with challenges above your current station.

Express the goals, drives, inner conflict, or nature of the tribe.

Contacts

Tribe Upgrades

○ Hydra, an informant

○ Fine Pre-war Subway Maps

○ SIRI, an AI

○ Fine Energy Weapons

○ Jinks, a caravan guard

○ Elite Brains

○ Bee, an arms dealer

○ Comms gear

○ Truck, a pilot

○ Load-bearing vests (load 4/6/7+)

○ 51-N, a replicant

○ O-O-O Indoctrinated (+1 stress box)

Favored Op: Explore - Reclaim - Rebuild - Subjugate

Cohort/Vehicle	Quality
○ Weak ○ Impaired ○ Broken ○ Armor	○○○○

Cohort/Vehicle	Quality
○ Weak ○ Impaired ○ Broken ○ Armor	○○○○

Cohort/Vehicle	Quality
○ Weak ○ Impaired ○ Broken ○ Armor	○○○○

Cohort/Vehicle	Quality
○ Weak ○ Impaired ○ Broken ○ Armor	○○○○

Settlement	Quality
○○ Cars	○ Vehicles
○ Convoy	○ Gear
○ Farm	○ Pet/Special
○○ Gyros	○ Tools
X Hidden	○ Weapons
○○ Secure	○ Armor
○○ Storage	
○ Workshop	Cohorts
O-O-O Thriving	New Cohort: 2
	Add Type: 2

Training

- X Insight
- Prowess
- Resolve
- Personal
- O-O-O-O Mastery

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Settlement: _____

Rep ▶	◀ Turf	Hold	Tier
○○○○○○○ ○○○○○○○		○ Weak ○ Strong	○○○○

Friction	Hatred	Supplies	Storage	Vault
○○○ ○○ ○○○○○	○○○○	○○○○ ○○○○ ○○○○○○○○		

Upon tribe advance, each PC gets **+1 stash** (+2 per Tier)

Claims

○ **Chapels:** Tier - friction = **supplies** during **downtime**

○ **True believers:** **+1d** to **gather info** for runs

Deity: Comics - Engines - Phones - Sports - Television - WMDs - _____

Shepherds

○ **Devout:** Each PC may add +1 action rating to **Read, Scrounge, or Sway** (max rating of 3).

○ **Zealotry:** Your gangs have abandoned their reason in service to the cult. They will undertake any service, no matter how dangerous or strange. They gain **+1d** against enemies of the faith.

○ **Conviction:** You get **+1d** to resistance rolls against having your faith shaken. When you deal with a tribe or faction, the GM will tell you who among them is a true believer (one, a few, many, or all).

○ **Temptation:** **+1d** when you **acquire an asset** that could be impressed with the benefits of devotion.

○ **Blessed:** You may roll twice for **fallout** and choose the result you want. When you **reduce friction** on the tribe, take **+1d**.

○ **Congregation:** Your teachings have spread far and wide. You may count up to three **+3 faction statuses** you hold as if they are **turf**.

○ **Communion:** When you perform a **group action**, you may count multiple sixes from different rolls as a critical success.

○○ **Veteran:** Choose a special ability from another tribe.

Tribe Advancement

- Execute a successful sacrifice, pilgrimage, conversion, or crusade.*
- Bolster your tribe's reputation or develop a new one.*
- Contend with challenges above your current station.*
- Express the goals, drives, inner conflict, or nature of the tribe.*

Contacts Tribe Upgrades

- | | |
|------------------------|----------------------------------|
| ○ Eli, a history man | ○ Fine Pre-war Library |
| ○ Queen, a trucker | ○ Fine Swag (+1 effect bribes) |
| ○ Jack Shiv, a merc | ○ Elite Smiles |
| ○ Kraft, a tomb raider | ○ Detectors |
| ○ Sloppy Jo, a fixer | ○ Supply of anti-rads |
| ○ Jenkins, a robot | ○ O-O-O Ordained (+1 stress box) |

Favored Op: Sacrifice - Pilgrimage - Conversion - Crusade

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	Smiles
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Cohort/Vehicle	Quality
○ Weak	○○○○
○ Impaired	
○ Broken	
○ Armor	

Settlement	Quality
○○ Cars	○ Vehicles
○ Convoy	○ Gear
○ Farm	○ Pet/Special
○○ Gyros	○ Tools
○ Hidden	○ Weapons
○○ Secure	○ Armor
○○ Storage	
○ Workshop	Cohorts
○ O-O-O Thriving	New Cohort: 2
	Add Type: 2

- Training**
- Insight
 - Prowess
 - X Resolve
 - Personal
 - O-O-O-O Mastery

GLAW in the DARK

Name _____ Look _____

Background: On the Run - Vengeance - Death Wish - Former Glory - Scavver

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

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

Stress **Trauma** Cold - Sickened - Obsessed - Paranoid
○○○|○○○|○○○ ○○○○ Reckless - Soft - Unstable - Vicious

Harm **Supplies** █ █ █ █ █

3 **Need Help** **Stash**

2 **-1d** **Custom Ride**

1 **Less Effect**

Armor +Heavy +Special **Recovery** 

Weak Impaired Broken
Armor
A souped-up car, bike, light truck, SUV, buggy, or similar.
Edges (pick one or two)
armored - armed - fast - nimble - simple - sturdy
Flaws (equal to edges)
cramped- finicky - fragile - specialized - thirsty
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.

Driver

Nerves of steel
Master of the wheel

Need for Speed: When you face a challenge using speed and precise driving, you gain **+1 effect**.

Witness Me: When you **sacrifice your custom ride** in order to accomplish something, say why you're willing to do that. Pay any additional costs set by the GM and describe how you succeed.

Maximum Overdrive: You get **+1d** when ramming smaller vehicles. If you're running over pedestrians, your attacks also gain **+1 scale**.

Fast and Furious: You can make your vehicle do things it shouldn't be able to do. When you make a **desperate** roll behind the wheel, you get **+1d**.

Tank Girl: You may expend your **special armor** to resist collisions and crashes, plus anyone in a vehicle you're driving (including you) gains **+1d** to resistance rolls against collision damage.

Beat the Snake: When there's a question about who **acts first**, the answer is you (two characters with this ability act simultaneously).

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 gain both benefits.

Shiny and Chrome: You gain an additional **xp trigger**: *You valued a vehicle more than your comrades.*

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

Fast Friends

- Tiger, a mutant dog
- Ginormous, a warboss
- Screwface, a fixer
- Angry Charlie, a trucker
- Dallas, a deathracer

Items (Italics don't count for load)

- Fine anti-vehicle weapon
- Fine custom ride*
- Speed chems*
- Night goggles
- Ammo for AV weapon
- Bottle of nitro

Mark XP:

Playbook Advancement

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.

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
 - _____
 - _____

GLAW in the DARK

Name _____ Look _____


Background: Sole Survivor - Chosen One - Lost Tribe - Raised by Beasts - Hermit

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

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

Stress	Trauma	Look
○○○ ○○○ ○○○	○○○○	Cold - Sickened - Obsessed - Paranoid 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.

Feral

The tools of old broke the world
All you need to survive is you

○ **Beastmaster:** Animals and wasteland creatures **will not willingly harm you** unless attacked. You can interact with these creatures in exchange for small favors, such as extending their tolerance to a small group or leading the way to a location.

○ **Ghost and the Darkness:** You can **push yourself** to vanish in plain sight.

○ **Shadow:** You may expend your **special armor** to resist consequences from detection or security or to **push yourself** for feats of athleticism or stealth.

○ **Predator:** When you attack from hiding or spring a trap, you get **+1d**.

○ **Snake Eater:** You get **+1d** to resistance rolls vs. poisons, drugs, and tainted food. Your tribe's **upkeep** cost is reduced by 1.


○ **Hunter's Quarry:** When you **hunt** a target you've previously tracked or wounded, you gain **+1 effect** level.

○ **Good Dog:** Your animal companion is a mutant, cyborg, or similarly unique example of its type. You do not take stress if you lead it in a **team action**. Additionally, choose a **trait** for your animal: *fast as a car* - *ranged attack* - *psychic link* - *massive size*. Take this ability again to choose a second trait.

○ **Brave New World:** You gain an additional **xp trigger**: *You made things harder by rejecting the World That Was*. If this caused trouble for your tribe as a whole, also mark tribe xp.

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


Shady Friends	Items (Italics don't count for load)
△▽ Tycho, a psycho	○ Fine exotic weapon
△▽ Dr. Xaos, a blackfinger	○ <i>Fine animal companion</i>
△▽ Taylor, a relic	○ ○ Booby traps
△▽ Barnes, a survivalist	○ Smoke bomb
△▽ Mercedes, a codetalker	○-○ Survival kit
	○ Ghillie suit/camouflage

Mark XP: **Playbook Advancement** 


Every time you roll a desperate action, mark XP in that action's attribute.
You addressed a challenge with stealth or survival skills.
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
○ _____
○ _____

GLAW in the DARK


Name _____ Look _____

Background: Machine Cult - Glow Diver - On the Run - Catastrophe - Educated


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

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

Stress Trauma Cold - Sickened - Obsessed - Paranoid
○○○|○○○|○○○ ○○○○ Reckless - Soft - Unstable - Vicious

Harm Supplies 

3	Need Help	Stash
2	-1d	Jalopy
1	Less Effect	○ Weak ○ Impaired ○ Broken ○ Armor

○ Armor ○ +Heavy ○ +Special Recovery 

○ Weak ○ Impaired ○ Broken
○ Armor

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.

Junker

This one goes here
That one goes there

○ **Blackfinger:** You get an additional **downtime** activity to work on long-term projects involving technology or to acquire technological assets. You get **+1d** to this bonus activity.

○ **Percussive Maintenance:** Two times per run, when you **thump** something that's not working, it starts working.

○ **Organic Mechanic:** You know proper surgical techniques and may provide medical treatment. When you spend a downtime action providing care, your patients get a free **recovery** action each downtime until healed.

○ **Mechromancer:** When you invent or craft vehicles, robots, or drones, take **+1 result level** to your roll. You begin with one special design already known.

○ **Boom Shakalaka:** Sometimes it's easier to destroy than create. You may expend your **special armor** to resist consequences from explosions or engineering mishaps, or to **push yourself** for sabotage or mayhem.


○ **Buried Treasure:** You know where to look for the good stuff. When you **scrounge** for assets, you get **+1 effect**.

○ **Junk of All Trades:** Take **2 stress** to roll your best action rating while performing a different action. Say how you adapt your skill to this use.

○ **Blood, Sweat, and Gears:** You gain an additional **xp trigger:** *You made progress on a new invention.* If your project caused trouble for your tribe, also mark tribe xp.

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

Clever Friends	Items (Italics don't count for load)
△▽Ralph, a mutant	○ Fine electronics kit
△▽Arkansas, a hermit	○ Fine machinist's tools
△▽Two-Nose, a glow diver	○ <i>Keycards</i>
△▽Skinny J, a chemhead	○ <i>Jalopy</i>
△▽Chum, a cultist	○ ○ ○ Gadgets
	○ <i>Vial of botdust</i>

Mark XP: **Playbook Advancement** 

Every time you roll a desperate action, mark XP in that action's attribute.
You addressed a challenge with technical expertise or mayhem.
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
- _____
- _____

GLAW in the DARK

Name _____ Look _____


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	Trauma	Cold - Sickened - Obsessed - Paranoid
○○○ ○○○ ○○○	○○○○	Reckless - Soft - Unstable - Vicious

Harm	Supplies
3	Need Help
2	-1d
1	Less Effect

○ Armor	○ +Heavy	○ +Special	Recovery 
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Bodytank
 Damaged Breached
 Armor
 A suit of bulky powered armor.
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

○ **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.

○ **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.

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

○ **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**.

○ **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.

○ **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.

○ **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.

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

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

Mark XP:	Playbook Advancement
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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 

○○○○ **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

GLAW in the DARK

Name _____ Look _____


Background: Trained From Birth - Merc - Betrayal - Family - Vigilante - Pit Fighter

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

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

Stress	Trauma	Look
○○○ ○○○ ○○○	○○○○	Cold - Sickened - Obsessed - Paranoid 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.

Reaper

The strong survive
You plan on surviving

O Last One Standing: When you're outnumbered in close combat, you may **push yourself** to do one of the following: *adjust your positioning - increase your scale to that of a small gang*

O Ayatollah of Rock'n'Rolla: When you **squander ammo**, your ranged attacks gain **+1 scale**. You may take this ability a second time; this mitigates the requirement to waste ammo.

O Blaze of Glory: When you **mark a trauma** you may **retaliate** against any and all enemies within range. Say how you bring ruin to your foes before they take you down. You may mark a trauma prematurely to use this ability.

O Roadkill: When you attack from a vehicle, you gain **+1d**. If you are using personal weapons, your attacks gain **+1 effect** against vehicles.

O Brute Squad: When you lead a group action in a **raid**, you may count 6s across different rolls as a critical success.


O Walk it Off: Penalties from **harm** are one level less severe.

O Not Today: You may expend your **special armor** to resist harm from combat, appearing to die (fall off a vehicle, disappear in an explosion, etc.) only to reappear in a location of your choosing with a **+1d** to your next action.


O Life is Cheap: You gain an additional **xp trigger**: *You chose to kill when you didn't need to*. If your tribe faced trouble because of your bloodthirst, also mark tribe xp.

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

Dangerous Friends	Items (Italics don't count for load)
△▽ Mike, a mutant	<input type="radio"/> Fine hand weapon
△▽ Vegas, a bounty hunter	<input type="radio"/> <input type="radio"/> Fine heavy weapon
△▽ Nails, an organic mechanic	<input type="radio"/> <i>Combat drugs</i>
△▽ Rowdy, a pit fighter	<input type="radio"/> Armor-piercing ammo
△▽ Cobra, a sensei	<input type="radio"/> Concealable vest
	<input type="radio"/> Explosive charge

Mark XP: **Playbook Advancement** 

Every time you roll a desperate action, mark XP in that action's attribute.
You addressed a challenge with violence or threats.
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.
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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

GLAW in the DARK

Name _____ Look _____


Background: Escaped - Web of Lies - Urchins - Former Glory - Educated - Vendetta

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

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

Stress	Trauma	Look
○○○ ○○○ ○○○	○○○○	Cold - Sickened - Obsessed - Paranoid Reckless - Soft - Unstable - Vicious

Harm	Supplies
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Armor
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Planning

Choose a **plan**. Provide the **detail**.

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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.*

○○○ **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="checkbox"/> Fine pre-war booze
<input type="checkbox"/> Ay Steev, a killer	<input type="checkbox"/> <i>Fine lockpicks</i>
<input type="checkbox"/> Buddy, a mariachi	<input type="checkbox"/> <i>Party drugs</i>
<input type="checkbox"/> Elvis, a monarch	<input type="checkbox"/> <i>Concealable derringer</i>
<input type="checkbox"/> Chevy, a trader	<input type="checkbox"/> <i>Pepper spray</i>
	<input type="checkbox"/> 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
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Accept a **Devil's Bargain**

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