

# FAMILY BASIC MOVES

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## 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.

# FAMILY PERIPHERAL MOVES

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## **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

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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.