## LOOK

## STATS — MOVES

**COOL** ○highlight
*do something under fire*

**HARD** ○highlight
*go aggro; sucker someone; do battle*

**HOT** ○highlight
*seduce or manipulate*

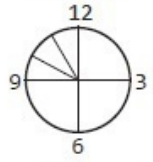
**SHARP** ○highlight
*read a sitch; read a person*

**WEIRD** ○highlight
*open your brain*

## HX
***help or interfere; session end***

## LAST CHILD SPECIAL
If you and another character have sex, you are no longer a child. Switch to a new playbook, even if you haven't improved five times already. The other character's player chooses what parts of your childhood you leave behind, you don't.

## HARM
countdown




○ stabilized

when life becomes untenable:
- ○ come back with -1hard
- ○ come back with +1weird (max+3)
- ○ change to a new playbook
- ○ die

## IMPROVEMENT
***experience*** ○○○○◎***>>improve***

__ get +1cool (max cool +2)
__ get +1hard (max hard +2)
__ get +1hot (max hot +2)
__ get +1sharp (max sharp +2)
__ get a new last child move
__ get a new last child move
__ get followers (detail) and ***fortunes***
__ get a gang of kids (detail) and ***pack alpha***
__ get a move from another playbook
__ get a move from another playbook

__ get +1 to any stat (max stat +3)
__ retire your character (to safety)
__ create a second character to play
__ change your character to a new type
__ choose 3 basic moves and advance them
__ advance the other 3 basic moves

# THE LAST CHILD

Introducing

# THE LAST CHILD

*by Johnstone Metzger*

We knew we'd never live enough to grow old, but our children never even grow up. Between cannibals, plague and the black wind howling in our minds, the souls of our young are snatched from our homes nearly every day.

Except for that one, the youngest. The last one born, who looks at you like they say the sun used to, before all of this. Don't speak of kill or be killed, this one has other means, so strange to see. Is this child really the last of us, or the first of something else?

## LAST CHILD MOVES

○ ***Black Witchery***: you are privy to special rituals that make your brain more receptive to the psychic maelstrom. You can perform *augury* without followers or a workspace by using your family as an antenna, as long as you aren't rushed or threatened.

○ ***Dark Radiant Fear***: in an enclosed space or at night, you can roll+weird to get the effects of *going aggro* without *going aggro*. Your victim has to be able to see you, but you don't have to interact. If they suck it up, the fear counts as s-harm.

○ ***Forebodings of Doom***: when you warn someone off a future course of action, your words are not to be taken lightly. If they're a PC and they defy you, they take -1ongoing until they succeed or desist, or you issue another warning. If they're an NPC, roll+weird. On a 10+, they don't do it. On a 7-9, they do it if they want to but it goes badly. On a miss, they do it and it goes worse... mostly for you.

○ ***Prophetic Curse***: when you reveal your secret knowledge and pronounce a curse against a PC, roll+Hx; an NPC, roll+weird. On a hit, hold 1. On a 10+, also take +1forward against them. Until you spend your hold, you can *help* or *interfere* with them, no matter where you are. You can spend your hold to:
- *be where they are, with or without an explanation*
- *cause them to suffer an accident (1-harm or 2-harm)*

They can spend your hold by:
- *doing something you tell them to do*
- *fighting to protect you*
- *giving you something you want*

On a miss, they hold 1 over you, same terms.

○ ***Vulnerable***: when someone *helps* or *interferes* with you, they mark experience, and you get +1Hx with them.

## GEAR & BARTER

## FAMILY

You belong to:
○ a fanatical cult.
○ a nest of vipers, thieves and urchins.
○ a slave trader's extended "family."
○ a small but tight-knit family unit.
○ the most powerful family around.
○ your master's household.

Who is the head of your family?
(Cusack, perhaps, or Fagen, Gomez, Griselda, Jack, Mother, Nola, Octopus, Old Man, Robeson, or Thorn, maybe.)

When you ***go to your family in need***, they respond by giving you food and shelter, of course, and whatever companionship or guidance they know how to give.

When you ***make demands of your family***, they respond by doing you favours or giving you any small thing you need, even up to 3-barter worth, but they expect something from you in return: obedience, guidance, or favours of your own, perhaps.

When you ***threaten or are threatened by someone***, your family responds by closing ranks around you or, depending on the circumstances, against you.

### MEMBERS

## HEIRLOOMS

○ 9mm (2-harm close loud)
○ antique coins (valuable worn)
*Drilled with holes for jewellery.*
○ ceremonial armour (1-armour)
○ hallucinogenic drugs (applied area)
*When applied to someone, you get +1hold if you have hold.*
○ a pet (alive valuable)
*Your choice and yours to detail.*
○ a piece of hi-tech gear, like a flashlight or a radio
○ ornate dagger (2-harm hand valuable)

## BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:
• *One circumstance foretold, revealed, and come true.*
• *One month's employment as augur and advisor.*
• *Lay a curse.*
• *Others, as you negotiate them.*

As a one-time expenditure, and very subject to availability, 1-barter might count for: *any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear; a session's hire of a violent individual as bodyguard; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

# CREATING A LAST CHILD

To create your last child, choose name, look, stats, moves, gear, family, and Hx.

## NAME

Alexis, Alice, Gabriel, Little, Malachai, Mirror, Pretty, Priscilla, Revelation, Shining, Sinjun, Vanir, or Wishes.

Ashen, Cassilda, Damien, Doubt, Grady, Hali, Hecate, Isaac, Naysay, Nix, Pest, Samara, Slander, Venice, or Witch Hazel.

## STATS

Choose one set:
• Cool+1, Hard-2, Hot+1, Sharp+1, Weird+3
• Cool+2, Hard-1, Hot-1, Sharp=0, Weird+3
• Cool+1, Hard-1, Hot-2, Sharp+2, Weird+3
• Cool=0, Hard+1, Hot=0, Sharp=0, Weird+3

## MOVES

You get all the basic moves. Choose 2 last child moves.

You can use all the battle moves, and when you get the chance, look up ***stand overwatch*** and all the ***subterfuge*** moves.

## HX

Everyone introduces their characters by name, look, and outlook. Take your turn.

List the other characters' names.

Go around again for Hx. On your turn, ask 1, 2, or all 3:
• *Who has looked after me for a long amount of time?*
For that character, write Hx+3.
• *Who has seen my predictions for them come true?*
For that character, write Hx+2.
• *Who has saved me from serious, life-threatening violence?*
For that character, write Hx+3.

For everyone else, write Hx+1. You see the world through the eyes of a child, without assumptions.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

## LOOK

Boy, girl, androgynous, transgressing, or concealed.

Cult wear, display wear, high formal wear, luxe wear, scrounge wear, or vestments.

Angelic face, animated face, dirty face, doll's face, grinning face, hidden face, open face, pouting face, or trusting face.

Albino eyes, bruised eyes, frightened eyes, innocent eyes, knowing eyes, obsidian eyes, pale eyes, or terrible eyes.

Dancing body, flowering body, lithe body, painted body, skinny body, still body, tiny body, or twitching body.

## GEAR

In addition to the ghosts that haunt you, you get:
• a family
• 2 heirlooms
• fashion suitable to your look (you detail)

## IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can't choose it again.