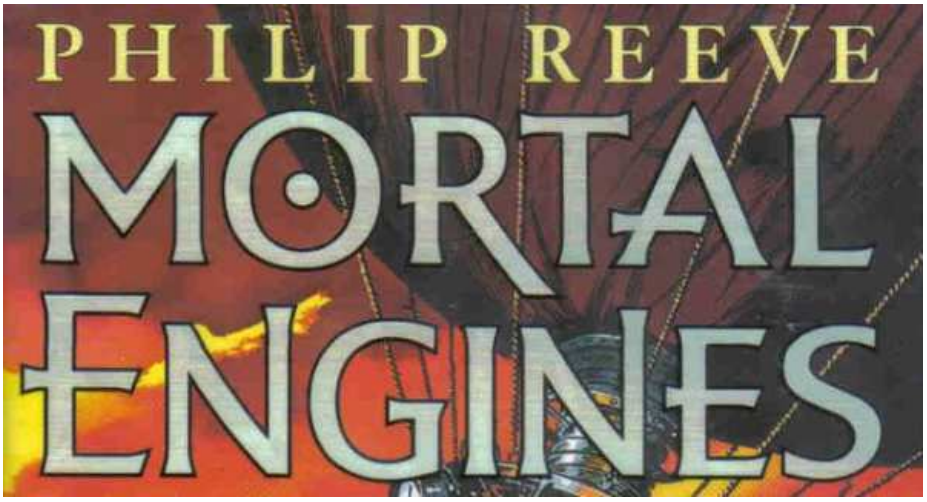
It was a dark, blustery afternoon in spring, and the city of London was chasing a small mining town across the dried-out bed of the old North Sea.

It is the far future, one you would be hard pressed to recognize. Gone are the days of youtube and rock and roll. No more are the lands of New York, Sydney, Upper Moscow, the Danish Capitulate or even the worlds of Disney. The world you once knew is now the world of the Ancients.

It is a time of sweat, blood and rediscovery.

It is a time of mortal hearts and municipal desires. A time of



A Jump by Clover

In the wake of the Sixty Minute War, the earth was wracked by horrible devastation, from constant earthquakes and natural disasters, to radioactive fallout and superweaponry. Movement Land Admiral Nicholas Quirke eventually formed the Traction City, the solution to his beloved London's survival. The newly mobile city could escape from attackers and mutant nomads and hunt for prey. And so large urban areas were converted into vast vehicles to evade danger and survive the practices of Municipal Darwinism. Welcome to the Traction Era.

+1000CP

You arrive one fine August, as somewhere London is hunting down another suburb…

=Locations=

The State of the world today: South East Asia flooded, Antarctica de-frosted, North America became a frozen solid radioactive wasteland, Australia's doing fine, Africa was ignored and became prosperous, all sorts of earthquakes, tsunamis, volcanoes and glaciers hit worldwide.

Roll 1d8 or pay 100CP to choose your home City.

1 London, a predatory Traction City patrolling along the old North Sea of Europe. A shining example to Municipal Darwinism, where each of its seven tiers is dedicated to a different social group. That may change in the months to come, with Head Historian Valentine's latest discovery.

2 Grimsby, the ruinous, sunken City. Home to pirates, thieves and scavengers, many a town has fallen prey to its Limpet fleet and the watery grave surrounding it is a testament to the fates of its invaders. Home to many orphans and urchins of every stripe.

3 Anchorage, a trader Traction City, trundling along the frozen wastes of the Ice Wastes north of the Dead Continent of North America. The city's tiers relate to heat instead of sunlight, but a viral plague makes the frozen wasteland a more attractive opportunity by the day.

4 Murnau, a German city of the Traktionstadtsgesellschaft, patrolling the borders between the Great Hunting Grounds and the Anti-Traction League. War preparation is gearing up with recruitment offices overflowing, while the street run wild in colorful arts and musics.

5 Tienjing, capital city of Shan Guo and the Anti-Traction League nestled behind the four-thousand-foot Shield Wall of the Himalayas. Life here is fine, although the position of the Jade Pagoda is weakening with the increasing aggression among Traction Cities.

6 Spitzbergen Static, a stationary city in the northern Ice Wastes. Absolutely nothing happens in this base of the Anti-Traction League. Yup. Totally boring and safe. No historic merit at all. Hey, what's that on the horizon?

7 Sydney, a traction city roaming the deserts of exotic Australia. Noted for its precariously balanced Opera House spire and giant cork anti-air defense curtain, it is an aviator's port of call for trade and the host of its famous annual airship race.

8 Free Choice from any of the above Cities.

=Backgrounds=

What exactly do you do for a living?

Survivor
You are nothing special. You make do your day to day scavenging what you can from the ruins of forgotten Ancients or hazarding dangerous adventures to strike it rich.

Grease Monkey
You make your living elbow deep in the guts of a turbine or fixing treads larger than forests with a few drops of oil and a hammer. You are the closest thing to a handyman.

Partisan
You organize and push people around like paper, and trying to keep your hands clean in troubling times. This often means running from danger.

Smuggler
They turn their heads and curse at you, pirate. But then they come to you later for things nobody else can get them. Maybe you are more of a pirate than you think.

=Origins=

This world is populated by many strange people.

Human *Free*
Roll 16+1d8 for age and retain gender.
A plain and vanilla human, sometimes the best flavor of all. They still managed to eke out an existence as scavengers and nomads after the Sixty Minute War without no fancy nuclear mutations or technological wonders embedded in your bones. Humans come in all shapes, sizes and palettes and can expect to live 60 years on average.

Scrivens! *100CP*
Roll 16+1d8 for appearance and double that for true age. Retain gender.
You are a scriven, a rare mutant human subspecies born from the aftermath of the Sixty Minute War, adapted to their new environment. Blue eyed and spot-skinned, you have enhanced resistance to radiation and subzero temperatures. You are adapted to low light conditions, have expanded senses via synesthesia and are overall hardier, with a double the normal life expectancy.

Stalker! 4*00CP*
Roll 20+2d8 for age of meat used and add 200 years to that for true age. Retain gender.
Sometimes called Jaegers or Resurrected Men, these deadly cyborgs are built from corpses, seven feet tall, armored head to toe with glowing green eyes and lethal extendable claws. Feared throughout the lands, you are a more self-aware monster, able to survive most things in the Traction Era at the expense of enjoying any of it.

=Perks=

Skills that will see you through this twisted wasteland of crawling cities and ancient ruins.
All perks discounted to their origins with the 100CP perk free.

Scavenger Lands 100CP *Survivor*
You have the skills and know-how to pick through a mound of refuse and come up with handfuls of valuable scrap. This includes filtering water through old boots, rat meat recipes and tailoring.

Wasteland Wander Fist 200CP *Survivor*
Conflict inevitably arises in times of scarcity, before escalating to violence. You are no stranger to such violence and could make a living as a bodyguard or veteran soldier. Fighting with improvised weapons like hatracks, typewriters, bottles and cobbled firearms are no hurdle to your savagery.

It Belongs in a Museum! 400CP *Survivor*
You have a knack for discovering artifacts, both Ancient and merely very old. You will never be wanting for work as a treasure hunter and could easily live in the lap of luxury by selling the occasional bauble. Your eyes can even sort the junk from the treasure, adjusting for market price.

A Darkling Name 600CP *Survivor*
Your reputation precedes your actions, name shared on hushed lips and campfires throughout the lands with the likes of Fang and Shrike. Any deeds will be retold without needing witness and keep the broad strokes, as if that dragon might have been an Old-World Beast. Like the heroes and villains of wasteland yore, you become an idol to the downtrodden and awed by challengers.

Mega-Industrial Handyman 100CP *Grease Monkey*
You are a crafty sort, capable of navigating the nightmarish guts of belching skunkworks and pistons with little fuss and knee scraping to clean and repair them. Grease never looked so good.

Organic Mechanic 200CP *Grease Monkey*
People are just squishier machines after all! While no heart surgeon, you could easily substitute for a battlefield medic or private doctor to a small town. You can readily maintain prosthetics or cyborg parts you may find with your unique combination of skills.

Junk Repair 400CP *Grease Monkey*
You can easily repair and maintain complex technology with vastly out-of-date materials and techniques. It wouldn't be out of place to see a Traction City's engine held together with flywheels and cogs, or a rare artificial heart spliced into a handcrank. Diminishing returns apply with these efforts, requiring more and more materials. You cannot upgrade things in this manner.

Infernal Devisor 600CP *Grease Monkey*
Yours is a genius that could revitalize an era, extracting ideas and designs from long forgotten ages. Concepts like heavy-than-air flight reborn and expanded overnight, the lost surgical arts of Stalker creation, even raising mobile cities are not beyond you. The riches of the past yield!

Rabble Rouser 100CP *Partisan*
You are very good at preying on the various useful idiots, silent masses and gullible gloats of the world to provide you. Whether it's whipping up a mob, selling pulp fiction or funding expeditions, your public speaking skills speak for themselves.

Balancing on Pedestals 200CP *Partisan*
People will crave leaders, to make the decisions and responsibilities they cannot bear. You might not fit the image, but the rewards of leadership are oh so tempting. Masses will eagerly raise you as figurehead with some pep talks, and you could easily ride that wave to greater governance.

Written by the Winners 400CP *Partisan*
Many atrocities and crimes can be committed, and forgiven, so long as the perpetrator makes the laws. Abuses of power can be forgotten by the public with sufficient authority, and slander cleared away with the doing of great deeds or discovery of great treasure. History may have its eyes on you, but you can control what they look at.

Mortal Armistices 600CP *Partisan*
Arguments can be made for the contribution of violence to progress. Ceasing that violence is usually difficult and time consuming for others, their voices lost in the throng. If only someone could make truce… You can call ceasefires just about anywhere and bring anybody to the table, so long as you appear diplomatic and they lack lethal intent. Any flared tempers or idiocy is forbidden at your meeting tables, making discussion or arrangement of treaties much easier.

No Maps Needed 100CP *Smuggler*
You are very, very good at navigating the treacherous open landscape and churning seas of the Traction Era. No need to follow the migration routes of the great cities, you can find safe passage and shortcuts in all sorts of out of the way places.

In Traction 200CP *Smuggler*
The age of the aviator is swift returning, balloonists a popular sight and talks of heavier-than-air flight vehicles tinkered in workshops all over the place. All they need is a pilot. You can pilot any sort of aircraft or watercraft with some effectiveness, and could even handle the controls to mobile city sized structures without crashing them.

Your Lost Boys 400CP *Smuggler*
Smugglers often need to work with questionable company, ones that wouldn't blink at betrayal. Mutiny and infighting among your crew is rare, each one upholding strange codes of honor. Who knows, you may even be able to establish functioning pirate states with enough clobbered heads.

Predator's Fold 600CP *Smuggler*
The pirate's life may be appealing to some people, and you can easily sway the rest. This comes in handy to induct snoopy onlookers into your schemes or to convince the usual guard that contraband is in fact a patriotic duty, but all sorts of schemes and trades can be conducted with all parties convinced it was their idea to do so.

=Items=

Knick-knacks and artifacts to aid you.

Assorted Seedies 50CP
Large stacks of flat, sometimes scratched, reflective circular discs. Most will accept these as payment or decoration, and with the right machines you could unlock the Ancient musics and cultures recorded upon them.

Predator Cities Playset 50CP
Now with expanded 6th Edition rulebook. Play a hefty Traction army or run a skimmer and dirigible support deck. Comes with all necessary miniatures and cards for hours of civically minded fun.

Faithful Pet 100CP *Survivor*
You have a loyal and large canine companion. Very intelligent and able to follow your commands, this hound has your back in the age of moving cities.

Prospector's Pack 200CP *Survivor*
Containing enough for expeditions through the ruins of the Ancients. Includes ten feet poles, iron rations, revolvers, rope, machetes and alcohol. So, so much alcohol.

The Resurrected Man 600CP *Survivor*
Many cities which field Stalkers have to make do with refitting old brains they have or maintaining their bodies with whatever is on hand. You happened upon Popjoy's plans to create veritable armies of undead mechanical men. Animals, too. From warriors to aerial spies to naval saboteurs, you could build a force to take on a city with just a year and a good supply of cadavers.

Lucky Wrench 100CP *Grease Monkey*
This bright red multifunction wrench is good for fixing all sorts of problems, whether its fixing that banging in the pipes, opening a locked box or getting through a crowd of starving scavengers.

Tin Notebook 200CP *Grease Monkey*
Made of flattened and engraved sheets of metal covered in the occasional spot of rust. It describes the various maintenance and repair protocols for the machines of the Traction Era. Handy for identifying problems with all kinds of devices and how to break them.

The Quirke Process 600CP *Grease Monkey*
Ever since Nicholas Quirke lifted London out of its foundations, cities across the world hurried to grant themselves escape. These plans are part civics project, part super-heavy overhaul, describing the process how any city may be retrofitted to mobility over the course of a year. Treads, rafts, tracks and fans are just some of the ways these cities move.

Fine Clothes 100CP *Partisan*
You have access to a well-tailored wardrobe that makes you look amazing. They never get dirty and can keep you comfortable in any weather. Your followers will derive their uniforms from this.

Bounty Board 200CP *Partisan*
You have a very conspicuous and well frequented office that sees a fair amount of scavengers, mercenaries or adventurers coming through to do the riskiest jobs for disproportionate pay.

Arsenal of the Ancients 600CP *Partisan*
Occasionally a Traction City finds a building sized weapon that they use to hold their neighbours hostage and blow themselves up. You seem to hit the jackpot, plans for the construction of a weapon system known as SHIVA, an electric artillery that fires hyperkinetic rounds of city slaying magnitude. Alternative plans include orbital launching facilities. Each weapons system takes a year to become fully operational without backfiring.

Double Bottomed Sack 100CP *Smuggler*
This plain looking bag is sturdy, wastelander-proof and can hold anything you can sling over your shoulders. The secret pockets hidden in the lining are not affected by any goods you might cover them with, becoming overlooked by all but the most keen-sighted.

Blackbook Goods 200CP *Smuggler*
A notebook tallying what goods and services are banned and most profitable across any ports you'd come across. Includes everything from slavery, narcotics, taboo Old Tech and so on.

The Greatest Trick 600CP *Smuggler*
In this age of urbivores and ruthless Municipal Darwinism, cities will pay through the nose to hide from the maws of predator cities. These plans describe Ancient devices used in war to hide the presence of even the largest of vehicles to the smallest pedestrians. The generators may take up to a year to set up for traction cities, but personal devices and vehicle cloaks can be completed in much shorter timeframes.

=Vehicles=

All sorts of ways to get around

Tumbler 0CP
A model of manned bomb employed by the fanatical Green Storm. Guidance systems cost money citizen, and lives are plentiful in the empire. Propulsion systems not included.

Overland Traveler 50CP
A cart leashed to a six legged horse buffalo. Not recommended for anything but the most static cities, the top speed can barely keep up with the idling speed of a Traction City.

Hot Air Balloon 50CP
Good for airborne picnics, ferrying messages between cities, risky bombing runs or mapping unexplored territory. A gasbag and armored basket with a simple motor for a pilot and passenger.

Merchant Freighter 100CP
A two-seater gondola attached to a massive balloon and a small warehouse worth of space. Not very fast or good in a fight, these ships often require armed escorts.

Fighter Airship 100CP
Often deployed in massive swarms, each of these heavier-than-air aircraft are used to target the enemy air fleets, resulting in magnificent clouds of dogfighting. Contains room for two gunners.

Heavy Gunship 200CP
A larger and better armed version of the fighter, each comes with room enough for a pilot and squad of soldiers to launch fast response assaults. Some variants substitute the extra crew quarters for bomb bays and extra engines.

Air Carrier 300CP
A heavy passenger transport, used for launching raids with their on-board crew and their assorted assault gliders, biplanes, dropships and balloon mines. These large floating dirigibles are often used by pirates to strike helpless static cities and later store their ill-gotten goods.

Air Destroyer 400CP
Capital warships of the Anti-Traction League, these military craft have batteries of rockets and gun ports dotting their armored gondolas. A lethal anti-city class cannon is mounted on the undercarriage that can easily pick off enemies from a safe distance.

Traction City 500CP
See City section for rules and customization.

Note: All vehicles are not supplied with crew. The purchaser must supply their own. You may not use vehicle crew rules to “mass import” across jumps.

=City=

After purchasing the City item, you are now the proud owner of your own Traction City. It is not your home City from the Origins, but will still follow you to future worlds, in a location of your choice or connected to your Warehouse by annex. Citizens will be supplied.

Initially your City has a mere four layers of habitable space, a small townhouse for you to live in, and an engine shop to repair the city or disassemble wayward villages for parts.

You have **1000 Municipal Points (MP)** to spend on customizing and improving your City. You may gain convert CP to MP on a 1:1 ratio. You may import a city or vehicle you own for 100MP.

-Style-
Choose One

Tiered: The most popular design among Traction Cities, where city plates are piled on top of one another. The lower layers are traditionally inhabited by the lower classes and industrial machinery, while the higher layers belong to sunlight, fresh air and the usual upper classes.

Ringed: Popular among the Ice Wastes of the North, this design prize the heat of the engine districts centered in a large expanding circle. The poorer population suffer on the frozen rims of the city while the richest can cozy up in comfort near the warmth of giant boilers and turbines.

Clustered: A design only make possible by a city with contentious government, made of distinct blocks clumped together so the exterior sections can be ejected in case of argument or to provide fortified emplacements.

-Mobility-
Choose at least one. You may choose more.

Giant Treads 0MP
These large treads are a mainstay of Traction Cities. Often running in several pairs, these treads run under and to the sides of their cities, propelling them up to top speeds of about 100km/h.

Ice Runners 0MP
Popular among the Ice Wastes of the North, Ice Cities mount giant wheels on the back of their city to propel it on large reinforced metal runners across the land. It works best on smooth frictionless surfaces or where the ice is thickest.

Urban Leggings 100MP
Cities in areas with rough terrain employ massive claws that aid in pulling them across the land. Each come tipped with seismic sensors that detect if the ground is steady enough to place the city's weight on, and can be used to crush foes underfoot.

Raft Modification Project 100MP
Ocean going naval cities sit themselves on massive rafts of ballast and hollowed districts. This allows them to choose their anchor points, and several floating cities choose to build downwards, resembling metropolitan icebergs.

Aerial Lift Districts 200MP
Aerial Cities make use of interconnected dirigibles and networks of engines to make your city fly. These often require precise maintenance to prevent uncomfortable listing. Aerial Docks are recommended, otherwise the city must land for resupply and trade.

Submersible Street Authority 200MP
An overhauling of the entire city that covers it in pressure plating, airlocks and waterproof sealant, before refurbishing their Engine Quarters with propellers and pumps. These submersible cities are proponents of tales of sea monsters, often the setpiece of pirate fleets or naval trade.

Childermass Elevation Suburbs 400MP
Prototypes proposed by Lavina Childermass, these are a more efficient alternative to the massive dirigibles and turbines of aerial Cities, using complicated magnetic levitation to propel the bulk of the city over ground. These devices allow for more than hovering, allowing the cities to drop out of the skies for sudden approaches.

-Municipal-

Urban Expansion 50MP per purchase
The more tiers or rings, the more population and wealth it possessed. Major cities like London possess 8 tiers, while the wealthiest city boasted a maximum of 12 tiers and populations of millions. Minor cities only possess 4 or 5 tiers, any fewer and they'd be suburbs. Each purchase adds another tier to your city.

Mayor's Residence 50MP
Where the most important citizen in the City lives. That's you, by the way. When before you had a townhouse, now you have a palace. Host fancy parties, diplomatic conferences or war room meetings here in the lap of luxury and prominence.

Botanical Open-Air Museum 50MP
A beautification project that centralizes the city gardens and parks into a wide spread hub, containing all sorts of flower beds, orchards and tasteful statues. Wealthy cities often use these to display the sturdier artifacts and artworks they obtain.

Aerial Docks 100MP/200MP
While most cities only need to clear a rooftop to accept incoming balloons, truly capable cities have entire districts dedicated to the arrival, loading and maintenance of aerial transportation. Any City with these docks become a common stopping point for merchant fleets.

An upgrade to Aerial Harbour gives this district a larger capacity and facilities to host entire fleets, making your City a true crossroad of the skies.

Wet Docks 100MP/200MP
Instead of motely quays and temporary pier pylons, dedicated facilities have been built for the traffic of naval transports, ranging from the fishing navies that supply your citizens to merchant and pleasure cruise vessels.
An upgrade transforms these districts into Marine Superharbours, capable of supplying submersibles and underwater function.

Goggle Screen Network 100MP
Large view screens placed among the city that can be used for entertainment, news, propaganda or civic surveillance. Each is installed with a network of cameras and loudspeakers.

Dedicated Drilling District 100MP
The Gut, or Great Under Tier, consisting of hangars and harvest is updated. Large drills and borers have been installed into the undercarriage, making mining for oil, fuel or material as simple matter of tapping a promising vein. Includes overhauling the refineries and manufactories of the City.

Citizens Glory Cultivation District 100MP
A step towards self-sufficiency, massive greenhouses and piscine protein vats have been erected to fulfill your needs for food. Each also grant valuable labour for the citizens, letting them feel responsible for the survival and betterment of the City.

Historian's Guild 200MP
Commissioned to hold a dedicated group of adventurers, scavengers and tenured professors to comb the wastes, catalogue relics, and occasionally hold festivals celebrating the City's jubilee. You can launch archeological expeditions to every corner of the globe with a word.

Engineer's Guild 200MP
You'll not find a more grease covered motley of wrench handlers in the Wastes. They maintain and care for the giant engines and Old-Tech that power the City and provide emergency repairs. A must have for any Traction City undergoing expansion or large construction projects.

Merchant's Guild 200MP
Money is the lifeblood of great cities, a tenet these stalwart bureaucrats hold in their hearts. They manage travel and trade, setting tariffs on goods to ensure that the city profits where it can. The more veteran guildsmen help set the City's migration for the most optimum trade routes.

Subordinate Suburb 300MP per
Built during era of abundance, these 3-tier mobile suburbs occupy specialist roles for their master cities which require mobility and swiftness. Each suburb is either an ambush hunter that tithes portions of kills, a trader that spreads goodwill and commerce, agricultural that rears livestock and tends to croplands, or a miner that harvest ores and wreckage for valuable materials.

-Defense-

Magnificent Monument 50MP
Traditionally this is a statue of the Founder crafted from precious metal. It is a massive target and unfortunately for invaders, destroying it only acts as an early warning system and rallies the population to war. You cannot remember how many times it has been rebuilt or saved your City.

Wartime Infrastructure 100MP
Large sheets of armour have riveted to the tiers and buildings of your City, gun-slits and skirt forts dotting the edges and with a large prominent ram at the fore. This is easily the minimum for cities, both static and traction, bordering the contended Ice Wastes or the Shield Wall of Asia.

Civic Barracks 100MP
Buildings that house professional soldiers to defend your borders, police your streets and train your citizens. Includes dedicated armories containing superior and standardized weaponry.

Furiosa Groundcraft Bays 150MP
Garages for fast land vehicles to scout ahead of your City, providing valuable intel and harrying the defenders of anyone too slow to avoid their mechanized cavalry.

Orbital Moat 200MP
An additional outermost ring constructed around your city. Made of reinforced concrete and tarmac, it provides a strong defense against boarders and rapid transit along the rim.

Corkie Anti-Air Defensive Screen 200MP
This city-wide installation resembles massive corks attached to giant chains on the outer rims of your city. They contain scramblers and ablative armor to defend against aerial invaders, each one capable of crushing an airship against their bulk. Hey, it works.

The Maw 300MP
The Massive Automated Wrecker, is a sub-sub district of your City comprised of sprawling factories, furnaces, compactors and blenders folded on top of itself. The dismantling machinery here is of utmost importance in turning salvage into useful materials for the citizens.

Gorgon Ion Immobilizer Projector 400MP
Electrical interference photo-cannons that fire orbs of voltaically charged plasma, frying entire city blocks into uselessness. The sheer supercharged feedback interferes with local bioelectricity, causing brief paralysis to all organic lifeforms in the area. Operators of this municipally mounted artillery are advised to wear rubber boots.

Cheeky Breeks Stalker Surgery and Decanter 400MP
A combination morgue and mad scientist's lab, with the resources and pods to maintain and house a troop of a dozen deadly cyborg warriors. These Old-Tech Warriors are tremendously effective, easily capable of policing your population or launching unceasing destruction when needed.

=Drawbacks=

There are always ways to gain power. Are you willing to pay the price?
Take up to 600CP in Drawbacks.

+100 Scarred

Prominent on your face is a large disfiguring scar, about the size of a hand span. It makes everyday activities such as eating, speaking or resting, painful and discomforting. It always draws the eyes of observers, and makes small children cry. Attempts to hide this scar are futile.

+100 Future Imperfect

Your knowledge of Old World history (including your memories) has been scrambled. You'll soon explain that Mickey was an animal god of America or how the country was discovered by Christopher Columbo. You will look particularly foolish in front of educated audiences.

+200 Pennywise Profiteer

You find there is only one way to make money in this world. Lies. The more outlandish the better. Much like a certain liar and philanderer, you are craven and cowardly and shy away from attempts to live honestly. This is not saying your plots will succeed. Quite the opposite.

+200 Extreme Sky

You have a severe case of agoraphobia and couldn't be more at home sitting in a broom closet. When events conspire to force you outside, you are cursed with the worst weather possible, your stay will be plagued with scalding heat, acid flash floods and a return of the plague storms.

+300 Faction Fanatic

You work for a side, no matter what they tell you. But which side?

Municipal Darwinist

You have only scorn for those living their static lives in static cities. Even those in the Traktionstadtsgesellschaft are reactionist softies as far as you're concerned. It is nature's way that the fittest survive where the weak die, and thus it is in the nature of cities to prey upon their lessers. You are a staunch believer and will even betray your home should it show domestic tendencies.

Green Storm Lightning

The world is no longer green, for mankind's cruelty and greed have stripped the bounty of the lands. The Anti-Traction League are a good first step, but agrarian living is not a worthy cause of pursuit, while mobile cities still strip the remaining land and leave ruin in their wake. You are a fanatic follower to the belief, but will even betray your comrades should they attempt to destroy the stationary cities of mankind.

+300 Soft Hearted Fool

You are far too easily swayed by your emotions and still maintain an unshakable naivete. Whether it is the inability to say no to those in need one day or a ceaseless urge for vengeance the next, you are a creature of irrational passions. You also have an inoperable and debilitating heart condition that flares up in tense situations, just in case you thought you were getting away lightly.

=Scenarios=

You may take as many scenarios as you want, at any level you want.
If any conditions contradict each other, choose the worse interpretation.

End of an Era
You will see the end to this Tale of Men and Municipality, one way or another.

Mortal Engines +0CP
You will no longer leave after 10 years have passed, but only leave after a madwoman's ambitions are thwarted. So at least 20 years, give or take some months.

As a reward, you will receive the complete *Predator Cities* series of novels and any associated media, short stories and prequels.

Predator's Gold (Must have Mortal Engines)
You come under constant attack by bandits, scavenger crews and worse, all utterly convinced you are the ticket to a treasure of great value. Try to escape by airship? Sky pirates. Hide in a static settlement? Hungry traction city. Fight them off? Stalker kill teams on your scent, and more. You will find no profit from this, only pain and scorn.

As a reward, you will receive a shiny golden coin minted in the Traction City style of the location of your choice and 100CP to spend on perks and items.

Infernal Devices (Must have Predator's Gold)
Your Warehouse has come under new restrictions. Any technology or items from after the 1900s is no longer available to you, including all supernatural objects. This does not include objects purchased or found in this jump. This includes implants or other integrated items.

As a reward, you may summon any item held in your Warehouse via non-damaging orbital drop. This may be called using the aforementioned Traction Coin.

A Darkling Plain (Must have Infernal Devices)
By the end of your stay there will be an uproar in the world, a final calamitous war. You must decide and judge the future, as traction cities trundle under the weight of their artillery blocks and fleets of fighter craft swarm from aerial battle dreadnaughts. Between the chrome march of stalker squadrons and the orbital glare of long forgotten superweapons, you must ensure humanity's survival. Without your powers or the powers of your companions.

As a reward, you may take an additional 300CP to spend on perks and items.

You gotta have Zeppelins!

This once in a lifetime event cannot be missed!

Plucky aviatrix takes home weight in seedies!

Mysterious ruins spotted off the Great Barrier!

Bring home the glory!

Darwin Equatorial Observatory reports sightings of “Haunted Sky”.

Tensions rise as suburbs attacked in India. Nations fear war.

It’s the greatest craze since they rediscovered sliced toast! Every since heavier-than-air flight took off, aviators and pilots from all over the globe have come together to Sydney for the greatest race known to mankind. And you’ve been sent an invite.

You **need** an aircraft to join the race, and will be loaned a merchant skiff if necessary.

The race begins and ends in Sydney, the Fogg Society setting an **80 Day Round the World Course**. Checkpoints are set up in major cities, both mobile and static, where contestants still need to have their time and original vehicle marked. Cheating is discouraged, but not forbidden.

This race crosses all known meridians and surviving nations, crossing tempestuous seas and perilous war-torn lands. **Scavenger Clans** will not hesitate to blast you out of the sky for scrap and hide, trapping the most common air routes and claiming a handful of contestants every year.

This year’s race also takes place during the opening shots of the **Green Storm War**. Contestants will be hassled for permits in restricted airspace, dealing with patriotic citizens, hair-trigger fleets and overcharged docking fees. It is considered bad form to involve the Fogg Society with politics.

Finally, there is rumour of an Ancient menace returning to the skies, entire cities laid to ruin by sudden malevolent storms leaving survivors raving about ghosts and flying devils. **The Haunted Sky** may be a myth, but one you would be foolish to ignore.

Surviving this year’s race and coming in to a podium finish awards you one of the following:

Haunted Sky Generator: This powerful anti-aircraft territory denial system requires several city blocks to power. It can generate areas of distorted space-time filled with “solid echoes” that collapse into dangerous pockets of anti-structure without the proper counter signals.

Fogg Society Outpost: Your excellence in the race has impressed the Society, and you now have access to the best organization of explorers, infiltrators and navigators the world over. What, you thought they just liked planes?

Cumulus-Class Luxury Zeppelin: The original pilot of this Ancient flying pleasure palace never returned. You could live the rest of your life high above the warring nations in comfort and safety, only descending every decade or so to resupply.

Worst 60 Minutes of Your Life

They'll be calling it the 60 Minute War centuries from now, but you only know it was a Friday. You wake up covered in soot and rubble, with smoke and screams filling the air. As you reach out and extend your powers in a panic to find that you cannot.

Two bits of news. On the plus side, whatever strange cocktail of doomsday devices that stripped your other powers and placed them in orbit has made you unaging in the prime of life.

The downside is pretty obvious.

Live through the Black Centuries, ensure the survival of your home city through war and famine and the coming Traction Era. Live and scavenge until the day you can call upon the sky and regain your full strength, or fight until mankind's peace is established by your mortal hands. Either way this could take 1000 years or so.

Failing to achieve either condition by then will end your chain. Events of note below:

The Black Centuries ~0TE-400TE
Humanity scrabbles in the muck after the collapse of civilization. Populations become nomadic, living in towers pulled by massive mammoths or wheeled townships to keep away from dangerous environment. Environment stabilizes after hundreds of years as plague storms and acid rain ends.

The Movement Conquers London 480TE
The empire known as *The Movement* conquers London and converts it into the first known case of a Traction City. This sparks imitators in Paris and other old cities as the 2nd Traction Boom.

The Wheeled War 480TE to 520TE
Old Traction empires, static city states and New Traction cities fight over borders and resources. Attack of the Zagwans, a Christian Anti-Traction state in Africa, defeated by coalition.

Diet of Ulp 520TE
End of the War. Conference between surviving empires and cities proposes the theory of *Municipal Darwinism*, beginning the 3rd Traction Boom.

Iron Winter 900TE to 926TE
Advent of a mini ice age, large swathes of smaller towns and villages die off in the cold.

The Green Storm War 1012 to 1026TE
War between the Green Storm and the Traction cities devastates Eurasia, exhausting the supplies of the Traction Cities and marking the end of Tractionism. Age of the *Predator Cities*.

As a reward, you may take an additional Traction City with 1000MP to spend on it.

=Epilogue=

Oh, you want to hear that story again?

It's been so long. How did it go…

It was a dark, blustery afternoon in spring, and the city of London was chasing a small mining town across the dried-out bed of the old North Sea.

...And it was home
An end to your tale.

...And so the story went.
All tales end somewhere.

And the adventure continued...
Does your story have to end?