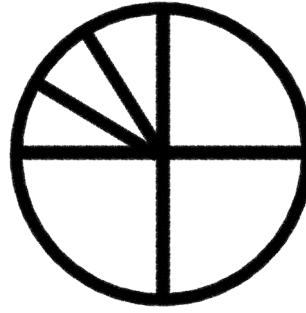


10 YEARS LATER

The 10 YEARS LATER clock is a Gamechanger that must be unlocked; it takes a tick when one of the following happens:

- A character's Harm clock is filled.
- An Ungiven Future is checked.
- A character dies.
- A player can choose to use an advance to tick the clock (but why would they?).



When this clock is filled, the game will jump ahead 10 years next session. If there is something that needs to be determined before the jump goes off, it needs to be resolved in one move. More than that can be figured out later in flashback.

Players, tell the MC one of the following:

- My character found safety for a decade in a place visited or mentioned through play. As the game begins, this safety will fall begin to fall apart. The MC will ask you questions about the shaky ground upon which this temporary safety was built.
- My character transformed and I will begin their journey as a new playbook.
- My character is gone, lost, their fate unknown. Make a new character or take over as MC for this chapter if that works for the table.
- My character has become a Threat. Hand the character sheet to the MC and make a new character with an extra starting advance.
- My character is lost to a Threat or exploring a new Hard Zone but can be found through play. Ask the MC which Threat has taken the character or which Hard Zone are they lost within. Make a new character to play until that character is found and if they are then you can play both.
- My character has been grinding on for the past decade. If you have built something, take a Holding, a Cult or a Pack. If you have survived by cunning and violence, take a move from any playbook to represent this. If none of these quite work, just write down how the cruel world has changed your character's 1st Impression.

