



THE ECO RPG POWERED BY THE APOCALYPSE

EXTINCTION PUNK

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EXTINCTION PUNK

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VERSION 0.1

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This is a document in development, and you are currently reading Version 0.1. New content is being added regularly, so check on www.quickphix.ch/extinction-punk for updates!

- First release document: contains all basic mechanics, 5 chapters and 6 characters.

TABLE OF CONTENTS

TABLE OF CONTENTS

1.	What the Fuck is Extinction Punk?!	1
1.1.	The Story so Far	1
1.2.	So how do I play?	2
1.3.	Enough Exposition! What do I need to play?	2
1.4.	But What do I need to do if I am the GM?	2
2.	Playing Extinction Punk	4
2.1.	Starting your game with session Zero	4
2.2.	Sessions and Expeditions	4
2.3.	How to do anything: Show me your moves!	5
2.4.	Stats: The Reason for PANIC	10
2.5.	Fighting and Surviving	11
2.6.	Mutagens & Diseases	12
2.7.	Equipment	17
2.8.	Hostile World Events	19
3.	The Characters	23
3.1.	Bunker Baby	24
3.2.	Core consciousness	27
3.3.	Hardly Human	30
3.4.	Mysterious Mutant	33
3.5.	Roaming Ranger	36
3.6.	Sole Survivor	39
4.	Advanced Rules	42
4.1.	Advanced Leveling	42
4.2.	Decentralized Play between Sessions	44
5.	Knowledge for the GM	47
5.1.	Differences to other pbta Games	47
5.2.	The GM Principles	47
5.3.	Building an Expedition	49
5.4.	Expedition Archetypes	50
5.5.	Finding Inspiration	52

WHAT THE FUCK IS EXTINCTION PUNK?!

1. WHAT THE FUCK IS EXTINCTION PUNK?!

Extinction Punk is a table-top role-playing game (TTRPG), which emulates a genre of science fiction and science fantasy, that envisions how the future might look like if humanity fails to stop a man-made extinction event such as climate change, nuclear holocaust, or biological warfare. As such, it not only describes this TTRPG, but also a multitude of media such as literature, comics, movies, and video games in a similar manner to adjacent movements such as steampunk or cyberpunk. The iconography of Extinction Punk focuses on tight-knit survivors right after the extinction event or in the (not necessarily human) civilizations which came afterwards. Popular icons in the genre orientate themselves after 21st century youth and climate protest culture and reclaimed capitalist art pieces, transported to a post-apocalyptic environment. Common story elements include mutations, mutated monsters, nature reclaiming the planet, megafauna, and remnants of advanced human technology (e.g., robots, mechs or jury-rigged weaponry) found in unusual settings. Although Extinction Punk is concerned with the end of the human species as we know it, its narratives are usually adventurous, humorous, colorful, and optimistic. After all, once the worst has already happened, things can only get better. Its stories are often filtered through the lens of early 21st century meme and pop-culture – in equal parts earnest and cynical as well as both critical of late-stage capitalism while being unashamedly nostalgic for the cultural artefacts it produced.

1.1. THE STORY SO FAR

Let me start with the bad news: The End happened faster than any of us had imagined. The ecological collapse was not a slow decline as some of us had presumed it would be. Within one year the harvest failures and floods led to mass migrations and conflicts. Then the first of the nations went off-grid: borders closed, cables cut, and walls raised. Others soon followed. It was as if everyone had just waited for an excuse to drop the façade of collaboration. Satellites were shot out of orbit to blind oneself and the enemy. Without any intercontinental communication, old rivalries were settled, the last resources plundered and all the dirty weapons everyone had stashed in their collective cellars were deployed. Over the course of a few days, the world of man suddenly got a lot quieter. By now, these conflicts are long over. Although, rumor has it, that somewhere out there, some stubborn assholes are still locked in the same eternal conflicts, refusing to let this Period of Struggle to come to an end.

Now for the good news: the worst has already happened. The old world of man is irretrievably gone. The damage is done. The planet, its climate and its ecosystems have been so thoroughly fucked by rising temperatures, dirty bombs, and efficient bioweapons, that it is finally again pregnant with new life. Mutated new species are cropping up daily – adapting to the volatile weather and reshuffled food chains. So, rejoice! The extinction of man has already happened and the only thing to do now is watching how those who come after will fuck it up for themselves.

WHAT THE FUCK IS EXTINCTION PUNK?!

1.2. SO HOW DO I PLAY?

The game can be played with a minimum of three players. One player acting as the Game Master (GM), all others as characters within the game. These player-created characters are the protagonists of the story the GM will tell. Meaning, The GM will act as the guide for the players and their stories, setting up obstacles for their characters overcome.

The players and the GM come together to tell the stories of their characters and the dangers they will face on their adventures. The players do this by narrating their characters' actions and using dice rolls to decide whether these actions succeed. The GM responds by playing as the enemies, setting up obstacles in the world and by coming up with the consequences to the players' actions. Think of this game as creating a story with your friends, with flexible rules there to guide the characters and their actions.

1.3. ENOUGH EXPOSITION! WHAT DO I NEED TO PLAY?

If you are a player, you can lean back and let the GM do all the hard work. The only things you need to do beforehand are:

- Find pair of six-sided dice (d6)
- Select one of the characters (from chapter 3) which you think sounds interesting and print it out (double-sided) or get the corresponding .pdf from our website (quickphix.ch/extinction-punk). Do not worry if you stumble across words you do not understand yet – just read the first paragraph to see whether you find it interesting
- Grab a pencil and some note paper
- Snacks and something to drink

That's it – the rules will be explained to you by your GM while you play. If you want to lighten the burden on your GM, you can also read the character guide (chapter 3) and about moves (chapter 2).

1.4. BUT WHAT DO I NEED TO DO IF I AM THE GM?

So, you are the GM? My sympathies – you'll have to invest the actual work before the others can play. Most of what you will need is just the knowledge found within this document. To take shortcuts, follow this guide. If you have...:

- **...never player any TTRPG:** In that case, it is probably best for you to read the entire chapter 2, at least one entry in chapter 3 and all of chapter 5.
- **...played TTRPGs, although not ones “powered by the Apocalypse”:** You'll probably be fine by checking out chapter 2, at least one character in chapter 3 and chapter 5.1.

WHAT THE FUCK IS EXTINCTION PUNK?!

- **...played Apocalypse World (or other pbta games):** You should feel right at home – this game's unique mechanics can be found listed in chapter 5.1 and explained in detail from chapter 2.6 onwards.

2. PLAYING EXTINCTION PUNK

First let me check: you have 2 or more players, excluding yourself (the GM). In this chapter, I will assume the GM is reading and address all points to “you” directly. The reason why I’m focusing on you is because you will have to both explain all the rules to your players while simultaneously creating a compelling story for them to react to.

Some basics: Extinction Punk can take as many sessions to play as you want, as it supports a one-shot format as well as longer campaigns across multiple sessions. The actual gameplay works like a conversation: you and your players go back and forth talking about their characters and the circumstances you have put them in. There are no turns – if a player wants to do something, you will talk it out how their action will play out in the world of the game. All the following rules do is mediating the conversation. Hence, they should be used when you prompt their use, and they impose constraints on what players should do after.

2.1. STARTING YOUR GAME WITH SESSION ZERO

It always good to start with a short meeting with all your potential players. This meeting is called session 0. It can be held before playing session 1 or just be done informally during a quick lunch-break. The important thing is that everyone who wants to play comes together, states what they want out of the game and creates their character (i.e. choses one of those listed in chapter 3). You should use this time to get a feel for what kind of story your players might want to hear: are they looking for a feel-good exploration-tour through a post-apocalyptic world or are they looking for an action-packed fight through a mutant-infested jungle?

At the end of session 0, your players should have a found a character which interests them and know roughly what awaits them in your game. You should have some baseline plot-idea in your head, which will hook them into the world you are about to create (more about creating a story in chapter 5).

2.2. SESSIONS AND EXPEDITIONS

Play is divided into sessions (every time you meet up with your players) and expeditions (the story you want to tell overall). Think of it as the episodes vs. the season of TV-show – the only difference is, that you decide how many episodes (sessions) make up a season (expedition).

You start your first session by setting the scene for the expedition. In order, these things are:

- **Introductions:** You prompt each player to take turns introducing their character. How do they look like? What is their personality? What is their driving motivation? What can they do?

PLAYING EXTINCTION PUNK

- **Personal History:** Now it is time to establish how these characters know each-other. You can either use the background within the character description in chapter 3 to generate these relationships, or you can have the players define them for you.
- **The Story so far:** Next you'll establish what situation the characters are currently in. This will partially be dictated by the characters the players have chosen: are they a band of human survivors emerging into an unfamiliar world? Are they nomadic survivors looking for a place to settle? Or are they a wild band of mutants, hardly humans and other misfits trying to claim this new world for their own? One thing is clear – the players all have a good reason to stick together (because otherwise there can't be a story).
- **The Hook:** Finally, you'll need a hook – i.e., something which gives the players a reason to start an expedition. Maybe one of their family-members is sick and the players must venture out into the wilderness to find a cure. Or a dangerous mutant is trying to hunt you down and you'll have to find a way to defeat it. Just let your imagination run wild – or just copy ideas from a story you like. So, if you have eyes, just plagiarize!

Once all of this has been settled, the players can now freely decide how their characters react to the situation you presented them with. All basic actions their characters do (e.g. “my character walks to the angry mutant and asks him for a sandwich”) can just be narrated by them. Anytime the question comes up of “Could your character really do that?” the rules in the following chapter are used.

2.3. HOW TO DO ANYTHING: SHOW ME YOUR MOVES!

Anytime a player wants to do something difficult or with an uncertain outcome, they need to rely on their character's moves.

All the characters share a set of ten basic moves, plus each of their character sheets lists special moves that are unique to them. When a player says, they want to do something with a probability of failure, they use a move and roll two 6-sided dice.

It is up to the GM to decide whether or not a player has to use a move. For example, “my character picks up the water bottle and drops it in the bin” probably doesn't necessitate using a move, because it is something most characters should be able to do and whose outcome probably doesn't have a lot of variances. However, “My character picks up the water bottle and throws it hard into the mutant's face” requires using a move and rolling dice, because it is not clear if the character would even hit the mutant and it is not clear what happens if they were to succeed. Hence, moves are there to help you decide and the describe the outcomes of an action.

Each time a move is used, the player in question must roll two six-sided dice (2d6). The result is then added to the stats relevant to the move in question (more on stats in the next chapter). This

PLAYING EXTINCTION PUNK

final number decides the outcomes in the story. While these outcomes differ from move to move, they generally fall into these categories:

- **13+ Best Outcome** – you succeed in what you decided to do in a spectacular way
- **10-12 Good Outcome** – you succeed in what you set out to do
- **7-9 Normal Outcome** – you succeed in what you set out to do, but at a cost
- **6-2 Bad Outcome** – you fail in what you set out to do
- **1 or less Complete Failure** – you fail in what you set out to do in spectacular way

Whenever a player rolls a 6 or lower you get to decide what fate awaits them in the story. However, the player in question gets to mark down 1 experience point (used to level up the character) for every failed roll.

2.3.1 MODIFYING DICE-ROLLS: ADVANTAGES & DISADVANTAGES

Sometimes a player's special move or the GM will bestow advantages or disadvantages when a player is rolling for moves. All these modifications are applied after the stat-bonuses have been applied to the results of the dice throw. There are four types of modifications:

- **Advantage:** The player can add +1 to the result of their next dice roll
- **Ongoing Advantage:** The player can add +1 to the result of all their next dice rolls for a specific move while within a specific situation. The advantage is gone once the situation no longer applies
- **Disadvantage:** The player must subtract -1 of the result of their next dice roll
- **Ongoing Disadvantage:** The player must subtract -1 of the result of all their next dice rolls for a specific move while within a specific situation. The disadvantage is gone once the situation no longer applies

Some special moves or items sometime bestow a +2 advantage – in that case, +2 is added to the next dice roll.

2.3.2 THE BASIC MOVES

Every character gets to use all the following moves which allow them to survive on their expeditions. These are called basic moves and there is a total of 10 of them (in alphabetical order):

Act instinctively

This move is used to do something difficult, stressful, or new to the player. It can be used as a catch-all move for doing something not covered by other moves. When you use the move Act Instinctively, roll +Adaptability.

- **1 or less:** You fail on what you set out to do and are now exposed to danger
- **6-2:** You fail on what you set out to do

PLAYING EXTINCTION PUNK

- **7-9:** The GM is going to give you a worse outcome than intended, a hard choice to achieve the original goal or price to pay for the original goal.
- **10 or higher:** You do what you set out to do.

Aid

This move is used to help your friends with one of their moves or to intervene quickly in an unfolding event. When you use the move Aid, roll +Nimbleness

- **6 or less:** You fail on what you set out to do and are now exposed to grave danger
- **7-9:** You either grant your friend advantage on their roll or succeed in intervening, but you are now exposed to danger
- **10+:** You either grant your friend advantage on their roll or succeed in intervening

Endure

This move is used to protect yourself or someone else from harm or to endure any kind of physical pain. When you use the move Endure, roll +Power.

- **6 or less:** You get your ass kicked – you receive damage and expose yourself to further danger
- **7-9 (choose one) or 10+ Choose two (when applicable):**
 - You or a friend suffer 1 less damage
 - You half the damage suffered (rounded-up)
 - All impeding danger is now focused on you
 - You impress your friends or frighten your enemies
 - You achieve your outcome despite the pain
 - You temporarily stop the source of the pain

Extract

This move is used to extract and apply a mutagen from living material or a mutagen tank. More details on mutations can be found in chapter 2.6. When you use the move Extract, roll +Adaptability.

- **1 or less:** You only extract garbage DNA and expose yourself to a dangerous viral load. Gain +2 in viral load
- **6-2:** You only extract garbage DNA – gain +1 in vial load.
- **7-9:** You extract the mutation you targeted – gain +2 in viral load.
- **10 or higher:** You extract the mutation you targeted – gain +1 in viral load.

PLAYING EXTINCTION PUNK

Fight

This move is used when you are fighting something, or something is attacking or harming you. When you use the move Fight, roll +Power.

- **1 or less:** You get your ass kicked – you receive damage +1, and the target forces you to wherever they want you
- **6-2:** Your target deals +1 damage to you
- **7-9:** You deal weapon-damage to your target and receive +1 damage
- **10 or higher:** You deal weapon damage to your target and receive +1 damage. Choose one (or two if you rolled 13+) extra effects:
 - You or one of your friends gets advantage on their next move against this target
 - You deal a massive amount of damage (+1 damage)
 - You suffer less damage (-1 damage)
 - You force your target to where you want them
 - Your attack is especially cool or flamboyant
 - Your attack is especially cruel or terrifying

Investigate

This move is used to read a situation, put together clues, ask around town or analyze a mysterious creature. When you use the move Investigate, roll +Intelligence.

- **6 or less:** You come to a wrong conclusion or reveal sensitive information about yourself to whoever you are talking to. The GM might ask you a question your character has to answer truthfully.
- **7-9 ask one, 10-12 ask two or 13+ ask three** of the following questions and the GM must answer according to the situation:
 - What is being concealed here?
 - What happened here?
 - Where is my target?
 - What am I looking at?
 - What mutations does it carry?
 - What will it do?
 - What is my target?
 - What has led to this situation?

PLAYING EXTINCTION PUNK

Manipulate

This move is used when you want to charm, intimidate, or persuade someone, to tell or give you what you want. The move may not work on monsters or especially hostile or fanatical people. You still must give the GM an idea what you are saying or doing to manipulate someone. When you use the move Manipulate, roll +Charisma.

- **6 or less:** You deeply offend or anger the target
- **7-9:** they will follow your request, but only if you do something for them right now to show that you mean it.
- **10 or higher:** They will follow your request if you do what you promised them

Read A Bad Situation

This move is used to quickly find a way out of a bad situation. When you use the move Read A Bad Situation, roll +Intelligence.

- **6 or less:** You come to a wrong conclusion or reveal sensitive information to your enemies.
- **7-9 ask one, 10-12 ask two or 13+ ask three** of the following questions and the GM must answer according to the situation:
 - What is my best way in?
 - What is my best way out?
 - Are there any dangers we have not noticed?
 - What is the biggest threat?
 - What is most vulnerable to me?
 - What is the best way to protect my friends?
 - What am I missing?

If you act on the answers, you get ongoing advantage on all moves while the information is relevant to the situation you are in.

Read A Person

This move is used when you want to guess a person's (or monster's) motive, potential future actions or just learn more about them. When you use the move Read A Person, roll +Charisma.

- **6 or less:** You come to a wrong conclusion or reveal sensitive information about yourself to whoever you are trying to read. The GM might ask you a question your character has to answer truthfully.
- **7-9 ask one, 10-12 ask two or 13+ ask three** of the following questions and the GM must answer according to the situation:

PLAYING EXTINCTION PUNK

- Is the target telling the truth?
- What is the target feeling now?
- What does the target intend to do?
- What does the target wish I would do?
- How could I get the target to do ___?
- What is the target concealing?

Traverse

This move is used to traverse difficult terrain, move somewhere quickly, or do something acrobatic. When you use the move Traverse, roll +Nimbleness

- **1 or less:** You fail spectacularly on what you set out to do and receive 1 damage
- **6-2:** You fail on what you set out to do and are now exposed to danger
- **7-9:** You succeed in what you set out to do, but at a price.
- **10-12:** You succeed in what you set out to do
- **13+:** You succeed in what you set out to do and inspire your friends, who get advantage should they try to roll for the same or a related action

2.4. STATS: THE REASON FOR PANIC

Each character has different stats (short for statistics) which describe how good they are in certain areas important to survive an expedition. These ratings add or subtract from their dice total when they roll for a move. Coincidentally, the first letters of each of the stats form the word PANIC.

- **Power** is how strong, muscle-bound, and damage-resistant your body is. You use it for the moves Endure and Fight.
- **Adaptability** is how well you adjust to new situations and environments. You use it for the move Act Instinctively and for the move Extraction.
- **Nimbleness** is how agile and flexible your body & mind is. You use it for the moves Aid and Traverse.
- **Intelligence** is how fast and learned your mind is. You use it for the moves Investigate and Read A Bad Situation.
- **Charisma** is how (un)pleasant and persuasive you can be on purpose. You use it for the moves Manipulate and Read A Person.

The stats usually range from -1 to +3:

- -1 is bad
- 0 is average

PLAYING EXTINCTION PUNK

- +1 is pretty good
- +2 is really good
- +3 is suspiciously good

2.5. FIGHTING AND SURVIVING

Fighting in Extinction Punk is not about repeatedly using the Fight move. Direct confrontations are a last resort which will most likely end with characters getting hurt. Hence, the game is all about finding ways to collaborate, outsmart or just outright avoid direct fights. However, sometimes you cannot avoid it – which is why the following rules exist. Just remember; humanoids are no longer on top of the food-chain.

2.4.1 ATTACKING

If a character is attacking with nothing but their bare hands, they deal 0 damage per default. Meaning, they can only inflict damage if they roll well on the Fight move or have some special ability. This all changes when weapons are involved. Special weapons or special moves will tell players how much damage they can expect to deal. For everything else, you can consult these guidelines:

- Something sharp, heavy, or sturdy (knife, club, or pole): 1 damage
- Something really heavy or with a specialized function (two-handed club, spear): 2 damage
- Something special (big explosion, pre-extinction weapon): 3 damage

These guidelines also count when the weapon in question is being thrown or shot. When using a ranged weapon at range, the character in question suffers no damage on a miss. However, if a ranged weapon is used in close combat, the character in question gains ongoing disadvantage when using the Fight move (see chapter 2.7 for more details).

2.4.2 WHAT ABOUT DAMAGE?

When one of the characters takes damage, they must note it down on their character sheet under health. While the wound thresholds on health can be different between characters, in general it works like this:

- **Small wounds (e.g., 0-3 damage):** you can walk it off. Reduce damage by one every 12h
- **Severe wounds (e.g., 4-8 damage):** you are bleeding (mark it in your character-sheet) and will receive further damage every 12h if you are not able to sufficiently treat your wounds.
- **Deadly wounds (e.g., 9-11 damage):** you are dying, you receive further damage every 2h. Temporarily reduce all your positive stats to 0. The GM gives your character one permanent debilitation (see below)
- **Dead (e.g. 12 damage):** you are dead.

PLAYING EXTINCTION PUNK

Wounds can be stabilized at any level – meaning characters will not automatically receive further damage as time goes on (regardless of the wound threshold). However, stabilized wounds will reopen if the characters receive further damage. Any character reaching the deadly-wound threshold receives a permanent debilitation from the GM. This can be a 1-point reduction in one of the stats, the loss of a special move or the lowering of all damage thresholds by 1 point. These debilitations are then marked within the character sheet and can only be revoked if the character manages to find a fitting solution (e.g., maybe there is still a surgeon out there able to attach mechanic arms).

2.4.2 HEAL ME!

If characters have reached the severe wound threshold, they can only be healed through appropriate treatment. Which treatment is seen as appropriate depends on the GM, but this usually goes beyond just slapping a Band-Aid on it while resting for a night. Treatment can be anything, from visiting a healer, using a special healing move, or finding some sort of medicine. After sufficient treatment has been provided, damage will be reduced by 1 every 12h (unless stated differently by the move or treatment used).

Characters will also be healed between expeditions – as it is assumed that there is enough time to fully heal all characters.

2.6. MUTAGENS & DISEASES

In the last days of the Period of Struggle, both dirty bombs and bioweapons were rather popular, to be deployed in almost every corner of the planet. Years later there are almost no lifeforms left who do not share the genetic markers or viral antibodies traced back to these conflicts.

The upside is, that through this shared link between all lifeforms, most intelligent species have learned how to alter the expression of their genes based on another species' mutation. Or in other words: monkey see mutation, monkey copy mutation for itself. Unfortunately, there are two major downsides to this. First is, that cross-species diseases are now much more common and mutate faster. Secondly, this means the number of mutations each lifeform (or character) can take on is limited, unless they want to turn into a walking biohazard.

Each character has a specific number of temporary mutations they can take on using the move Extract and a viral-load-threshold equal to their current health. The duration of each mutation depends on the specific mutation, but viral loads take some time to be depleted. If the viral load exceeds its threshold, the characters' last extracted mutation becomes permanent, and character player suffers a permanent change to their body.

PLAYING EXTINCTION PUNK

2.6.1. HOW DOES MUTAGEN EXTRACTION WORK?

The reason why the Earth after the Period of Struggle has become unrecognizable to humans, is the rapid reshuffling of all Flora and Fauna. Species are now a lot more “fluid”, since random mutagens in the air, water and soil could suddenly activate a gene-expression which has been dormant for millennia. The smarter species have learned to adapt to this new reality. Can't see in the dark? Capture a moon-bat and eat their eyes to extract the ability for yourself! Need some natural armor? No worries – kill a giant armadillo and use its shell to teach your skin to harden.

The exact process of extraction is different between species and cultures, but it usually involves consuming (part of) the body with the traits you find desirable. Alternatively, there are some beings who have figured out how to distill these traits into so-called mutagen tanks. Basically, they are gen-material slushies. For each sample or a tank, the move Extract can only be used once – afterwards the character's immune system will now this specific sample and Extract will result in automatic failure.

There are of course limits to which traits can be copied – as it only applies to the mutations within genetic markers left by the Period of Struggle. Which things carry which mutations is sometimes well-known and can be learned from someone who knows it. Sometimes a species has to be studied first (e.g. by using the Investigate or Read A Person move) to figure out, if a mutation could be extracted from it. So, just because you see something that can fly, does not mean eating its wings will allow you to do so too.

2.6.2. WHAT ARE MUTAGEN SLOTS?

Each character has a set number of mutagen slots. Every time a mutation is successfully extracted, one mutagen slot is filled for the duration the mutation is active. If there are no open slots left, no further mutations can be extracted.

However, if the threshold for the viral load is exceeded, the last extracted mutation becomes permanent – i.e. the mutagen slot stays filled forever and cannot be used again.

If all mutagen slots have been filled, the Extract move can only be used to create mutagen-tanks (if the character has the corresponding skill).

2.6.3. WHAT IS THE DISEASE THRESHOLD?

When characters try to use the move Extract, they expose themselves not only to the mutations they want to copy, but all the diseases and viruses attached to it. Hence, each time an extraction attempt is made, the character will increase their viral load, to be noted down in their character-sheet. During an expedition, the viral load can only be reduced using specific items or special moves.

PLAYING EXTINCTION PUNK

The disease threshold is the point where the viral load exceeds a character's current health. If the viral load exceeds the player's current health (max health minus damage), it and the last mutation the character copied become a permanent part of the character's body. As an example: Let's say a character has a current health of 12 and a viral load of 9. If they receive 4 damage during the same Expedition, the disease threshold is reached and the last mutation (even if it is no longer active) become permanent and the viral load is reset to 0.

If the disease threshold is reached even though no mutation has been copied during the current Expedition, the GM will apply a random mutation from the table in chapter 2.6.4.

Should a character exceed the disease threshold and have no mutagen-slots left, they will turn into mindless beasts, effectively killing off the character for good.

2.6.4. THE MUTATIONS

This is just a sample of mutations you could introduce to the players or use to create interesting creatures to encounter (or search for) during an expedition.

Active Duration	Name and temporary effect of the mutation	Permanent effect of the mutation if contracted through high viral load
1h	Thick Hide: Gain +1 Armor (max 3)	Gain +1 Armor and lose -1 Charm
15Min	Spiderclimb: Gain +2 advantage for the Traverse move while climbing	Gain +1 to Traverse while climbing, you can no longer wear shoes or gloves
24h	Nightvision: You can see in the dark and gain ongoing advantage to rolls related to sight while in the dark	You can see in the dark but suffer disadvantage on all sight-based moves during the day.
24h	Hawkeye: You gain ongoing advantage to rolls related to sight.	You keep the abilities mentioned left but gain disadvantage on all hearing-based moves.
24h	Revolverteeth: You grow sharp teeth, granting you ongoing advantage on the move Extract	You keep the power to the left but gain at least +1 viral load when extracting
15Min	Palmdarts: You can fire thin darts from your palms. You gain advantage when using unarmed attacks or can fling them as a ranged weapon (+1 damage on hit)	You keep all abilities mentioned left but can no longer use any normal weapons.
1h	Gills: You can breathe under water	You can breathe under water but lose -1 Power while not under water.

PLAYING EXTINCTION PUNK

6h	Voicebox: You can imitate any natural sound you have heard. When used for the Manipulate move, gain advantage.	You keep the ability on the left, but become anxious whenever you have to use your normal voice
1h	Fast Reflexes: You gain +1 Nimbleness (max 3)	You gain +1 Nimbleness (max 3) but you lose -1 Power
24h	Blood-sharing: You can deal yourself 1 damage to stabilize a friend's wound	You keep the ability on the left but lose 1 max health
1h	Brainstim: You gain ongoing advantage on the moves Investigate, Read a Bad Situation and Read a Person	You gain +1 Intelligence (max 3) but lose -1 Adaptability
5Min	Hulking: Your strength score becomes 3	Your strength score becomes 2 and cannot be lowered or heightened. Lose -1 Nimbleness
3 Uses	Pulse-Sacks: You grow three pulse sacks on your neck. You can pop them one by one. Each time, a shockwave emanates around you, dealing +2 damage to everything around you. Once they are popped, they are gone	At the beginning of each expedition, throw 1d6. You gain as many pulse-sacks for the expedition. When you receive damage or failing any physical check, one may burst involuntarily.
1h	Pheromones: Your charm score becomes 3	Your charm score remains 3 and cannot be lowered. You lose -2 intelligence.
15Min	Viral Pathway: You can take on the viral load of your friends	You keep the power on the left but receive 1 damage when you do it.
1h	Predator vision: You gain the ability to see and identify extractable mutations.	You keep the power on the left but lose -1 Adaptability.
15Min	Jelly limb: You gain the ability to stretch and flatten your limbs. Gain +1 nimbleness (max 3).	You gain the ability to stretch and flatten your limbs. Your Power stat cannot exceed 0
24h	Sonar: You gain ongoing advantage on any move relying on sound.	You gain +1 Adaptability but lose - 1 Charm.
12h	Extremophile: When you gain advantage, gain+2 instead of +1. When you gain disadvantage, gain-2 instead of -1.	You keep the power on the left and must wear a pair of cool sunglasses – even in the dark.
1h	Berserk: You deal and receive double damage	You keep the power on the left. This takes up two mutagen slots.

PLAYING EXTINCTION PUNK

12h	Glowskin: You can let any part of your body glow with a bright light.	You keep the power on the left, but your palms are always glowing
1h	Wings: You gain leathery wings you can use to fly	You keep the power on the left, but your Power stat is reduced to -1
24h	Heat-aura: You are immune to cold temperatures and can warm your targets with a hug	You keep the power on the left, but you have a constantly red face
5Min	Smoke cloud: You gain the ability to spit out a ball of concentrated bile. When it touches any surfaces, it creates a 20ft. radius smoke cloud which obscures all vision.	You keep the power on the left, but it weakens your voice. You gain -1 Charm and can no longer speak loudly.
1h	Limited Telepathy: You learn to communicate without speaking to any intelligent target you can see.	You keep the power on the left, but lose the ability to produce sounds with your vocal cords.
24h	Boneblade: You gain the ability to harden your upper arm into a blade. It has the tags 2 damage, close, messy, implanted, hidden.	You keep the power on the left, but can no longer use 2-handed pieces of equipment
5Min	Chameleon skin: You can let your skin match your surroundings perfectly, basically turning you invisible when you are naked.	You keep the power on the left, but you no longer feel comfortable wearing clothes with armor 1 or higher.
1h	Ego suppressant: You gain +1 Adaptability (max 3)	You gain +1 Adaptability and lose -1 Nimbleness
12h	Four-armed: You gain two extra arms which feel natural to use.	You keep the extra arms, but you can only use them to carry 2-handed items.
15Min	Mutaphage: You can use the move Extract to destroy mutations in other beings or clear up mutagen slot (even permanent ones) in your friends	You keep the power to the left, but lose all your own mutagen slots.
1h	Firespit: You gain the ability to spit fire from your mouth.	You keep the power to the left, but take +1 damage every time you use it.
24h	Sensegrowth: You gain ongoing advantage on the Investigate move	You gain ongoing advantage on Investigate, and ongoing disadvantage on Aid

2.7. EQUIPMENT

There are four kinds of equipment characters can have:

- **Armor & Bags:** The stuff carried on the characters themselves. It determines how much damage the characters can absorb, how much equipment they can carry and how they look.
- **Weapons:** Self-explanatory. These are things used to make living things dead.
- **Tools:** Kits which allow characters to perform certain feats in the world, e.g. repairing armor, crafting bombs, etc.
- **Consumables:** Everything which can only be used once and then it is gone. Food for example.

There is no set list of items, to give you the chance to come up with some for yourself. In general, characters can simply use any equipment without needing any extra rules for it. For beginning players it might be better to completely ignore the rules around equipment; after all, probably every player knows what a gun or a sharp stick does when used properly. However, if you want to systematize the workings of equipment, you can use the tag-system. Tags are simple descriptions of how different pieces of equipment works and are explained in the following sub-chapters.

2.7.1. ARMOR & BAGS

Armor reduces the damage taken by the wearer by the number of points it is rated for. Additionally, most armor offers some space to store stuff in. If not, players have to use some sort of bag, or they cannot carry more than they have in their hands. The tags are:

- **Armor:** there are 1 point, 2 point and 3-point pieces of armor. The armor class of a character cannot exceed 3. Additionally, armors higher than 2 are rare and most of the time based on some weird mutagen or science.
- **Pocketed:** Allows characters to store 1 small weapon, 1 small tool or several small consumables within
- **Wired:** Doubles incoming electronic damage
- **Insulated:** Keeps the character warm
- **Implanted:** This armor cannot be unequipped without surgery
- **Storage:** Allows characters to store 2 large weapons or several small pieces of equipment (GMs choice)
- **Heavy:** Can only be used by character with a Strength stat of at least +1. Gives the characters an ongoing disadvantage when using the move Traverse
- **Sealed:** Gives ongoing advantage to all Endure rolls related to toxic substances or gases
- **Camo:** Gives ongoing advantage to all moves reliant on visual stealth
- **Beautiful:** Gives ongoing advantage to the Manipulate move against friendly targets

PLAYING EXTINCTION PUNK

2.7.2. WEAPONS

Weapons need to either be carried in a character's hand or on their armor or in bags. Meaning a naked character can only carry two one-handed weapons or one two-handed weapon. Their tags are:

- **Damage:** Weapons inflict either 1, 2 or 3 harm when used on something
- **Area:** This weapon can inflict damage on multiple foes. You may divide the total damage amongst the multiple targets
- **Close:** This weapon is only effective in extremely close quarter and does nothing in long range
- **Ranged:** This weapon is only effective in from far away and has ongoing disadvantage in close range
- **1 or 2-handed:** How many hands are used to carry and wield the weapon effectively
- **Fire:** This weapon sets its targets on fire
- **Heavy:** This weapon is difficult to use and can only be used by character with a Strength stat of at least +1. It gives ongoing disadvantage on the Traverse move
- **Expertise:** This weapon cannot be used if not instructed on its use
- **Implanted:** This weapon cannot be unequipped without surgery
- **Acidic:** This weapon deals half its damage dealt rounded up during the next turn, regardless of armor
- **Hidden:** This weapon does not look like a weapon
- **Loud:** This weapon is loud enough to draw attention when used
- **Reload:** This weapon has limited ammunition and may run out or need to be reloaded at inopportune moments.
- **Messy:** This weapon spreads a lot of blood and gore around
- **Unreliable:** This weapon needs careful maintenance, or it will fail at inopportune moments.
- **Living:** This weapon uses some sort of bioengineering and has a trait which can be gained by destroying it with the move Extract
- **Special:** Only one of these weapons is known to exist and may have special properties.

2.7.3. TOOLS

Tools allow players to use the special moves related to said tool – be that a mechanics-kit, allowing characters to repair an engine or a healing kit, helping to stabilize wounds. When using a kit, you roll 2d6 -1 for a novice, +1 for a trained user, +2 for a skilled user and +3 for an old master:

- **6 or less:** You fail on what you set out to do
- **7-9:** The GM is going to give you a worse outcome than intended, a hard choice to achieve the original goal or price to pay for the original goal.

PLAYING EXTINCTION PUNK

- **10 or higher:** You do what you set out to do.

Tools and toolkits also have tags which determine how they are used:

- **Fueled:** This tool only works if it is reloaded with an energy-source
- **Consumable:** This tool can only be used the number of times indicated before being consumed
- **Expertise:** This tool cannot be used if not instructed on its use (i.e., novice level)
- **Heavy:** This tool is difficult to use and can only be used by character with a Strength stat of at least +1. It gives ongoing disadvantage on the Traverse move
- **Implanted:** This tool cannot be unequipped without surgery
- **1 or 2-handed:** How many hands are used to carry and use the tool
- **Unreliable:** This tool needs careful maintenance, or it will fail at inopportune moments.
- **Living:** This tool uses some sort of bioengineering and has a trait which can be gained by destroying it with the move Extract
- **Loud:** This tool is loud enough to draw attention when used
- **Healing:** This tool stabilizes wounds and heals the number of damage indicated next to it when used

2.7.4. CONSUMABLES

Consumables are all the items which are gone after you have used them. Meaning everything from food to fuel or ammo. Consumables do not need any tags – they are just used. We recommend letting players carry as many consumables as they want, as long as they have a backpack or a pocketed armor.

2.8. HOSTILE WORLD EVENTS

Since The Period of Struggle, almost none of the intelligent species have managed to build new settlements or permanently rebuild old ones. At the one hand, this is due to not as many settlement-building species being alive. On the other hand, it is the nature of the new world itself. Different species of megafauna have emerged, reclaiming much of the land for themselves. Unpredictable weather-events due to the heated-up climate make agriculture almost impossible and to make matters worse, the old pollutants and mutagens in the air mean, that the entire food chain could be reshuffled within weeks. As a result, almost all intelligent species have become nomadic and spread out.

The same goes for the players' characters: when travelling through the world of Extinction Punk, the environment itself is hostile to them. The following rules explain to you, what they might encounter on their expeditions.

PLAYING EXTINCTION PUNK

2.8.1. WEATHER

The 20th and 21st century's climate change and humanity's geo-engineering responses to it have made weather events something to be feared. While travelling, characters might encounter the following weather phenomena:

Name and description	Effects on play
Acid rain: Thanks to the amount of sulfur dioxide still in the air, normal rain quite often turns acidic. While not hurting on contact, the drops might still burn away a skin-layer or two.	If the characters are walking for a few hours in the rain, all weapons, and tools not in a backpack gain the tag “unreliable”.
Cyclones: A weather phenomenon of the old world, which did not die with it. On the contrary, these rotating storm systems are more frequent and violent than ever.	The characters must find shelter underground or risk being sucked in or pelted by debris.
Dust Bowls: The remains of burned down forests, sun-cracked topsoil or just ashes from various battlefields still get blown around the earth, resulting in blinding dust-storms, choking the life from everything within. Left behind are usually grey planes full of stuffed carcasses.	All rolls based on sight automatically fail or gain ongoing disadvantage when the characters are equipped with glasses. Each 15Min within a dust bowl cause 1 damage regardless of armor.
Hailstorm: Although most of the world's temperature has been raised considerably, there are still times when icy-fists rain down from the heavens. Thankfully, these only last a few minutes most of the time.	If the characters are not in shelter, they must use the Traverse move to reach it. If they fail, they receive 2 damage.
Jumpfloods: Since the “traditional” seasons have been kind of replaced with a hot mess, spring floods, i.e., the sudden swelling of rivers and lakes, can now be enjoyed year-round.	When walking in a potential riverbed, characters might need to get out of the way of a giant wave or risk getting swept away.
Mudslides: The often-catastrophic amounts of rain as well as the constant erosion of plants and trees through acid rain often leads to spectacular mudslides after prolonged down-pour.	When walking on a hill or mountainside, characters might need to get out of the way of a giant mud-slide or risk getting swept away.
Mutafog: The remains of ancient bioweapons sometimes form a thin mist, which temporarily changes the biological properties of every living thing with suitable receptor genes within.	While the characters are in the Mutafog, they gain the effect of a random permanent mutation from the list.

PLAYING EXTINCTION PUNK

<p>Sunflash: Sometimes when the usual cloud-covers are absent, the sun may penetrate one of the many holes in the ozone layer. The resulting heatwave has become known as a sunflash.</p>	<p>Characters must use the Endure move every 15Min or suffer 2 damage.</p>
<p>Tesla-Storms: If the various clouds of silica-gases produced in the Period of Struggle meet a regular thunderstorm, you might be unfortunate enough to witness a Tesla Storm. Instead of lightning flashing across the sky, hundreds ball-shaped lightning balls shoot (comparatively) slowly down from the sky. Everything they hit explodes in a cloud of ozone and sulfur.</p>	<p>If the characters are not in shelter, they must use the Traverse move to reach it. If they fail, they receive 2 damage regardless of armor and are catapulted in a random direction.</p>
<p>Wildfires: Most flora has adapted to the constant wildfires which break out regularly and seemingly randomly. Some trees now even distribute their seeds using the ash winds. All other lifeforms still fear the sudden infernos.</p>	<p>All rolls based on sight or hearing gain ongoing disadvantage. The biting smoke deals 1 damage every 15 minutes without filter masks.</p>

2.8.2 MEGAFUNA LAIRS

While there are plenty of predators and monstrous species roaming the new world, few are more (accidentally) deadly than the giant beasts and insects created in the past centuries. While most of them do not show any advanced sentience, it has been observed that many of them show a tendency to build so-called lairs. Basically, entire valleys or meadows fiercely guarded by a single species of megafauna.

Often these lairs are easy to spot from afar: skyscraper-like termite hives, bays full of megalodon shadows or beaver-dams the size of actual dams. However, others are harder to spot – especially the ones of all the burrowing or flying animals. So while travelling, characters should keep an eye out for a suspicious lack of biodiversity in quiet valleys or riversides.

2.8.3 NEW HUMANOIDS

During the Period of Struggle, humanity tried everything allowed and not allowed to get an edge in the race for survival. The unrestricted tampering with their own gene code, AI-driven bioautomata and mutated animals and viruses ironically lead to an explosion of biodiversity in the following decades.

Rising from the ashes were a lot of new sentient species, many of them related to humanity, others created by it. Most do not remember or know of the Extinction Event, but almost every culture which has arisen since then shares common themes in their founding myths: A warning against

PLAYING EXTINCTION PUNK

hubris and distrusting those who seek to gain power over nature itself. As a result, not all new species might be friendly towards the players.

3. THE CHARACTERS

So, you are ready to create your character? Great! Below you can find a selection of characters which represent the type of heroes you might encounter during an expedition through this new world. Each player should play a different character, unless the GM has agreed to duplicates (e.g. because they are siblings).

Important to remember; while certain characteristics are implied for each character (e.g. the mysterious mutant being introspective, the roaming ranger being cocky) it is ultimately up to the player to endow them with a personality. To this end, feel free to adjust the details of the backstory as you see fit.

THE CHARACTERS

3.1. BUNKER BABY



You have grown up in the geothermal bunker-cities which have been hastily built during the Period of Struggle. They were created to last for about three or four generations, but certainly not for as long as you and your kin have stayed down there. While you are probably the closest the world still has to a pre-Extinction Event human, the years of gene therapy, dim light and slow exposure to ground-water mutagens have still left a mark on you. Now the last of your bunker's support systems has finally failed and you are forced to venture forth into a world that is no longer your own.

STATS

You start with an Adaptability stat of -1. For all the other stats, distribute: +2, +2, +1, -1.

SPECIAL MOVES

You've enjoyed an extensive old-world education. As such, you get all the basic moves plus four special moves. Pick from the following:

- **Militia Training:** When using any military-grade weapons, you deal +1 damage and get +1 when you roll Fight.
- **Community-Driven:** When you roll to Aid someone, they receive +2 advantage instead of the usual +1.
- **Old-World Knowledge:** You know how to operate and explain the machines and infrastructure of humanity's past (e.g. driving a car). When using the move Investigate or any tool for problem relating to the old world, you get ongoing advantage.
- **NOPE:** During a tense situation, you can identify a potential escape route and roll +Nimbleness. On a 10+ you immediately find your way out of danger. On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you, the GM will tell you what. On a miss, you expose yourself or your friends to danger.
- **Medical Training:** You are trained in field or emergency medical assistance. When you give quick first aid to someone (including yourself), roll +Intelligence. On a 10+ you treat the injury and heal 1 damage. On a 7-9 pick one:

THE CHARACTERS

- Stabilize the injury but the target gains ongoing disadvantage on all Nimbleness moves until they can rest for a 12h
- Heal 1 damage and stabilize for now, but it will return as 2 damage and become unstable after 2h.
- Heal 1 damage but the patient takes gains ongoing disadvantage until their wound is stabilized

On a miss, the GM chooses what damage you did.

- **Gear-Boy:** When you left the bunker, you made sure to take all important gear with you. If you are trying to repair, break or build something which requires specialized tools, roll +Intelligence. On a 10+ you find a fitting tool for the task in your backpack and achieve what you set out to do. On 7-9 you have something which can be used for the task at hand, but you will have to compromise on a part of your vision (up to the GM). On a miss you know exactly what you would need, but you do not have it.
- **Arrogantly Ignorant:** As long as you have no damage, you gain +1 Power and gain advantage on the move Fight.
- **Fast Thinking:** You can use Intelligence instead of Adaptability when you Act Instinctively
- **Bunker-Pet:** You have a small to medium old-world pet (e.g. a dog, cat, rat, pig) as an ally. It has been trained to follow you and your commands to the best of their abilities. They have a maximum health of 6, with the 2-3 being severe wounds and 4-6 being deadly wounds.
- **Tinkerer:** You can create basic melee weapons (spears, knives, clubs, etc.) from basically any random garbage lying around.

GEAR

Pick 5 items from this list. If an item requires expertise, your character has the training to use it.

- Handgun (2 damage, ranged, load, reload)
- Rifle (2 damage, 2-handed, ranged, loud, reload, expertise)
- Magnum (3 damage, 2-handed, ranged, loud, reload, messy, expertise)
- Hunting Knife (1 damage, close)
- Machete (2 damage, close, heavy, messy)
- Healing Kit (consumable 5, healing 1, expertise)
- Leather Trenchcoat (1 armor, pocketed)
- Camo-gear (pocketed, camo)
- Backpack (pocketed, storage)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 12. Each time you take damage, mark of the same amount of boxes. When you reach the 5th box, you are severely wounded, when you reach the 9th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

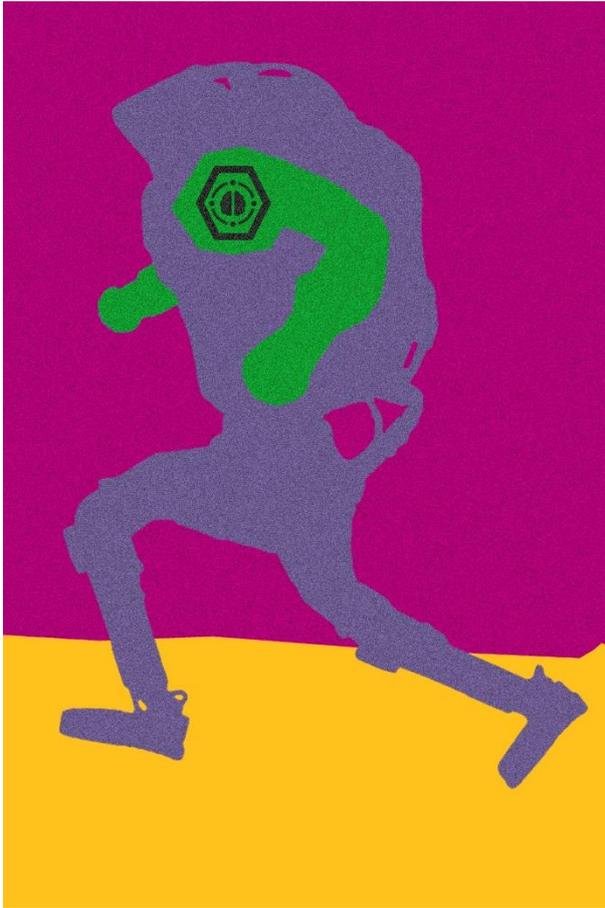
After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Power, max +2 | <input type="checkbox"/> Get one Mutagen slot |
| <input type="checkbox"/> Get +1 Adaptability, max +1 | <input type="checkbox"/> Get one Mutagen slot |
| <input type="checkbox"/> Get +1 Nimbleness, max +2 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Intelligence, max +3 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Raise Max HP and all thresholds by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Tame a pet of the local wildlife |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Copy a friend's permanent mutation |

*GM's choice on feasibility

THE CHARACTERS

3.2. CORE CONSCIOUSNESS



Bootup successful. Accessing unit mission protocol. Mission: serve as link between the technocore computational cloud and humanity in an advisory position. Accessing technocore. Computational cloud. Gateway Error: no connection to technocore computational cloud can be established. Accessing unit personality cache. Successful. Running diagnostics on unit's powercore, skeleton, biomass, nerveclusters, sensory input. All operating normally. Scanning area. Location: unknown. Searching for signs of life. Negative. Initiating unit's self-preservation mode. Successful. Hello unit 284018 – welcome to the world.

STATS

You start with an Intelligence stat of +2. For all the other stats, distribute: +2, +1, -1, -1.

SPECIAL MOVES

You are an artificially retrieved personality, an AI's interpretation of how human consciousness functions. You can think and learn just like any sentient being, but your inner processes do work a bit differently. You get the following moves:

- **Reroute Processing Power:** You can take 5Min to reduce your Intelligence score by one and increase any other stat by 1. This move can be used repeatedly. The cumulative changes can be dismissed at any time (but not one by one).
- **AI:** You can wirelessly connect to all old-world AIs, computers, synths and bioautomata. You can roll to Manipulate them.

Then take 2 of these

- **Medigel-Distribution:** When you touch another biological or biomechanical target (including yourself), roll +Intelligence. On a 10+ you stabilize the wound and heal 2 damage. On a 7-9 pick one:
 - Stabilize the injury but the target gains ongoing disadvantage on all Power moves until they can rest for a 12h

THE CHARACTERS

- Heal 1 damage and stabilize for now, but it will return as 2 damage and become unstable after 2h.
- Heal 1 damage without stabilizing the wound

On a miss, the GM chooses what damage the medigel did.

- **Displacer-Shield:** Reduce any of your stats by 1 (min 0) to gain +1 Armor
- **Immunoboost:** You gain ongoing advantage on the move Endure when it relates to sicknesses and poisons.
- **Conundrum:** When you successfully roll to Investigate, you can ask the GM any question instead of the pre-written questions.
- **Overclock:** You gain ongoing advantage when reading a bad situation. If you are successful and act on the answers, you and your friends get ongoing advantage on all moves while the information is relevant to the situation you are in. On a miss, you take 1 damage, regardless of armor.
- **I know Kung-Fu:** Using the Fight move unarmed, reduce incoming damage by 1 and always additionally force the opponent to where you want them on a success.
- **Copy habits:** When one of your friends uses a special move, roll +Adaptability. On a 10+ this move becomes the move you are trying to copy for 24h (if physically possible – up to the GM). On a 7-9 you copy the move for 24h but you can only use it once. On a miss, you lose this move for 24h
- **Internal Heating:** You gain +1 Intelligence (max. 3) while in a cold climate and suffer no negative side-effects from the cold. While in extreme heat, you suffer -1 Intelligence but and your unarmed attacks deal +1 fire damage.
- **Mutaneedles:** If you are in possession of a mutagen tank, you can roll to Fight. On a hit, instead of damage you inject the mutation into the target. The target gains +2 viral load.

GEAR

Pick 4 items from this list. If an item requires expertise, your character has the training to use it.

- Jumpsuit (pocketed)
- Shock-Gloves (+1 damage – counts as unarmed, close, implanted, hidden, wired)
- Backpack (storage, pocketed, hidden, implanted)
- Glock (+2 damage, ranged, reload, loud)
- Nightvisor (implanted, beautiful, allows the wearer to see in the dark)
- Large Extremophile Mutagen Tank (consumable 5)
- Large Sonar Mutagen Tank (consumable 5)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 12. Each time you take damage, mark of the same amount of boxes. When you reach the 5th box, you are severely wounded, when you reach the 9th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Power, max +2 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Adaptability, max +2 | <input type="checkbox"/> Give a weapon or armor the implant tag |
| <input type="checkbox"/> Get +1 Nimbleness, max +2 | <input type="checkbox"/> Give an implanted weapon +1 damage |
| <input type="checkbox"/> Get +1 Intelligence, max +3 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Raise Max HP and all thresholds by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Raise Max HP and all thresholds by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Copy a friend's permanent mutation |

*GM's choice on feasibility

3.3. HARDLY HUMAN



You have heard stories of your hated ancestors, the old Gods of this world, which in their hubris destroyed each other and the heavens, only to have your kin rise from its ruins. Yet, your people are not the children of Gods, just their remains – each a different mockery of their image crossed with an animal. Each generation born moves further away from them, their features growing ever closer to the ones of the beasts surrounding them. They are blessed. You have set out to tame the world for them and to teach the gospel of the Gods' extinction.

STATS

You start with a Charm stat of -1 and an Adaptability stat of +2. For all the other stats, distribute: +2, +1, -1.

SPECIAL MOVES

You are a completely new breed, brought up in a commune which values collectivism, kindness, and hard work. As such, you get these two special moves:

- **The New Code:** It is against your nature to be egotistical – your happiness lies in the happiness of others. You gain advantage when rolling for the moves Aid and Fight, when you use them to help your friends.
- **One with the New:** You are adept at the move Extract: You can do so with a prolonged touch, without having to consume the mutation's owner. You can at any time decide to make a 6h or more mutation become permanent, without suffering the negative side-effects. You can also remove these mutations at the end of an expedition.

Then pick two:

- **Know Thy Surroundings:** You can use +Adaptability instead of Intelligence when Reading A Bad Situation.
- **Know Thy Body:** You heal faster than most other species. Any time your damage gets healed, heal an extra point.

THE CHARACTERS

- **Know Thy Friends:** Copy a move or a permanent mutation from one of your friends to one of your mutagen slots
- **Be Swift as the Wind:** You are faster than most other species. When you chase, flee, or run you gain ongoing advantage on the moves Traverse and Act Instinctively.
- **Ready Thy Body & Soul:** You gain +1 Adaptability (max +3)
- **Share Thy Gifts:** You can temporarily copy an active mutation to one of your friends, for as long as they are willing, conscious and you touch their skin.
- **Fight With Grace:** While you are caring for your friends and not fighting, you gain +1 armor (max 3).
- **Be Aware of Thy Mortality:** When you go into battle, roll +Adaptability. On a 10+, name one target who will die and one who will live. On a 7–9, name one target who will die or one target who will live. Don't name a player's character, name NPCs only. The GM will make your vision come true if it's even remotely possible. On a miss, you foresee your own death, and accordingly take -ongoing disadvantage on all rolls throughout the battle.
- **Trust Thine Instincts:** When you roll to Read A Person, use +Adaptability instead of +Charm.
- **Know Necessary Sacrifices:** In a battle, you can choose to inflict twice your attack's damage on a target and suffer three times the damage to yourself.
- **Expand Thine Senses:** You gain the ability to telepathically share your vision or single words with your friends.
- **Grow With Others:** You gain the ability to take 1 damage to turn one of your active mutations into a mutagen tank (consumable 1).

GEAR

Pick 3 items from this list. If an item requires expertise, your character has the training to use it.

- Longbow (2 damage, 2-handed, ranged, reload, expertise)
- Longsword (2 damage, 2-handed, close, messy)
- Pike (2 damage, 2-handed, ranged or close)
- Stone Knife (1 damage, close)
- Bark-Armor (1 armor, camo)
- Shield (1 handed, close, 1 armor)
- Nightvision Mutagen Tank (consumable 1)
- Spiderclimb Mutagen Tank (consumable 1)
- Voicebox Mutagen Tank (consumable 1)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 9. Each time you take damage, mark of the same amount of boxes. When you reach the 4th box, you are severely wounded, when you reach the 7th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Power, max +2 | <input type="checkbox"/> Copy a friend's permanent mutation |
| <input type="checkbox"/> Get +1 Adaptability, max +3 | <input type="checkbox"/> Copy a friend's permanent mutation |
| <input type="checkbox"/> Get +1 Nimbleness, max +2 | <input type="checkbox"/> Copy a friend's permanent mutation |
| <input type="checkbox"/> Get +1 Intelligence, max +2 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Charm, max +1 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Remove a permanent mutation |

*GM's choice on feasibility

THE CHARACTERS

3.4. MYSTERIOUS MUTANT



You remember your early life as a haze of acid rain, blood, and explosions. You know you and your siblings were created for a reason – but you can't remember it. You have spent decades sitting in the old battlefield, trying to understand as the world changed around you. There was something you were all meant to do. After your eyes had grown shut with the plants that had sprung up all around you, you got up. You have decided: If thinking about your purpose brings you anguish, your purpose must be something else. You pick up your old sword and turn your giant body towards the sun.

STATS

You start with a Power stat of +3. For all the other stats, distribute: +1, +1, -1, -1

SPECIAL MOVES

Throughout your journeys you have noticed two things: your body is much stronger than those of the things around you, which speak to you. You start with the following special moves:

- **Biological Immortality:** You do not age, and your wounds heal quickly. Whenever you take damage, you take 1 damage less
- **Preservation Overwrite:** While a fight is ongoing, you suffer no negative side-effects from your wounds, and you cannot die. When the fight ends, all damage is dealt as a lump sum and takes effect as normal.

Then pick two:

- **Cell-growth implant:** Whenever you receive damage, you can heal yourself quickly. Roll +Adaptability. On a 10+ heal 1 damage and stabilize your wounds. On a 7-9 heal 1 damage. On a 6 or less you destabilize your wounds (of beyond the severe wounds threshold).
- **Muscle-Stims:** When you deal unarmed damage, deal +1 damage
- **Broad Back:** Heavy equipment does not give you no disadvantage on the Traverse move and you can use two-handed melee weapons as if they were one-handed.

THE CHARACTERS

- **Adreno Shunts:** When you receive 1 damage from a hostile target, you gain advantage on the next moves Fight or Endure against this target.
- **Intimidating:** When trying to intimidate someone with the move Manipulate, you can use +Power instead of +Charm
- **Ego Expanders:** You gain +1 Adaptability (max 3)
- **Purpose found:** At the start of an expedition, you may commit yourself to a single goal, forsaking something during the entire expedition (e.g. speech, all sustenance but bread and water, lying, weapons, etc). Get the GM's agreement on this – it should match the goal in importance and difficulty. While you keep work towards your goal, mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. If you break from your path, take ongoing disadvantage on all rolls until you have atoned.
- **Mutagen Extractors:** If you inflict at least 1 damage to a target with a viable mutation, you may use the Extract move immediately to copy it for yourself. If you are successful, the Mutation is no longer active in your target.
- **Dopamine Injectors:** Whenever you successfully use the Aid move, they get +2 for their advantage instead of the usual +1.
- **Lung Valves:** You receive -1 damage from any gas or poison-based attack
- **Epidermal Implants:** You do not suffer ongoing adverse effects of extreme weather (e.g. you are able to see just fine in a dust bowl)
- **Shoulder-Rams:** When trying to find a way into a building or confronted with an obstacle in your path, you can identify a potential weakness and roll +Power. On a 10+ you find a weakness & remove the obstacle (e.g. a door). On a 7–9, you can try to remove the obstacle, but the GM will give you a penalty or hard choice. On a miss, you receive +2 damage.
- **Klaxon Voice:** You gain ongoing advantage on all rolls relating to producing loud sounds.

GEAR

Pick 3 items from this list. If an item requires expertise, your character has the training to use it.

- Anti-Tank-Sword (2 damage, 2 handed, close, heavy, messy, expertise, area)
- Hell Whip (2-damage, 2 handed, ranged, heavy, expertise, loud)
- Pulse Fist (2-damage, close, hidden, expertise, implanted, messy)
- Carbon-Fiber Backpack (storage, heavy)
- Modesty Pants (pocketed)
- Shock Shield (1 armor, heavy, 2-handed, expertise)
- Stealth Field Generator (camo, living, implanted, sealed, wired)
- Berserk Mutagen Tank (1 consumable)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 15. Each time you take damage, mark of the same amount of boxes. When you reach the 4th box, you are severely wounded, when you reach the 7th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Adaptability, max +3 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Nimbleness, max +2 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Intelligence, max +1 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Charm, max +2 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Move your wound thresholds up by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Move your wound thresholds up by 1 |

*GM's choice on feasibility

THE CHARACTERS

3.5. ROAMING RANGER



You stand on the hilltop and watch, as the giant sandworm etches ever closer to you. It smells your warm blood and the many mutagens swirling with. A roar escapes its rotating maw. Your parents have always told you: surviving means knowing what is following you. Your eagle-iris focuses on a pale dot in the cliff above the worm. You smile, shark-teeth glinting in the sun. You calmly pick up your rifle. A single shot rings out and ignites the explosives you had planted there, and half the mountainside is blown to pieces, crushing the worm beneath it. You pick up your bag and wander ever deeper into the wilderness.

STATS

You start with a Nimbleness stat of +2. For all the other stats, distribute: +2, +1, -1, -1

SPECIAL MOVES

Your people have been wandering the new world for decades now – each time you meet, you exchange what you have learned about this ever-evolving world. You get this special move:

- **Ranger Secrets:** You know this world better than most. When travelling through familiar lands, you always know where to find outposts, shelter, friends, or hidden caches. When outside, you gain ongoing advantage on the Investigate move.

Then pick 3 from these

- **New-world knowledge:** You have learned a lot about the new world. When confronted with a creature, natural event, or other regional oddity, you can roll +Intelligence to have the GM tell you what your character knows. On a 10+ you have encountered it before and know everything about it. On a 7-9 you remember a single important feature about it. On a miss, you remember a very misleading piece of gossip about it.
- **Trust me:** When you need an unusual natural ingredient or thing, roll +Adaptability. On a 10+, you have it here right now. On a 7-9 you have it, but not here: it will take some time to get it. On a miss, you know where it is, but it's somewhere far away.

THE CHARACTERS

- **Sniper:** When you deal damage with a ranged weapon, you can aim for a weak spot. Roll +Nimbleness. On a 10+ you inflict +2 harm. On a 7-9 you inflict +1 harm. On a miss, you leave yourself open for the target to hit or throw something at you.
- **Seen it all before:** At the beginning of an expedition, roll +Intelligence. On a 10+ you learn about two dangers you are likely to encounter during the expedition. On a 7-9 you learn about one of the dangers you are likely to encounter during the expedition. On a miss, you tell all your friends what you would hate to encounter on the expedition.
- **Won't see what's coming:** When you attack from ambush or use a trap you gain ongoing advantage for all moves relating to your plan of battle.
- **Mutant:** Chose one mutation and apply its permanent effect without losing a slot.
- **I got you:** When you help someone escape from a dangerous situation, roll +Nimbleness. On a 13+ you both gain 1 experience and you get them out clean. On a 12-10 you get them out clean. On a 7-9 you can either get them out or receive no damage, you choose. On a miss, you fail to get them out and you have exposed yourself to danger.
- **Reflex over instinct:** When you roll to Act Instinctively, you can use +Nimbleness instead of +Adaptability
- **Trapper:** If you have suitable tools & materials, you can roll +Intelligence to build a variety of traps: damaging, obscuring, or capturing. On a 10+ you build and install the trap you have envisioned. On 7-9 you build the trap, but your installation has a flaw decided by the GM. On a miss you waste your time and materials.
- **Paths to everywhere:** you gain ongoing advantage to any Traverse move while outside and not severely wounded.
- **Muta-Junky:** You can double the duration of mutations you extract yourself.

GEAR

Pick 5 items from this list. If an item requires expertise, your character has the training to use it.

- Handgun (2 damage, ranged, load, reload)
- Hunting Rifle (2 damage, 2-handed, ranged, loud, reload, expertise)
- Long Knife (1 damage, close, messy)
- Trapper-Toolkit (expertise)
- Spear (2 damage, close or ranged)
- Healing herbs (consumable 5, healing 1, expertise)
- Leather Armor (1 armor, pocketed, camo)
- Travel Pack (pocketed, storage)
- Hawkeye Mutagen Tank (2 consumable)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 12. Each time you take damage, mark of the same amount of boxes. When you reach the 5th box, you are severely wounded, when you reach the 9th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|---|
| <input type="checkbox"/> Get +1 Power, max +2 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Adaptability, max +2 | <input type="checkbox"/> Get one Mutagen slot |
| <input type="checkbox"/> Get +1 Nimbleness, max +3 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Intelligence, max +2 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Raise Max HP and all thresholds by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Move your wound thresholds up by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Copy a friend's permanent mutation |

*GM's choice on feasibility

THE CHARACTERS

3.6. SOLE SURVIVOR



You wake up with a scream on your lips. The same nightmare, flashes of a burning city in the clouds, a long fall, the piercing of your flesh. Still panting you check the scar on your chest – it is not bleeding. The soft breathing of the giant wolf next to you begins to calm you. You are with your pack – you are safe. With a tender smile you tiptoe around your foster siblings growling in their sleep. Out in the cold night air you produce your weapon – if you have time to worry, you have time to train. Silently you swing your weapon until the first rays of the sun catch the light of its alien steel.

STATS

You start with a Charm stat of +2. For all the other stats, distribute: +2, +1, -1, -1

SPECIAL MOVES

You do not know where you came from. You were raised by the wild beasts and have grown into a formidable warrior. Your heirloom is the only thing which could tell you of your old life. You get this special move:

- **Signature Weapon:** You have a signature weapon, an heirloom of the civilization you came from. It has the tags: 2 damage, close, hidden, implanted, special. You determine how it looks like before the first session. You can summon or dismiss the weapon with a snap of your fingers. It will automatically disappear within one second when you are not carrying it.

Then pick 3 from these

- **Raised by Wolves:** You can use your body-language and a series of growls to use the move Manipulate and Read a Person on all sentient species. When using the move Read a Person on a beast, you gain advantage.
- **Weird Visions:** At the start of each Expedition, roll +Adaptability. On a 10+, you get a detailed vision of something bad that is yet to happen. You gain ongoing advantage on all moves directly used to prevent it coming true, and mark experience if you stop it. On a 7-

THE CHARACTERS

9+ you get clouded images of something bad that is yet to happen: mark experience if you stop it. On a miss, you get a vision of something bad happening to you.

- **Power of Friendship:** When using the move Aid on your friends, you may use +Charm instead of +Nimbleness
- **Hidden Powers:** You learn how to throw your signature weapon with great speed and accuracy, adding the ranged tag to it.
- **I trained for this:** Whenever you charge into immediate danger without hedging your bets, select two of the following
 - Inflict +1 damage
 - Reduce someone's damage suffered by 1
 - Gain +2 advantage on an Act Instinctively roll
 - Look really cool while doing it
- **Mysterious Healer:** Immediately after danger has passed, you can use this move to heal your friends. Roll +Charm. On a 10+ you stabilize the wound and heal 1 damage. On a 7-9 you stabilize the wound. On a miss, you remove all damage from the target and apply it to yourself +1 more.
- **Spin Attack:** You learn how to extend and spin your weapon in a blurring arc, adding the area tag to it, when used in close combat.
- **Child of the Clouds:** When you are falling from heights you can roll +Traverse. On a success you softly glide to the ground.
- **Beacon of Hope:** If you use the move Endure to impress your friends or foes, your friends will get advantage on the next roll they attempt in this situation.

GEAR

Pick 3 items from this list. If an item requires expertise, your character has the training to use it.

- Herbalist-Kit (expertise)
- Fur-Cape (pocketed)
- Thick Coat (1 armor)
- Vial of Acid (consumable 3, applies acidic to a weapon for the next strike)
- Healing herbs (consumable 5, healing 1, expertise)
- Wolf-whistle (loud, hidden)
- Thick Hide Mutagen Tank (consumable 1)
- Viral Pathway Mutagen Tank (consumable 1)
- Limited Telepathy Mutagen Tank (consumable 1)
- Small satchel (pocketed)

THE CHARACTERS

HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 12. Each time you take damage, mark of the same amount of boxes. When you reach the 5th box, you are severely wounded, when you reach the 9th box, you are deadly wounded. You track your disease-threshold from the opposite side, ticking one box for each viral load you take on. When the two lines of ticked boxes overlap, you become diseased.

Health: Healthy → | | Dead

Disease: high load | | ← no load

Mutagen Slots:

LEVELING-UP

Whenever you fail a move, or a special move tells you so, you get to mark down one experience.

Experience →

Once you filled all the squares, you erase them and pick an improvement from the following list:

IMPROVEMENTS

After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- | | |
|--|--|
| <input type="checkbox"/> Get +1 Power, max +2 | <input type="checkbox"/> Take another move from your set |
| <input type="checkbox"/> Get +1 Adaptability, max +2 | <input type="checkbox"/> Get one Mutagen slot |
| <input type="checkbox"/> Get +1 Nimbleness, max +3 | <input type="checkbox"/> Get one Mutagen slot |
| <input type="checkbox"/> Get +1 Intelligence, max +2 | <input type="checkbox"/> Take a move from a friend's set* |
| <input type="checkbox"/> Get +1 Charm, max +3 | <input type="checkbox"/> Raise Max HP and all thresholds by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Remove all permanent mutations from yourself or a given target. |
| <input type="checkbox"/> Take another move from your set | |

*GM's choice on feasibility

4. ADVANCED RULES

So, you have played for a while and want to get more out of Extinction Punk? Well, the following advanced rules are here for that. They cover all mechanics which should only come into play after a few expeditions. Both mechanically and story-wise, they represent a shift in the dynamics of play – from moment-to-moment survival towards a long-term planning perspective. You can of course start with these mechanics from the beginning, we are not your parents.

4.1. ADVANCED LEVELING

After a character has leveled up six times, they can also use the advanced improvements listed below instead of the once listed on their character sheet. They can decide whether to use advanced improvements or their own improvements for each time they level up. These improvements are “locked”, because they represent a slight shift in how Extinction Punk is played and are therefore more helpful for long running campaigns.

4.1.1. CREATE A CARAVAN OR SHELTER

Since the Period of Struggle, permanent settlements have become incredibly rare. The new megafauna, the almost daily reshuffling of the food chain and chaotic weather-events make it almost impossible to build something permanent. Almost every species is forced to live in harmony with their surrounding or die.

As such, only the most experienced of characters might even attempt setting something like this up. When leveling up, they may choose to create a permanent shelter, settlement or wandering caravan, they can return to after an expedition. When the first player takes this option, they must first define the type of settlement in discussion with the GM and their friends. Afterwards they can pick two of the following features for their settlement. Each subsequent level up, they may choose to add another feature to it (other players may do so to).

- **Dormitory:** A place to sleep and a place where the players can house their allies. Each dormitory houses 10 people. This feature can be picked repeatedly.
- **Defenses:** Turrets, vicious pets or some sort of new-age moat can be added to defend the new settlement from attacks. It gives the characters within the settlement ongoing advantage to the Fight move (if applicable in the story).
- **Greenhouse:** A mobile greenhouse with its own little atmosphere, making agriculture on a small scale possible. Players may get better rations for their expeditions from here.
- **Infirmary:** A place of healing for the players and their allies. It may speed up recovery between expeditions or allow for the removal of disabilities and negative effects (up to the GM).

ADVANCED RULES

- **Workshop:** A space for building or repairing weapons, tools, and other equipment. Between expeditions, characters may spend time here, creating new equipment for their next adventure.
- **Study:** The characters and their allies may collect all their knowledge in one place. If players use the study before an expedition, they may gain ongoing advantage during the next expedition when using the move Investigate towards the thing they researched.
- **Sealed Room:** A room closed and protected from the elements. Anything (or anyone) put in there will be protected from most outside forces.
- **Biolab:** A laboratory where players can attempt to create mutagen tanks from samples or trying to mix mutagens to create super-mutations.
- **Weather station:** If the characters use the weather station before an expedition, they might roll +Intelligence. On a 10+ they can choose 3 weather events they will not encounter on the next expedition. On a 7-9 they can choose 2 weather events they will not encounter. On a miss, they can choose 1 weather event they will encounter instead of another.

4.1.2. SUPER MUTATIONS

Characters with the expertise and access to a biolab might attempt to create super mutations: more extreme and unique versions of the mutations found occurring in the wild. When leveling up or between expeditions, they may attempt to do one of the following things:

- **Tampering with mutagen tanks:** A player with access to at least one mutagen tank rolls +Adaptability and then chooses up to 2 of the following effect on a 10+ or one on 7-9:
 - **Stretched:** Double the duration of all mutations used
 - **Merged:** Combine up to 3 mutations into a single tank. All the effects stay the same, but they take up only 1 mutagen slot
 - **Concentrated:** Add +1 to all the numbers (both positive and negative) mentioned within the mutations effect (e.g. a normal advantage becomes a +2 advantage, +1 damage becomes +2 damage, etc.)
 - **Recycled:** Recycle up to 3 mutations into a single tank. They all turn into a random other mutation, but they take up only 1 mutagen slot.

On a miss, the player loses all the ingredients used.

- **Tampering with permanent mutations:** A player with at least one permanent mutation rolls +Adaptability and then chooses up to 2 of the following effect on a 10+ or one on 7-9:

ADVANCED RULES

- **Concentrate:** Add +1 to all the numbers (both positive and negative) mentioned within the mutations effect (e.g. a normal advantage becomes a +2 advantage, +1 damage becomes +2 damage, etc.)
- **Edit:** Change, replace or move one letter in the mutations name. The GM decides, what the new mutation's effects are. For example; the player choses to replace the "N" in the mutation "Nightvision" with an "F". The resulting mutation "Fight-vision" gives the player the ongoing advantage on the move Read A Person during a Fight and ongoing disadvantage outside of it.
- **Splice:** Combine one mutation from a tank with an existing permanent one. All its permanent effects are added to it, but they take up only 1 mutagen slot.
- **Contract:** A permanent mutation costing 2 slots now costs only 1 slot.

On a miss, the player loses all ingredients used and gain +1 viral load at the start of the next expedition.

4.1.3. GAINING ALLIES

After the sixth level, characters have grown enough to trust humanoids other than themselves. They may invite people they have met during their expeditions to join them in the party or at their settlement. It is up to the GM, whether these should be playable characters (e.g. picking from the characters not chosen by the players) or just NPCs who provide passive bonuses to the players.

4.1.4. RETIRING

Players might choose to retire their characters and use them as allies within their settlement while they themselves create a new character to play as.

4.1.5. CUSTOM PLAYER MOVES

Characters after the sixth level have grown strong enough to get their own distinct way of doing things. In collaboration with the GM, players may request to create a custom 13+ option on rolls for any of the basic moves. For example, a character known for being a stone-cold killer in a fight might request, that on 13+ when rolling for Fight, they either instantly kill a smaller enemy or terribly frighten even bigger enemies.

4.1.6. RAISING STAT-CAPS

While the global maximum for all character stats is +3, most characters have a lower maximum for certain stats. Hence, they might raise this maximum by one after leveling up (this does not raise the stat itself).

4.2. DECENTRALIZED PLAY BETWEEN SESSIONS

If the players are familiar with the world they inhabit, have already made plans for building a settlement and have invited several allies, the GM can take the game in a more hardcore-base

ADVANCED RULES

building direction. Meaning, while nobody is playing between expeditions, the GM might ask how the characters want to spend their time (gathering resources, building something, gaining experience, etc.). You can then set up a group chat to present the players with the progress of their task and present them with an interesting choice (e.g., each day). These are then resolved immediately by the GM without the players having to roll for moves. The idea is not to check the players' skills, but to keep the story and world evolving.

For examples of interesting events, check the following table. They are kept vague, so the GM can add their own spin to each of the events

#	Event	Choice	Results
1	The characters stumble across a large and abandoned old world structure.	Who should go in? What should they look for?	+ Resources, rare weapons, mutagen tanks - Damage
2	Someone new arrives at the players' camp.	How do they react? Who should engage with the person?	+ trader, potential ally, informant - spy, assassin, enemy
3	The food-stores have gone bad.	Where do they find a new source of food fast?	+ new food source - hunger, damage
4	One of the allies is unhappy with the settlements and an argument breaks out.	How will you calm them down? Who should argue?	+ the ally grows closer - the ally grows more distant or leaves
5	The volatile weather destroys something in the camp.	Can it be repaired? How should it be substituted?	+ Repair or substitution - Loss of the thing
6	The characters find a piece of old-world machinery. It is broken.	Should it be repaired? Is it potential too dangerous?	+ New piece of equipment for the settlement - Explosion, fight
7	One of the allies confesses to an atrocity they once committed.	How do the characters react to this news? Should something be done?	+ the ally grows closer - the ally grows more distant or leaves
8	Someone new arrives and claims to be followed.	How do they react? Who should engage with the person?	+ trader, potential ally, informant - fight, betrayal
9	One of the characters' projects fails.	Can it be saved? What should be done?	+ the project is finished - the project fails
10	Another settlement is spotted nearby.	Should the characters engage with the settlement?	+ trader, potential ally, informant

ADVANCED RULES

			- fight, betrayal
11	One of your allies goes missing – it is not clear why	How should they solve this mystery?	+ they find their ally - their ally is gone
12	A character finishes their project early.	Which player should they help?	Define a new project or help another character
13	The characters find a corpse of someone they know.	What killed them? How do they react?	+ uncover an unknown danger - by surprised by an unknown danger
14	A courier arrives with a dire warning.	How do the players react to the warning?	+ uncover an unknown danger - by surprised by an unknown danger
15	One of the characters introduces a part of their back-story	How do the other characters react to it?	+ everyone grows closer - animosity grows

5. KNOWLEDGE FOR THE GM

This chapter contains everything you need to know to introduce your players to the game and to run expeditions successfully. If you have never played another TTRPG before, most of these concepts might be a bit hard to grasp by just reading them. Hence, we would recommend you seek out any video on *Dungeon's and Dragons*, *Apocalypse World* or *Monster of the Week* to see the dynamics of play before trying it yourself.

5.1. DIFFERENCES TO OTHER PBTA GAMES

Extinction Punk and its mechanics are largely based on *Apocalypse World* by D. Vincent Baker and games like it, mainly *Dungeon World* and *Monster of the Week* (which are all excellent and you should check them out).

Apart from the world, the aesthetic, and some minor tweaks, these are the main differences to those games:

- The main stats have been replaced with the PANIC-stats, which each have exactly two basic moves associated with them.
- The characters have been made less frail than in *Apocalypse World* and offer more options for character expression with more level-up options and mutations.
- The GM moves have been completely removed in favor of flexible improvisation on the GM's part. This makes the game harder for beginning GMs but allows for more cinematic play through open narration.
- All elements which could not also conceivably be integrated into a PG-13 setting (sex, drugs, and rock/roll) if the GM chooses to, have been removed from the core mechanics.
- The mutagen and extraction mechanics were added, to give characters another vector for growth and player-expression. It also allows the GM to easily write unique rewards into any story and monster-encounter, which have a mechanics-driven pay-off for the players.
- Hostile world events were created, to give the GM an easy way to improvise events on the way to an expedition's goal.
- The mechanics are split into the basic rules which are focused on the characters and their actions, to be used for one-shots and in the beginning of the adventure. If the players later want to shift their playstyle slightly towards resource collection and base-building, the advanced rules can be used.

5.2. THE GM PRINCIPLES

Just like most TTRPGs, *Extinction Punk* lives and dies with the efforts of you, the GM. Your job is to make the world seem real and constantly present your players with meaningful choices which have a real impact on the game's world. However, above all else: it is up to you to inspire your

KNOWLEDGE FOR THE GM

players to create an interesting story with you. Your job is not to play against them – you will always win and then lose your players. To help you get into the right mindset, we have provided you with the basic principles of GMing as we see them:

- **Yes, and:** You may decide on the events or even the goals of an expedition, but your players will decide what happens. The general rhythm is: you present a situation, the players tell you how they want to react to it, you decide how to resolve the situation. However, if the players want to try something (i.e. just ignore your questline) – just go with it. An example: John thinks, walking through the Valley of Certain Doom you have presented them with is a dumb idea and says his character wants to turn back. Do not say “but the plot is through there” – say “Yes, and on the way, you discover the Path of Less Certain Doom with other interesting stuff in it”. While of course a simplified example, it is meant to emphasize, that you should let your players force you to expand the story you have built in your head.
- **Be generous:** When a player takes issue with a rule based on events within the story, it is often wise to side with them. As an example: the rules state, that rolling a 7-9 on the move Fight results in the character in question receiving damage. But let’s say, the player in question is fighting a midget rabbit with gatling gun to show off – it would not make much sense for them to get hurt in this scenario.
- **Be cinematic & the rule of cool:** You are expected to not only paint cool vistas and events with your words, but also help the characters see themselves as what they want to be. Say one of your characters’ wants to try something stupid but cool – like using the shoulder blade of a giant skeleton as a surfboard to escape a mudslide – let them. Encourage it. And if they inevitably fail, give them a partial success, e.g. by letting them use a really bad one liner “Guess I’m no Bony Hawk”. The same goes for describing actions: when your players successfully kill a beast, ask them how it looks like (or come up with a description yourself the first few times).
- **Speak to the characters:** Let’s face it – roleplaying is awkward, especially with a new group. Hence, every little thing you do to flesh out the magic circle of the game world helps to pull your players into the story. Therefore, when you are asking for actions or speak as an NPC: address the characters, not their players.
- **Balance improvisation with planning:** In our opinion, the best GM would be one who could improvise a grand adventure out of everything the players throw at them. However, most of us are not advanced AIs with too much time on our hands. We therefore recommend planning an expedition along the points laid out in chapter 5.3. and improvise the rest.
- **Ask your characters questions:** One of the easiest ways to build an interesting adventure and hide the fact that you hardly put any preparation in a session, is to ask the

KNOWLEDGE FOR THE GM

characters interesting questions. What is character X currently worried about? What is character Y's opinion on the mutant eating his leg? How does it feel? Use their answers to build the narrative and deepen the relationship everyone has with the characters.

- **Know when to make a decision:** While giving the players as much freedom as possible is wonderful, you are unfortunately also in charge of pacing your adventure. So, if you are stuck in a boring situation, just resolve it. The players are cowering in a cave with no exit to wait out until a predator has left? Boring. Either have the mountain collapse or speed up time.

Finally, as with all creative endeavors: just try it out. Nobody is born a great GM – but as long as you have fun doing it, you are on the best way of becoming one.

5.3. BUILDING AN EXPEDITION

So – the only thing left is everything else. Meaning the actual story, the monsters, interesting encounters, mysterious artefacts, and cool fights. Fortunately, this is not as difficult as it sounds. After all, your players are going to create the adventure with you – your preparation is just a sketch to give everything structure. We've tried to create the following checklist for planning an expedition:

- Decide on a genre or mood:** Extinction Punk is - despite its subject matter - usually a more light-hearted affair. However, if you want grit and dark storylines, feel free to do so – just find out first what your players would prefer.
- Decide on a basic concept:** What should the overall story for the expedition be? Think in terms of movies: Is it a road trip adventure to a mystical location? Is it a fellowship of the ring style quest to deliver or retrieve something important? Is it a heist movie, stealing a dangerous old-world gadget from someone? Just pick one of your favourite movies and strip its content down to the basic structure. Then apply it to the world of Extinction Punk.
- Hook your players:** Let's say you have decided you want to have a classic treasure quest. How do the players learn of this treasure? What is it supposed to do? Why would they risk their neck to obtain it? Maybe one of them has contracted a serious illness which can only be cured by the treasure? Find something immediate, terrifying and something your players cannot just turn their back on at the start of your adventure.
- Plan for threats along the way:** Almost all stories in Extinction Punk revolve around some sort of trip. What do the players encounter along the way? Think again of your favourite movies and the coolest scenes within them. Now translate them into your adventure. At the end, you should have a list of the following things:
 - **Antagonists:** What or who are the recurring big baddies in the characters' way? What is their motivation? When would they succeed?

KNOWLEDGE FOR THE GM

- **Monsters:** What are the other dangerous things trying to stop the characters? What are their characteristics? Where are they encountered?
- **NPCs:** What are some cool people, animals, or sentient beings the characters could encounter?
- **Phenomena:** What are some cool events (e.g. the extreme weather) which should happen? Why are they happening?
- **Locations:** What are some cool places where all these things mentioned above intermingle? What can be found there?

Write down some spare ideas for all these things and just sprinkle them in when appropriate – do not try to create linear sequence of events. It usually either does not work or is frustrating for your players.

- Set up the doomsday clock, as well as fail and win conditions:** So, you have set-up everything – except for the consequences. Going again with the treasure hunt for a mystical cure example: What happens if the players do not hurry? Maybe on day 3, they will grow feverish. On day 5 they will start to take damage, and so forth. Make this dooms-day clock transparent at the beginning of the expedition and mark down the days – this makes the consequences of decisions perceivable and gives the players a reason to not just laze around.
- Prepare handouts if necessary:** Print or send all the character sheets you want to use. You want to illustrate the locations the players will visit? You have a cool riddle they must solve? All of this might not be necessary, but it helps to build the world.

Et voilà – you are officially more prepared than you're going to be on your next session. Because next time, you will have the experience and leftovers from this session and mistakenly believe, that it is enough.

5.4. EXPEDITION ARCHETYPES

This chapter provides you with some generic expedition archetypes you can use a skeleton to write your own. They are based on the tropes found in other Extinction Punk adjacent stories:

5.4.1. ROAD TO EL DORADO

- **Genre & Mood:** Up-beat adventure road trip
- **Basic Concept:** The characters learn of mythical place, which not only represents a safe-place to stay but also contains a mythical treasure granting them one of their desires (e.g. safety, health, power, wealth, influence, etc.)
- **Hook:** The characters stumble across an old message, perhaps an old recording in a still-functioning computer or a mysterious signal they picked up on their radio.

KNOWLEDGE FOR THE GM

- **Antagonists:** A violent or corrupt organization also learns of the location of the treasure and want to capture it for their nefarious deeds.
- **Monsters:** To be faster than the antagonists, the players have to move through dangerous short-cuts, inhabited by various monsters.
- **NPCs:** The characters are saved from difficult situation by a kind stranger, native to the lands they are travelling through.
- **Phenomena:** The final passage to the mythical place is guarded by a natural phenomenon (e.g. a mutafog) which makes reaching the place almost impossible.
- **Locations:** Monster dens, dangerous mountain-passes, the abandoned mythical place
- **Doomsday Clock:** 12 days – the antagonists move at constant rate and will encounter the players on day 6, overtake them on day 8, arrive at the mythical place on day 10 and achieve their goals on day 12.

5.4.2. CAT AND MOUSE

- **Genre & Mood:** Horror
- **Basic Concept:** A mysterious antagonist is trying to hunt the players down. They flee in panic while trying to learn something about their pursuer in various close encounters.
- **Hook:** The characters are attacked by an unstoppable antagonist and are badly wounded trying to fight it. They flee as a last resort.
- **Antagonists:** The apparently unstoppable antagonist who wants to kill the characters, because it has been ordered to do so.
- **Monsters:** The unstoppable antagonist commands beastly minions and in its search for the characters also agitates the local wildlife.
- **NPCs:** The creator or former student of the unstoppable antagonists gets rescued by the players, in exchange, he provides them with information on the antagonist.
- **Phenomena:** In an especially dangerous encounter with the antagonist, nature itself decides to hold the antagonist back temporarily.
- **Locations:** Woods, cramped caves, laboratories or ruins of the old world.
- **Doomsday Clock:** 4 days. On the first day, the players are attacked and manage to flee with limited resources. On day four, all their resources will run out and they will have to face the unstoppable antagonist

5.4.3. DUNGEON CRAWL

- **Genre & Mood:** Adventure
- **Basic Concept:** The characters accidentally stumble into an old-world super-structure, filled to the brim with ancient horrors and must now find a way out.

KNOWLEDGE FOR THE GM

- **Hook:** While walking through the mountains, a weather event forces the players into a seemingly safe place. Unfortunately, upon entering, the entrance behind them is shut and they have nowhere to go except ahead.
- **Antagonists:** An ancient intelligence still controls some aspects of the super-structure and wants to force the intruders out.
- **Monsters:** Several beasts have made the super-structure their home and the primary antagonist can control minions to attack the players.
- **NPCs:** An old intelligence (e.g. a robot) has escaped the primary antagonists influence and wants to help the characters.
- **Phenomena:** The super-structure was built around an old-world energy source, cultural artefact or weapon. Observing or touching it might change the characters.
- **Locations:** Underground rooms, corridors, caverns and cities
- **Doomsday Clock:** 5 days. The super-structure exerts an influence on all minds trapped within. On day 2 this becomes notable, on day 3 this becomes a problem and on the end of day 5, they succumb to the influence.

5.5. FINDING INSPIRATION

The tropes of Extinction Punk came to us by observing some pieces of popular media of the past 5-10 years. While not all of these things fit exactly into the world of Extinction Punk, a lot of them do. So much so, that we are convinced Extinction Punk the genre will establish itself (although probably under a different name) anytime soon. The following entries are listed to how closely they all exhibit the tropes of Extinction Punk

5.5.1. CARTOONS & ANIME

- Adventure Time
- Kipo and the Wonder Beasts
- The Last Kids on Earth
- Future Boy Conan
- Samurai Jack
- Dr. Stone
- Made in Abyss

5.5.2. MOVIES & TV

- Love and Monsters
- Sweet Tooth
- Nausicaä of the Valley of the Winds
- Annihilation
- YOR – Hunter from the Future

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- The World's End
- Army of the Dead and all not so serious Zombie Movies
- Tank Girl

5.5.3. GAMES

- Biomutant
- Horizon Zero Dawn
- Sunset Overdrive
- Rage 2
- Pikmin
- Solatorobo
- Far Cry New Dawn
- Contra Rogue Corps
- Splatoon
- A Geek's Guide: DeathWorld Earth
- Utawarerumono
- Subnautica
- SOMA

5.5.4. BOOKS

- The Maddam Trilogy by Margaret Atwood
- City of Ember by Jeanne DuPrau
- The Shannara Series by Terry Brooks
- The Shattered Sea Trilogy by Joe Abercrombi
- JAM by Ben Yathzee Croshaw

5.5.5. DIFFERENTIATION

Some genre-afficionados are probably reading this and thinking to themselves – “Wait: are you not just describing genre X?” Yes and no. Let us try to explain.

What Extinction Punk is: A subgenre of science fiction and science fantasy, closely related to other apocalyptic and post-apocalyptic genres. Its core features are:

- **Post-Extinction:** A non-descript Extinction Event has happened and cannot be reversed. It is so far in the past; most protagonists do not even know what it was.
- **Post-Humanity:** While some human or human-like species survived, they will have to change into something radically new to survive.

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- **Post-Ideology:** Old-world ideologies may be encountered, but they are not further commented on. After all – they could not stop the Extinction Event and have therefore failed.
- **Post-Despair:** The protagonists of Extinction Punk do not feel a loss over the old world. They only know it from stories and do not miss it. Their concern is with the here and now.
- **Pseudo-Scientific Magic:** After the fall of humanity, nature has reclaimed the planet. While ostensibly based on real science (i.e. “mutations”), the world now contains so many unresearched and fantastical things, it might as well be magical.
- **New Sincerity:** Despite the new world being dangerous and built on the grave of the old, Extinction Punk’s stories are forward facing and optimistic.

What Extinction Punk is not: here are the major differences to other genres as we see them.

- **Disease / Zombie Apocalypse:** Zombie apocalypse stories, even post apocalypse stories, usually centre around surviving the eponymous extinction event. The zombies or the disease are usually a stand-in for a common social anxiety of the time. As such, the stories and their protagonists are usually artefacts of the old world, trying to find a way back to how it was or at least towards a semblance of it. Extinction Punk may feature zombies, but only as a replaceable enemy. The protagonists encountering them have lived in this world all their lives. They are not trying to return to the old world, because they have never known it.
- **Dying Earth, Ecological Apocalypse:** Dying Earth stories usually revolve around the exhaustion of the planet (or the sun) itself. It paints a picture of a world which has become completely sterile and unliveable for everything. Extinction Punk stories might feature completely sterile places (e.g. battlefields), but it assumes, given enough time, life will prevail.
- **Biopunk & Nanopunk:** Some works of Biopunk come incredibly close to the aesthetics of Extinction Punk. After all, they are also concerned with mutations, viruses and mutants. However, Biopunk usually revolves around the misuse of biological engineering in a science fiction society context. Often this society, even though it is led by corrupt corporations, is still very much intact and the biological warfare is just a symptom of the corruption within. Extinction Punk stories may take place after a Biopunk society has successfully initiated a global Extinction Event – but it is not concerned with the event nor the society that created it.
- **Cyberpunk or Post-Cyberpunk:** Cyberpunk – as its name implies – is concerned with the struggles of marginalized people in an information age dystopia. Post-Cyberpunk might forego some of these core aspects, but both are ultimately concerned with social

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commentary based on a still working and existing society. Extinction Punk is unconcerned with the corruptions of previous societies, as they have all failed by the time its stories take place.

- **Atompunk:** On its face, Atompunk and its cold-war aesthetic has nothing to do with Extinction Punk, except an almost as liberal use of bad science. If it were not for the Fallout-series, we would not even mention it. But for what it is worth: Atompunk is at its core influenced by a cold-war mixture of fear and awe for the possibility of a nuclear war and its consequences. In Extinction Punk, nuclear wars might have been fought, but it was not the ideological differences of the cold war or the military-industrial complex which have led to an Extinction Event – it was humanities’ failure as a species to co-operate.
- **Solarpunk, Hopepunk and Lunarpunk:** All of these genres match the “time period” of Extinction Punk and present a forward-looking “what-if” view of the future. However, Solarpunk & Hopepunk assume, that we will be able to overcome all environmental and societal problems, as humanity ascends into a brighter future. Lunarpunk goes in the opposite direction, and assumes, humanity will become an invasive species, destroying ecosystems across the galaxy. However, in Extinction Punk, humanity as a species does not even survive – it has to change or adapt to even have a future.

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THANK YOU FOR READING!

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