

ANCIENT ARCHIVIST

CHARACTER NAME

PLAYER NAME

HEALTH ||

DISEASE ||

ARMOR -1 +0 +1 +2 +3

POWER

-1 +0 +1 +2 +3

BASIC MOVES: ENDURE, FIGHT

ADAPTABILITY

-1 +0 +1 +2 +3

BASIC MOVES: ACT INSTINCTIVELY, EXTRACT

NIMBLENESS

-1 +0 +1 +2 +3

BASIC MOVES: AID, TRAVERSE

INTELLIGENCE

-1 +0 +1 +2 +3

BASIC MOVES: INVESTIGATE, READ A BAD SITUATION

CHARISMA

-1 +0 +1 +2 +3

BASIC MOVES: MANIPULATE, READ A PERSON

EXPERIENCE 

- GET +1 POWER
- GET +1 ADAPTABILITY
- GET +1 ADAPTABILITY
- GET +1 NIMBLENESS
- GET +1 CHARM
- TAKE A MOVE FROM YOUR SET
- TAKE A MOVE FROM YOUR SET
- RAISE MAX HP & THRESHOLDS BY 1
- RAISE MAX HP & THRESHOLDS BY 1
- TAKE A MOVE FROM A FRIEND'S SET
- TAKE A MOVE FROM A FRIEND'S SET
- GIFT YOUR LEVEL UP TO A FRIEND
- CREATE STH. OUT OF THE REMNANTS OF A DESTROYED RELIC

MUTAGEN SLOTS

ACTIVE MUTATIONS

PERMANENT MUTATIONS

ANCIENT ARCHIVIST

SPECIAL MOVES

- Ancient Blood Oath:** This mutation gives you partial access to the knowledge of all previous archivists. At the start of each Expedition, roll +Intelligence. On a 10+, you learn of an old-world relic & its function. You will encounter this relic on your expedition. You gain ongoing advantage on all moves directly used to destroy it. Mark experience if you do. On a 7-9+ you learn of a specific relic and their approximate function: the GM might add them in the expedition, mark experience if you destroy it. On a miss, you learn that you might encounter a dangerous old-world relic which you do not know how to destroy.
- Anthropologist:** You know a lot about humans and their customs. When using the move Investigate for any problem relating to human culture, you get ongoing advantage.
- Mentor:** When you take this move, you form a special relationship with the voice of a particular archivist within your head. Name them. While resting, you can roll +Adaptability and ask them a specific question. On a 10+, you get a 5-word answer to your question. On a 7-9 you choose: they either can't help, or they answer the question, but you need to perform a specific action before asking them again (GM's discretion). On a miss, your question is answered with a single potentially misleading word.
- Wise:** When you successfully use Aid to assist another character in an unfolding, non-combat situation, they get ongoing advantage instead of just advantage.
- Guiding Light:** When using a weapon with the fire tag, you inflict +1 damage and gain +1 armor (max +3) against incoming fire damage.
- Beast of Burden:** You have a loyal pack animal: name them. Due to its experience, it can accompany you on expeditions (for details see chapter 4.2.2 on pack animals).
- Voice of the Past:** When you talk, friendly humanoids listen to you. You can calm down a large group enough to hear you out for a short amount of time.
- Calming Presence:** Something about you puts others at ease. You can communicate with intelligent monsters to a degree and can use the manipulate move on them.
- I know what needs to be done:** Once per expedition, you can choose to take 3 damage and succeed on a single roll. If this move is used to destroy an ancient relic foretold by your ancient blood oath, take +2 experience instead of +1.
- Trial of Errors:** You know how to learn from your mistakes. When you roll a failure, you can choose to immediately retry that roll again with advantage. If you succeed on the second attempt, you get the result you wanted in addition to a punishment by the GM. If you fail again the second time, the results will be much, much worse than be-fore.
- Clear View:** You can use Intelligence instead of Nimbleness when you Traverse
- Mutagenic Secrets:** Once per expedition, you can take a moment to listen to your body. If you have enough time alone and out of danger, you can choose to empty all mutagen slots.
- Kind Medicine:** When you successfully heal someone, they are healed of 1 additional damage, and you heal yourself for 1 damage as well.

ARMOR & BAGS

WEAPONS & TOOL

CONSUMABLES

SPECIAL MOVES & OTHER

BUNKER BABY

CHARACTER NAME

PLAYER NAME

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CHARISMA

-1 +0 +1 +2 +3

BASIC MOVES: MANIPULATE, READ A PERSON

EXPERIENCE 

- GET +1 POWER
- GET +1 ADAPTABILITY
- GET +1 NIMBLENESS
- GET +1 INTELLIGENCE
- GET +1 CHARM
- TAKE A MOVE FROM YOUR SET
- TAKE A MOVE FROM YOUR SET
- GET ONE MUTAGEN SLOT
- GET ONE MUTAGEN SLOT
- TAKE A MOVE FROM A FRIEND'S SET
- TAKE A MOVE FROM A FRIEND'S SET
- RAISE MAX HP & THRESHOLDS BY 1
- TAME A PET
- COPY A FRIEND'S MUTATION

MUTAGEN SLOTS

ACTIVE MUTATIONS

PERMANENT MUTATIONS

BUNKER BABY

SPECIAL MOVES

- 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 with a medical kit or something similar to someone (including yourself), roll +Intelligence. On a 10+ you treat the injury and heal 1 damage. On a 7-9 pick one:
 - 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.

ARMOR & BAGS



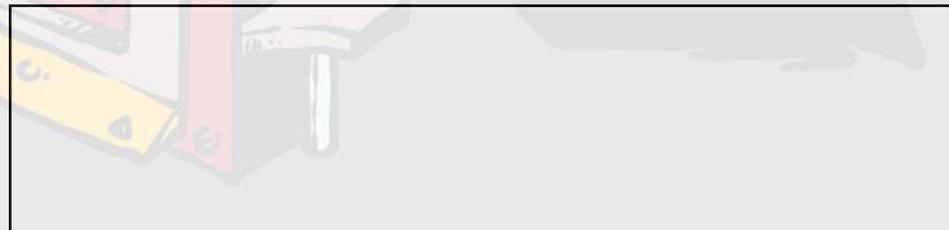
WEAPONS & TOOL



CONSUMABLES



SPECIAL MOVES & OTHER



CORE CONSCIOUSNESS

SPECIAL 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.
- Medigel-Distribution:** Once per session, when you touch another biological or biomechanical target (including yourself), roll +Intelligence. On a 10+ you stabilize the wound and heal 2 dam-age. 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
 - 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 (reversible at will, max +2)
- 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:** When 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.

ARMOR & BAGS



WEAPONS & TOOL



CONSUMABLES



SPECIAL MOVES & OTHER



HARDLY HUMAN

CHARACTER NAME

PLAYER NAME

HEALTH | | 

DISEASE | |

ARMOR -1 +0 +1 +2 +3

POWER

-1 +0 +1 +2 +3

BASIC MOVES: ENDURE, FIGHT

ADAPTABILITY

-1 +0 +1 +2 +3

BASIC MOVES: ACT INSTINCTIVELY, EXTRACT

NIMBLENESS

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BASIC MOVES: AID, TRAVERSE

INTELLIGENCE

-1 +0 +1 +2 +3

BASIC MOVES: INVESTIGATE, READ A BAD SITUATION

CHARISMA

-1 +0 +1 +2 +3

BASIC MOVES: MANIPULATE, READ A PERSON

EXPERIENCE 

- GET +1 POWER
- GET +1 ADAPTABILITY
- GET +1 NIMBLENESS
- GET +1 INTELLIGENCE
- GET +1 CHARM
- TAKE A MOVE FROM YOUR SET
- 1 ON INCOMING VIRAL LOADS
- COPY A FRIEND'S MUTATION
- COPY A FRIEND'S MUTATION
- COPY A FRIEND'S MUTATION
- TAKE A MOVE FROM A FRIEND'S SET
- TAKE A MOVE FROM A FRIEND'S SET
- REMOVE A PERMANENT MUTATION
- REMOVE A PERMANENT MUTATION

MUTAGEN SLOTS

ACTIVE MUTATIONS

PERMANENT MUTATIONS

HARDLY HUMAN

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.
- 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.
- Know Thy Friends:** When you take this special move when leveling up, you can permanently copy a single 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:** While you are touching the skin of a willing and conscious target, you can copy one of your active non-permanent mutations for the duration of the touch (an empty mutagen slot needs to be available in the target, or the move cannot be used).
- 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 fore-see 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).
- Bury the Old:** You gain ongoing advantage on any move used intended to destroy old-world machinery or structures

ARMOR & BAGS

WEAPONS & TOOL

CONSUMABLES

SPECIAL MOVES & OTHER

MYSTERIOUS MUTANT

SPECIAL MOVES

- Biological Immortality:** You do not age, and your wounds heal quickly. Whenever you take damage (apart from unstable wounds), 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.
- Cell-growth implant:** Whenever you receive damage after a fight and you are already over a wound threshold, you can quickly heal yourself. 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 (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.
- 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.

ARMOR & BAGS



WEAPONS & TOOL



CONSUMABLES



SPECIAL MOVES & OTHER



ROAMING RANGER

SPECIAL MOVES

- 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.
- 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.
- 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:** Choose 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.

ARMOR & BAGS

WEAPONS & TOOL

CONSUMABLES

SPECIAL MOVES & OTHER

SOLE SURVIVOR

SPECIAL MOVES

- 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 1 second when you are not carrying it.
- 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 7-9+ 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.
- Dual Wield:** You have learned how to summon a copy of your signature weapon in your other hand. It has all the same properties as the original, but a different color.

ARMOR & BAGS

WEAPONS & TOOL

CONSUMABLES

SPECIAL MOVES & OTHER

CUSTOM CHARACTER

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CUSTOM CHARACTER

SPECIAL MOVES



ARMOR & BAGS



WEAPONS & TOOL



CONSUMABLES



SPECIAL MOVES & OTHER



