



**THE ECO RPG POWERED BY THE APOCALYPSE**

# **EXTINCTION PUNK**

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# EXTINCTION PUNK

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APOCALYPSE

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## VERSION 0.5

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This is a document in development, and you are currently reading Version 0.5. New content is being added regularly, so check on [www.quickphix.ch/Extinction-punk](http://www.quickphix.ch/Extinction-punk) for updates!

- All Chapters: Spelling mistakes and misleading wording corrected.
- Introduction: Changing the welcome text
- Chapter 2: Adding additional mutations and sorting the table for duration
- Chapter 3: Creating the Ancient Archivist Class
- Chapter 5: Adding Chapter 5.4.4 and 5.4.5 to provide additional adventure ideas. Additionally, Chapter 5.5. was added, containing a short story and a glossary of Extinction Punk lore
- Character sheets were updated
- The Glossary was expanded to contain ancient archivist and lore terms.
- Front and Back-Cover was updated

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# 1. WHAT THE HELL 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. Its stories are concerned with the (not necessarily) human civilizations which came long after it.

Extinction Punk players get to explore the ruins of an Earth no longer under humanity's control. Together with the person organizing the game – the Game Master (or GM for short) – they will create characters to play as and use them to fight for survival while searching for powerful artefacts or useful mutations.

This Core Rulebook and a set of six-sided dice are all you need to play the game. The following chapters contain the rules for character creation and advancement as well as guidance on how to use them for exploration and combat.

Additionally, the book provides guidance for the GM on how to create worlds, monsters, and expeditions for their friends. So, if any of this sounds enticing to you, just continue reading!

## 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 mankind has already happened and the only thing to do now is watching how those who come after will mess it up for themselves.

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### 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 (shortened to 2d6)
- Select one of the characters (from chapter 3) which you think sounds interesting and print it out (double-sided) or get the corresponding character sheet from our website ([quickphix.ch/Extinction-punk](http://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 the character concept 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 general rules (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 book. 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. Once you are firm in your understanding of those rules, you can read chapter 4.

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- **...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.
- **...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.

Extinction Punk features two sets of rules, basic (chapter 2 & chapter 5) and advanced (chapter 4). We recommend starting out using only the basic rules for the first few play sessions. Once you feel at home with the basic rules, the advanced rules are there to help you deepen your experience.

# 2. PLAYING EXTINCTION PUNK

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 basic information first: Extinction Punk can take as many sessions to play as you want it to, as it supports a one-shot format (2h to 6h) as well as longer campaigns across multiple sessions (as long as you’d like). 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 about how their action will play out in the world of the game. All the following rules do is mediating the conversation. They set the boundaries of what is possible within your game and define the consequences of the players’ actions.

## 2.1. STARTING YOUR GAME WITH SESSION ZERO

It is always a good idea 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 lunchbreak. 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., chooses 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 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 (you can find 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 a 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? What flaws do they have?

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- **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 them down and they have to find a way to defeat it. Just let your imagination run wild – or copy ideas from a story you like. Alternatively, just use the adventure template in chapter 6 of this book.

Once all of this has been settled, the players are able to 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, while you react to those actions (e.g., “The mutant happily gives you a bite of his sandwich”). Anytime the question of “Could your character really do that?” comes up, the rules in the following chapter are used to find an answer.

### 2.3. HOW TO DO ANYTHING: STATS AND 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. Additionally, 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 to decide and describe the outcomes of an action.

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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 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** – the player succeeds in what they decided to do in a spectacular way
- **10-12 Good Outcome** – the player succeeds in what they set out to do
- **7-9 Normal Outcome** – the player succeeds in what they set out to do, but at a cost
- **6-2 Bad Outcome** – the player fails in what they set out to do
- **1 or less Complete Failure** – the player fails in what they 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.

## 2.4. 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.

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- **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 range from -1 to +3:

- -1 is bad
- 0 is average
- +1 is pretty good
- +2 is really good
- +3 is suspiciously good

When a move is modified by one of these stats, it is written as “roll +Stat-name” – e.g., roll +Adaptability.

## 2.5. 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 are a total of 10 of them (in alphabetical order):

### ACT INSTINCTIVELY

This move is used to do something difficult, stressful, or new to the character. 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
- **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

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- **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 halve the damage suffered (rounded-up)
  - All impending 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 2.7. 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.

## 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

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- **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 the caravan 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?

## 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

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- **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:
  - 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?

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### 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

## 2.6. 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. Characters would do well to remember; humanoids are no longer on top of the food-chain.

### 2.6.1 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, old-world weapon): 3 damage

These guidelines also come into play 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 2.8 for more details).

### 2.6.2 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

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- **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.

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).

### 2.6.2 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.

## 2.7. 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. Decades 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.

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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. Within the character-sheets, it looks like this:

**Health:** Healthy →      □□□ | □□□ | □□□      Dead  
**Disease:** high load      □□□ | □□□ | □□□      ← no load

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 the character suffers a permanent change to their body.

### 2.7.1. 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 how 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 tank, the move Extract can only be used once – afterwards the character's immune system will know 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.

### 2.7.2. 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.

## PLAYING EXTINCTION PUNK

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

### 2.7.3. 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.

The disease threshold is the point where the viral load exceeds a character's current health. If the viral load exceeds the players current health (max. health minus damage), it and the last mutation the character copied become a permanent part of the characters' 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) becomes 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 the following chapter.

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.

### 2.7.4. 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 <b>temporary effect</b> of the mutation	<b>Permanent effect</b> of the mutation if contracted through high viral load
24h	<b>Boneblade:</b> 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
24h	<b>Blood-sharing:</b> You can deal 1 damage to yourself to stabilize a friend's wound	You keep the ability on the left but lose 1 max health
24h	<b>Camofur:</b> You can take 15min to grow fur across your skin. It automatically takes on the colors best suited to camouflage you against your surroundings. It	You keep or regrow the last fur you created while the mutation was active.

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	can be used instead of armor to give you the camouflage & insulated tag.	
24h	<b>Cold aura:</b> You are immune to hot temperatures and can cool down your targets with a hug	You keep the power on the left, but you have a constantly blue face
24h	<b>Hawkeye:</b> You gain ongoing advantage to rolls related to sight.	You keep the abilities mentioned left but gain disadvantage on all hearing-based moves.
24h	<b>Heat-aura:</b> 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
24h	<b>Nightvision:</b> 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	<b>Revolverteeth:</b> 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
24h	<b>Sensegrowth:</b> You gain ongoing advantage on the Investigate move	You gain ongoing advantage on Investigate, and ongoing disadvantage on Aid
24h	<b>Sonar:</b> You gain ongoing advantage on any move relying on sound.	You gain +1 Adaptability but lose -1 Charm
12h	<b>Extremophile:</b> 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 you feel the compulsion to wear a pair of cool sunglasses – even in the dark.
12h	<b>Four-armed:</b> 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.
12h	<b>Glowskin:</b> 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
12h	<b>Trance:</b> You can gain the benefits of sleep with sitting down for the same amount of time.	You keep the power on the left, but lose -1 Power
6h	<b>Sticky:</b> You can stick things to your skin and detach them at will. This also gives you advantage on the Traverse move while climbing.	You keep the ability on the left, but you take 1 damage each time you detach yourself from a surface. You can still detach things from your skin at will.

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6h	<b>Sync:</b> You can sync-up your thoughts with a willing friend you can see. You have ongoing advantage when rolling to aid them, if you can see them.	You keep the ability on the left, but you gain ongoing disadvantage when you are out of sight of the friend in question.
6h	<b>Voicebox:</b> 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	<b>Berserk:</b> You deal and receive double damage	You keep the power on the left. This takes up two mutagen slots.
1h	<b>Brainstim:</b> 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
1h	<b>Ego suppressant:</b> You gain +1 Adaptability (max 3)	You gain +1 Adaptability and lose -1 Nimbleness
1h	<b>Fast Reflexes:</b> You gain +1 Nimbleness (max 3)	You gain +1 Nimbleness (max. 3), but you lose -1 Power
1h	<b>Firespit:</b> 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.
1h	<b>Gills:</b> You can breathe under water	You can breathe under water but lose -1 Power while not under water.
1h	<b>Limited Telepathy:</b> 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.
1h	<b>Pheromones:</b> Your charm score becomes 3	Your charm score remains 3 and cannot be lowered. You lose -2 intelligence.
1h	<b>Predator vision:</b> You gain the ability to see and identify extractable mutations.	You keep the power on the left but lose -1 Adaptability.
1h	<b>Thick Hide:</b> Gain +1 Armor (max. 3)	Gain +1 Armor and lose -1 Charm
1h	<b>Wings:</b> You gain leathery wings you can use to fly	You keep the power on the left, but your Power stat is reduced to -1
15Min	<b>Jelly limb:</b> 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
15Min	<b>Mutaphage:</b> You can use the move Extract to destroy mutations in other	You keep the power to the left but lose all your own mutagen slots.

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	beings or clear up mutagen slot (even permanent ones) in your friends	
15Min	<b>Palmdarts:</b> 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.
15Min	<b>Spiderclimb:</b> Gain +2 advantage for the Traverse move while climbing	Gain +1 to Traverse while climbing, you can no longer wear shoes or gloves
15Min	<b>Viral Pathway:</b> 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.
5Min	<b>Chameleon skin:</b> 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.
5Min	<b>Hulking:</b> Your strength score becomes 3	Your strength score becomes 2 and cannot be lowered or heightened. Lose -1 Nimbleness
5Min	<b>Freezer:</b> Your breath becomes cold enough to freeze water or stop fire from spreading	Your body temperature is permanently altered. You keep the power to the left, but your Power cannot exceed +1
5Min	<b>Humanity:</b> Temporarily mimic the appearance and genetic code of a pre-Extinction human.	When you increase your viral load, you gain as much damage instead.
5Min	<b>Smoke cloud:</b> 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.
10s	<b>Voice of Extinction:</b> You let out a 10s cry. Each living thing with working ears forgets what it was doing and immediately starts running as far away from you as possible. Any creature other than you subjected to the cry for the entire 10 seconds immediately fills passes across the disease threshold.	You become deaf.

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10s	<p><b>Dissipate:</b> You turn transparent and cannot take damage, you are invisible, and you can freely move in any direction, regardless of gravity of walls. If you reappear within a solid object, you are violently hurled into the next free space available.</p>	<p>You can use the effect to the left once per expedition at will. Your GM can activate the ability whenever they want to.</p>
3 Uses	<p><b>Ink-Sacks:</b> You grow three ink sacks on between your fingers. You can detach and throw them one by one. If you hit a target in the eyes, they are temporarily blinded.</p>	<p>At the beginning of each expedition, throw 1d6. You gain as many pulse-sacks for the expedition. When you receive damage or fail any physical check, one may burst involuntarily.</p>
3 Uses	<p><b>Pulse-Sacks:</b> 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.</p>	<p>At the beginning of each expedition, throw 1d6. You gain as many ink-sacks for the expedition. When you receive damage or fail any physical check, one may burst into your eyes involuntarily.</p>
2 Uses	<p><b>Sealing Mucus:</b> You can drench up spit from deep in your throat which can be used to stabilize a wound or heal 1 damage</p>	<p>You can use the power to the left once per day, but your Charisma is lowered by 1</p>
2 Uses	<p><b>Skindrip:</b> The skin at your elbows grows elastic. You can pull it out and detach it to create a mutagen tank of one of your permanent mutations (except this one).</p>	<p>At the beginning of each expedition, throw 1d6. You gain half as many Skindrips (rounded down, at least 1) for the expedition. You start with your viral load meter half-filled.</p>
1 Use	<p><b>Grey Goo:</b> Immediately absorb a creature of your size or smaller. It dies. Empty all your mutagen slots (even the permanent ones). They are then all filled with random permanent mutations.</p>	<p>Choose a permanent mutation except this one. Keep it and permanently lose all your other mutagen slots.</p>
1 Use	<p><b>Mortal God:</b> Succeed with the best possible outcome in a single roll of your choice. You are now 1 damage away from dying.</p>	<p>You can use the ability to the left at will, but the next time you use it, your character dies.</p>

### 2.8. EQUIPMENT

Most intelligent humanoids do not rely solely on their mutations, but also use equipment to survive. 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 objects 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 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 work and are explained in the following sub-chapters.

#### 2.8.1. 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, armor 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 move Manipulate against friendly targets

## PLAYING EXTINCTION PUNK

### 2.8.2. 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 these targets
- **Close:** This weapon is only effective in extremely close quarter and does nothing in long range
- **Ranged:** This weapon is only effective 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 characters are 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 needs 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.

### 2.8.3. 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 characters are 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

### 2.8.4. 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.

## 2.9. 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

### 2.9.1. WEATHER

The 20<sup>th</sup> and 21<sup>st</sup> 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
<b>Acid rain:</b> 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".
<b>Cyclones:</b> 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.
<b>Dust Bowls:</b> 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.
<b>Hailstorm:</b> 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.
<b>Jumpfloods:</b> 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.
<b>Mudslides:</b> 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.
<b>Mutafog:</b> 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.
<b>Mutawash:</b> A late attempt to stop bioweapons during the period of struggle was a chemical weapon which could be	While the characters are caught in the Mutawash, the effect of all

## PLAYING EXTINCTION PUNK

seeded into rainclouds. Its remains are still part of the rapid water cycle, blocking the receptor genes of all living things caught within.	their mutations (even the permanent ones) are disabled and new mutations cannot be extracted.
<b>Sunflash:</b> 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.	Characters must use the Endure move every 15Min or suffer 2 damage.
<b>Tesla-Storms:</b> 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.	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.
<b>Viral Gale:</b> Not just flora and fauna adapted to this new world. Viruses are spreading and mutating even faster to keep up with the world's newfound diversity. Sometimes an especially deadly strain evolves, decimating entire valleys, its infected remains getting blown across the world on sickly smelling winds.	Characters viral load increases by 1 for each minute within a viral gale without a gasmask.
<b>Wildfires:</b> 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.	All rolls based on sight or hearing gain ongoing disadvantage. The biting smoke deals 1 damage every 15 minutes without filter masks.

### 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 on top of their food chain.

Often these lairs are easy to spot from afar: skyscraper-like termite hives, bays full of megalodon shadows or beaver-dams the size of old-world 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, but almost every culture which has arisen since then shares common themes in their founding myths: A warning against hubris and distrusting those who seek to gain power over nature itself. As a result, not all new species might be friendly towards the characters.

### 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 within the story).

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.

You can either print out the following pages to keep track of your character or use the character sheets included in the back of this book.

## THE CHARACTERS

### 3.1. ANCIENT ARCHIVIST



Your inner voice screams at you: do not share our secrets with strangers! Yet your heart cries: The seeds of Extinction are still out there and if they are not destroyed, they will blossom again! Before you took your oath you were a believer in the Gospel of Extinction. A promise, that with humanity's end, the Gods would never allow such atrocities again. How naïve. Nowadays you can't sleep without visions of the End shaking you awake. You want to tell your companions all of that, but your inner voice stops you. Instead, you move on wordlessly, continuing your search

#### STATS

You start with an Intelligence stat of +3. For all the other stats, distribute: +2, -1, -1, -1

#### SPECIAL MOVES

You are a wanderer on a mission to find and destroy the last relics of humanity. As such you have travelled far and seen a lot. You get the following moves:

- **Ancient Blood Oath:** This dangerous permanent 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 a specific old-world relic and its function. You will encounter this relic on your expedition in a place your GM deems fitting. You gain ongoing advantage on all moves used to directly destroy it, and mark experience if you stop it. On a 7-9+ you learn of a specific old-world relic and their approximate function: the GM might add one of 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 have learned a lot about the mysterious humans and their customs. When using the move Investigate for any problem relating to human culture or language, you get ongoing advantage.

Then take 2 of the following

- **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

## THE CHARACTERS

+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 before.
- **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 a sufficient amount of time alone and out of danger, you can choose to empty all mutagen slots (even the permanent ones).
- **Kind Medicine:** When you successfully heal someone, they are healed of 1 additional damage, and you heal yourself for 1 damage as well.

## GEAR

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

- Revolver (2 damage, ranged, load, reload)
- Fur-Cape (pocketed)
- Hunting Knife (1 damage, close)
- Healing herbs (consumable 5, healing 1, expertise)
- Leather Armor (1 armor, pocketed, camo)
- Ego Suppressant Mutagen Tank (consumable 3)

## THE CHARACTERS

### HEALTH, MUTAGENS & DISEASE THRESHOLD

You have a maximum health of 8. Each time you take damage, mark of the same amount of boxes. When you reach the 4<sup>th</sup> box, you are severely wounded, when you reach the 7<sup>th</sup> 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

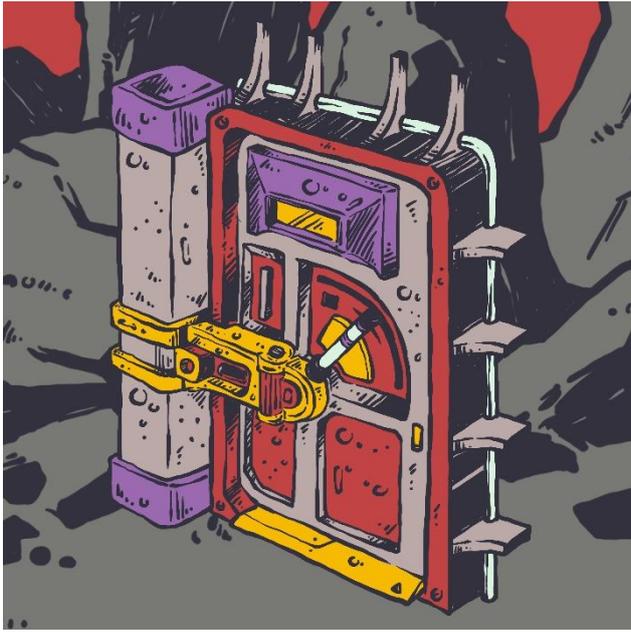
After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- |  |   |
|--|---|
| <input type="checkbox"/> Get +1 Power, max +1            | <input type="checkbox"/> Raise Max HP and all thresholds by 1                                       |
| <input type="checkbox"/> Get +1 Adaptability, max +3     | <input type="checkbox"/> Raise Max HP and all thresholds by 1                                       |
| <input type="checkbox"/> Get +1 Adaptability, max +3     | <input type="checkbox"/> Take a move from a friend's set*   |
| <input type="checkbox"/> Get +1 Nimbleness, max +2       | <input type="checkbox"/> Take a move from a friend's set*   |
| <input type="checkbox"/> Get +1 Charm, max +2            | <input type="checkbox"/> Gift your level up to a friend   |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Create a weapon or tool out of the remnants of a relic you have destroyed* |
| <input type="checkbox"/> Take another move from your set |   |

\*GM's choice on feasibility

## THE CHARACTERS

### 3.2. 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 3 or 4 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 left a mark on you. Now the last of your bunker's support systems has 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 4 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 a 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:

## 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)
- Hunting Knife (1 damage, close)
- Machete (2 damage, close, heavy, messy)
- Healing Kit (consumable 5, healing 1, expertise)
- Repair Kit (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 5<sup>th</sup> box, you are severely wounded, when you reach the 9<sup>th</sup> 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

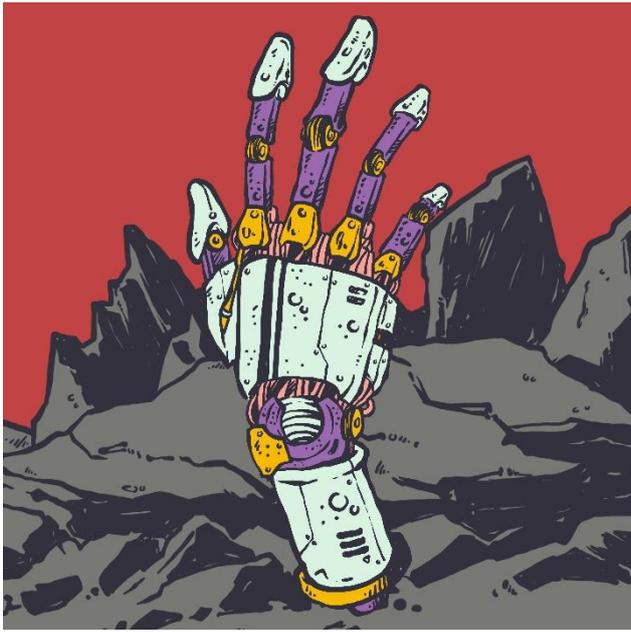
After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- |  |   |
|--|---|
| <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

### 3.3. CORE CONSCIOUSNESS



Bootup successful. Accessing 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 can be established. Accessing unit personality cache. Successful. Running diagnostics on unit's powercore, skeleton, biomass, nerve clusters, sensory input. Operating normally. Scanning area. Location: unknown. Searching for signs of life. Negative. Initiating self-preservation mode. Successful. Hello unit, 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 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:** 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 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
  - Heal 1 damage and stabilize for now, but it will return as 2 damage and become unstable after 2h.

## THE CHARACTERS

- 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 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)
- Nightstick (+1 damage, close)
- Backpack (storage, pocketed, hidden, implanted)
- Glock (+2 damage, ranged, reload, loud)
- Old Grenade (+3 damage, consumable, messy, unreliable, 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 5<sup>th</sup> box, you are severely wounded, when you reach the 9<sup>th</sup> 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

## THE CHARACTERS

### 3.5. 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 Charisma 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 2 of these:

- **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:** 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 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).
- **Bury the Old:** You gain ongoing advantage on any move used intended to destroy old-world machinery or structures

## 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)

## 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 4<sup>th</sup> box, you are severely wounded, when you reach the 7<sup>th</sup> 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        |
| <input type="checkbox"/> Subtract 1 from all incoming viral loads | <input type="checkbox"/> Remove a permanent mutation        |

\*GM's choice on feasibility

## THE CHARACTERS

### 3.6. MYSTERIOUS MUTANT



You remember your early life as a haze of acid rain, blood, and explosions. You know you and your kin were created for a reason – but you can't remember it. You have spent decades sitting in the 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 flora that had sprung up all around you, you got up. 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 (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.

Then pick one:

- **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.

## 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 working 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)
- Glowskin Mutagen Tank (1 consumable)
- Sharkteeth 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 4<sup>th</sup> box, you are severely wounded, when you reach the 7<sup>th</sup> 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 a move from a friend's set*   |
| <input type="checkbox"/> Get +1 Intelligence, max +1     | <input type="checkbox"/> Move your wound thresholds up by 1 |
| <input type="checkbox"/> Get +1 Charm, max +1            | <input type="checkbox"/> Move your wound thresholds up by 1 |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Gain a mutagen slot                |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Gain a mutagen slot                |
| <input type="checkbox"/> Take another move from your set | <input type="checkbox"/> Create a signature weapon*         |

\*GM's choice on feasibility

## THE CHARACTERS

### 3.7. ROAMING RANGER



You stand on the hilltop and watch, as the sandworm etches ever closer to you. It smells your hot blood and the many mutagens swirling within. 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 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 2 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:** When you pick this move, chose a mutation and apply its permanent effect without losing a slot once.
- **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 5<sup>th</sup> box, you are severely wounded, when you reach the 9<sup>th</sup> 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

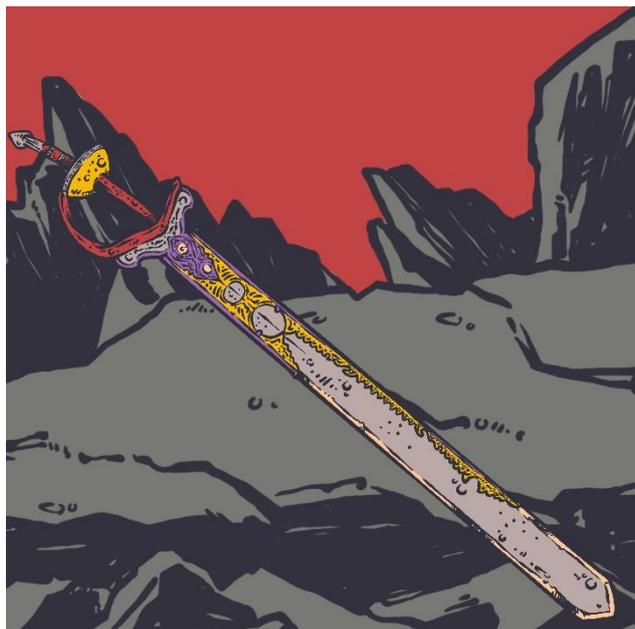
After leveling up six times, you qualify for advanced improvements, as described in chapter 4.1.

- |  |   |
|--|---|
| <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

### 3.8. 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 calms 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 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 2 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.
- **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.

## 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)

## 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 5<sup>th</sup> box, you are severely wounded, when you reach the 9<sup>th</sup> 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

### 3.9. CUSTOM CHARACTERS



What? You do not want to be constrained by the roles others have presented you with? Right you are! You are a unique individual, and your character sheet should be able to reflect that. Although, it does mean that you will have to put some more work in yourself. So, whether you are the GM or just a player looking to express yourself, you can use the following guidelines to create your own characters from scratch.

#### STATS

To create some sort of balance within expedition parties, a core stat should be chosen around which many of the custom character's special moves revolve around. For a first level character, this stat is typically +2. However, if you want to freely distribute all stat-points, make sure that the sum of all stats does not exceed 3 or fall below 1 (e.g., -1 Power, +1 Adaptability, -1 Nimbleness, +3 Intelligence, +1 Charisma).

#### SPECIAL MOVES

Custom moves are the best way to make your character feel unique and distinct. We recommend creating at least one unique move nobody else has access to and then complement it with a list of 8-14 possible special moves to be selected when leveling up. There are three different types of special moves:

- **Bonuses:** Advantages, bonuses or penalties which are either triggered (“when a giant crab pinches you”) or ongoing (“while swimming in a lake”).
- **Effects:** special events or conditions which apply in predefined circumstances (e.g., “when running in without a plan”).
- **Rolls:** a move is usually enhanced by one of the 5 core stats. The outcomes of these rolls need to be defined beforehand – with 10+ being a success without downsides, 7-9 meaning success at a cost and a 6 being a miss, most of the time with a penalty related to it. Note that you could adjust these numbers or substitute them with another metric, e.g., mutations active, tools carried, etc.

## THE CHARACTERS

The moves featured in the other character sheets can be used as an inspiration to define your own. God gave you eyes, so plagiarize!

### GEAR

The gear a character starts with serves more as flavor than as a tangible long-term benefit, as the party will find most of the things they need during an expedition. Still, to start we recommend giving each character at least a piece of armor (not more than +1), a backpack, a weapon with no more than +2 damage and a consumable or toolkit.

### HEALTH, MUTAGENS & DISEASE THRESHOLD

Most characters have a maximum health of 12, with the health thresholds spread out evenly amongst them (see below). As a rule of thumb, a character's HP should be between 9-15 HP. The number of mutagen slots depends on how many special moves a character already has access to. Generally, a number around 4 has proven to work for most characters so far.

**Health:** Healthy →  |  |  Dead

**Disease:** high load  |  |  ← no load

**Mutagen Slots:**

### LEVELING-UP

This should be the same for all characters: Whenever they fail a move, or a special move tells them so, they get to mark down one experience.

**Experience** →

Once they have filled all the squares, they can erase them and pick an improvement from a predefined list.

### IMPROVEMENTS

The improvements show an intended path of growth for a character. Meaning, if they are supposed to be very versatile, they should get access to more moves and more mutations when leveling up.

## **THE CHARACTERS**

If they are supposed to work towards mastery of existing skills, they should get the options to raise their stats or make mutations permanent. Either way, we recommend listing about 14 possible improvements to choose from.

That way, players cannot even take half of the improvements before the advanced rules of chapter 4.1 kick in, providing them with further vectors for growth.

# 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 also start with these mechanics in your first session, we are not your parents.

## 4.1. ADVANCED LEVELING

After a character has leveled up seven times, they can also use the advanced improvements listed in the following subchapters instead of the ones 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” behind the seventh level-up, because they represent a slight shift in how Extinction Punk is played and are therefore more helpful for long running campaigns.

### 4.1.1. 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 effects 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 and their effect is combined, 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 effects on a 10+ or one on 7-9:
  - **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.)

## ADVANCED RULES

- **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.
- **Embrace:** A permanent mutation costs one additional slot, but now only exhibits the temporary effect of said mutation. It still counts as a permanent mutation.
- **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.

### 4.1.2. CUSTOM PLAYER MOVES

Characters after the seventh level have grown strong enough to develop 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.

### 4.1.3. 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 but gives the character the chance to improve it later on.

### 4.1.4. 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 caravan (see chapter 4.2). 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.

### 4.1.5. RETIRING

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

## 4.2. CREATING A CARAVAN

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

## ADVANCED RULES

impossible to build something permanent. Almost every species is forced to live in harmony with their surroundings or die. As such, only the most experienced of characters might even attempt setting something like this up.

The goal of many adventurers is to create a caravan, as it gives them a slightly higher chance of survival. The caravan is the place where they can rest between expeditions, create new gear or just work towards making the world a less chaotic place.

Of course, the downside is that a caravan draws a lot of unwanted attention. So, players should be careful not to underequip their fledgling society, lest they want it to be stolen away from them. This sub-chapter explains how caravans are built, equipped, and maintained.

### 4.2.1. THE BUILDING BLOCKS OF A CARAVAN

The players cannot just decide to start a caravan – they need a minimum of equipment and manpower to be realized. Because the caravan will not be able to follow the characters throughout any dangerous expeditions, it needs to be able to operate on its own while the characters are away. To do that, it needs at least the following building blocks:

- **Manpower:** The players need at least two allies (or non-player characters, NPCs) they trust enough to guard, maintain, and move their caravan.
- **Power source:** For a caravan to be more than a few hiking humanoids, it needs a special infrastructure. To run this infrastructure, it needs a sustainable power-source.
- **Beacon & Receiver:** The first piece of infrastructure to be carried by any caravan is a beacon – a device which sends out an encrypted signal, which allows all members with the corresponding receiver to find their caravan again, should they get separated.
- **Transporter:** Something or somebody needs to carry all the caravan's infrastructure. Be it a mutated donkey or some sort of old-world machine – any caravan lives and dies on the reliability of their means of transportation.

To paint a picture: the absolutely barest-bone caravan the players could put together, is a donkey carrying a solar-battery and beacon, being led through the world by two NPCs. In this scenario, all the pieces are co-dependent. The donkey is necessary to carry the power source and the beacon. The beacon needs the power source to function. Without the beacon, the members of the caravan could not go out and hunt for the necessary food and equipment to keep the donkey and the infrastructure alive. Hence, if the players wanted to install a biolab in their caravan, they would first need another power source to use it and another transporter big enough to keep it mobile.

### 4.2.2. TRANSPORTERS

The following list shows the kind of transporters which can be found in the world to start a caravan. Each of them has a standardized amount of "Space" which can be used to store caravan

## ADVANCED RULES

infrastructure (more in the subsequent chapter). The prerequisites must be met for the transporters to be used within a caravan.

Type	Space Units	Prerequisites	Special Effects
Pack Animal (e.g. a horse)	3	At least one NPC to care for it.	None
Big Pack Animal (e.g. an elephant)	5	At least one NPC to care for it.	Expertise in handling big animals.
Megafauna (e.g. Giant Sloth)	8	At least five NPCs to care for it.	Intimidating and conspicuous – might draw the attention of more powerful predators.
Pushcart	2	At least one NPC or another transporter to move it.	Does not move on its own.
Small cart	4	At least two NPCs or another transporter to move it.	Does not move on its own.
Wagon	6	At least four NPCs or another transporter to move it.	Heavy – does not move on its own.
Small Motorized Vehicle (e.g. a bipedal mech)	2	At least one unit of power and an NPC to guide it	Can draw carts
Motorized Vehicle (e.g. a car)	8	At least two units of power and an NPC to drive it.	Can draw carts and is noisy.
Large Motorized Vehicle (e.g. a lorry)	16	At least eight units of power and an experienced NPC to drive it.	Can draw carts, is noisy and might draw the attention of raiders.

### 4.2.3. POWER SOURCES

Caravans are almost always built around sustainable energy sources, as there is no guarantee that the right fuel can be found. They all require a certain amount of standardized space on a transporter to be moved. In exchange, they generate a standardized amount of “power units”.

Type	Power Units	Prerequisites	Special Effects
Solar Battery	1	1 space unit	None
Solar Generator	4	2 space units	None

## ADVANCED RULES

Solar Powerplant	8	4 space units	Can be seen from afar, might draw the attention of raiders
Crank Battery	1	1 space unit	Needs to be cranked for 1h to be used for 24h
Rotary Generator	2	1 space unit	Needs to be pulled by an NPC or transporter to work
Small Wind Generator	2	2 space units	Makes a small amount of noise
Wind Generator	4	4 space units	Is conspicuous and makes a bit of noise, might draw the attention of raiders
Bio-Battery	1	1 space unit	None
Bio Generator	4	2 space units	Unstable, needs an NPC with at least one permanent mutation nearby to charge
Bio Powerplant	12	4 space units	Dangerous, needs at least four NPCs with expertise and permanent mutations nearby to charge
Fusion Cell	2	2 space units	Rare and cannot be repaired after being damaged
Fusion Battery	4	2 space units	Rare and cannot be repaired after being damaged
Fusion Powerplant	24	4	Extremely rare and cannot be repaired after being damaged

### 4.2.4. INFRASTRUCTURE

## ADVANCED RULES

Finally, there is the infrastructure which makes a caravan worth maintaining. It is an umbrella-term for all the heavy equipment and gear which needs a transporter to be hauled around and a crew to maintain.

<b>Type</b>	<b>Prerequisites</b>	<b>Effects</b>
Beacon	1 space unit and 1 power unit	A device which sends out an encrypted signal, which allows all members with the corresponding receiver to find their caravan again, should they get separated.
Sleeping Tents	1 space unit	A place to sleep and a place where the characters can house their allies. Each sleeping tent can comfortably house 6 people. Resting in the caravan allows characters to recover all their health and reduce their viral load to 0.
Food stores	2 space units	Holds enough food to feed 4 NPCs for a week if filled. Necessary when traversing dry or sterile regions.
Mobile Workshop	2 space units and 1 power unit	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.
Infirmiry Tent	2 space unit and 1 power unit	A tent with the equipment for healing 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).
Biolab	2 space units and 2 power units	A mobile laboratory where players can attempt to create mutagen tanks from samples or trying to

## ADVANCED RULES

		mix mutagens to create super-mutations.
Analog Library	4 space units	The characters and their allies may collect all their knowledge about the new world in one place and trade it with fellow travelers. 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.
Digital Library	2 space unit and 2 power units	The characters and their allies may collect all their knowledge about the old world in one place and trade it with fellow travelers. 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.
Greenhouse	4 space units	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 or grow specific ingredients.
Weather Station	2 space units, 4 power units	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

## ADVANCED RULES

		choose 1 weather event they will encounter instead of another.
Turrets +1	1 space unit, 1 power unit	Determines the attack-level of the transporter it is installed on – with +3 being the maximum. It gives the characters within the settlement ongoing advantage to the Fight move (if applicable in the story).
Shields +1	2 space units	Determines the armor-level of the transporter it is installed on – with +3 being the maximum. It gives the characters within the settlement ongoing advantage to the Endure move (if applicable in the story).
Sealed Tank	1 space unit, 1 power unit	A box closed and protected from the elements. Anything (or anyone) put in there will be protected from most outside forces.

### 4.2.5. THREATS TO THE CARAVAN

If the players' caravan survives for long enough to amass a following and a decent infrastructure, the odds of other people or predators finding or learning of it increases. Should the caravan come under attack, stumble into a megafauna lair, or face any other adverse situation, it can defend itself the same way the players would: Using the PANIC stats and the ten core moves.

If the players are in the caravan at that time, the encounter plays out like any other. The only difference is that the characters can use the caravan's infrastructure to help them.

Should the players not be in the caravan, or it has grown sufficiently large, the encounter can be played out with the available NPCs – with them using the beacon to communicate with the player characters or ask for orders. Caravan NPCs, unless established differently by the GM, have a 0 in all five of the core stats. However, they profit from all the infrastructure and transporters under their care. For example, if an NPC is assigned to a cart containing a rotary generator and a turret, they would have a +1 to power. They have no special moves but could still profit from all of the (player) characters' moves which would take effect via a long-distance communication (e.g., the Roaming Ranger's "Ranger Secrets" special move can also be used through a two-way radio).

## ADVANCED RULES

### 4.3. DECENTRALIZED PLAY BETWEEN SESSIONS

If the players are familiar with the world they inhabit, have already made plans for building a caravan and have invited several allies, the GM can take the game in a more base-building focused direction. Meaning, while nobody is playing between expeditions, the GM might ask how the characters or the caravan 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' caravan.	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 caravan 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 caravan.	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 by something dangerous.	How do they react? Who should engage with the person?	+ trader, potential ally, informant - fight, betrayal

## ADVANCED RULES

9	One of the characters' projects fails.	Can it be saved? What should be done?	+ the project is finished - the project fails
10	A larger caravan is spotted nearby.	Should the characters engage with the settlement?	+ trader, potential ally, informant - fight, betrayal
11	One of the 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 or something 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 backstory.	How do the other characters react to it?	+ everyone grows closer - animosity grows
16	The caravan stumbles into a megafauna lair.	What lives within? How can the caravan leave safely?	+ everyone gains knowledge - something or someone important is lost forever
17	A piece of machinery in the caravan suddenly works twice as well as before.	What happened to it? What caused it to improve? Is it sustainable?	+ the machinery works better - the machinery breaks down
18	The caravan is attacked by a party of humanoid raiders.	How can the caravan defend itself? How can the attackers be pushed back?	+ the caravan grows more resilient - something or someone important is lost forever
19	A mysterious creature with a complex mutation is captured	Is the complex mutation worth extracting? Where did the creature come from?	+ a new mutation is found - the caravan gets infected with a new sickness

## ADVANCED RULES

20	The caravan is attacked by a pack of wild predators	How can the caravan defend itself? How can the attackers be pushed back?	+ the caravan grows more resilient - something or someone important is lost forever
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# 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 them out 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 both 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

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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 their 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. They are taking too much time talking to a travelling merchant? Just resolve the transaction without roleplay.

Finally, as with all creative endeavors: just try it out. Nobody is born a great GM – but if 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 what your players would prefer first.
- 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?

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- **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. If it is not, just return to this checklist.

## 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.

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- **Antagonists:** A violent or corrupt organization also learns of the location of the treasure and wants to capture it for their nefarious deeds.
- **Monsters:** To be faster than the antagonists, the players must move through dangerous short-cuts, inhabited by various monsters.
- **NPCs:** The characters are saved from a 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.

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- **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 antagonist's 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.

### 5.4.4. MURDER ON THE TRAIL

- **Genre & Mood:** Mystery
- **Basic Concept:** The leader of a beloved caravan has been brutally murdered. Nobody has seen the perpetrator, but the crime scene indicates that they will return. The characters must catch the murderer, or the entire caravan will be put at risk.
- **Hook:** The characters have paid to accompany the caravan through a particularly treacherous stretch of land. They rely on the caravan to continue their journey and the caravan relies on them to solve the murder.
- **Antagonists:** The murderer and his gang wanted to extract the dark secrets of the caravan's success and they will stop at nothing to learn it.
- **Monsters:** The caravan is travelling through a misty wasteland – within its shadows move many dangerous beasts that strike without warning.
- **NPCs:** The caravan's leadership, consisting of a grumpy archivist, a manic treasurer, the children of the victim and other travellers who hired the caravan.
- **Phenomena:** The caravan's services were necessary because an extreme weather event (e.g. viral gales) makes traversal impossible.
- **Locations:** The caravan's main wagon, the camp at night, the misty wastelands
- **Doomsday Clock:** 4 days. The extreme weather event becomes successively worse each day and only the caravan's leaders' secret can get the characters out of the misty wasteland safely.

### 5.4.5. DESTINED HERO

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- **Genre & Mood:** Action & Adventure
- **Basic Concept:** The Ancient Archivists have uncovered the cause of the Extinction Event. If it is not destroyed soon by the inheritor of specific mutation, another Extinction Event will likely occur.
- **Hook:** One of the characters is found by an Ancient Archivist. Since they alone exhibit the necessary mutation to stop the cause of the Extinction Event, they must go on a quest to seal this ancient evil once and for all.
- **Antagonists:** A sect of Extinction worshippers see it as divine and consider tempering with its cause a heresy. Additionally, the descendants of the people who caused the Extinction are still alive and trying to harness its power to restore the human hegemony.
- **Monsters:** Ancient horrors and machines still guard the cradle of Extinction
- **NPCs:** The Ancient Archivist guiding the party, the hero's rival and a converted cult member trying to help the party.
- **Phenomena:** The cradle of Extinction is caught in a perpetual cyclone.
- **Locations:** The wasteland, the zone of death, the cyclone bay, the cradle of Extinction
- **Doomsday Clock:** 31 days. The Extinction worshippers have found a way into the cyclone and now only need the hero's mutation to control the Extinction. In the first week, they manage to extract a simulacrum of the hero's mutation. In the second week, they are able to control it. In the third week they reach the zone of death. In the fourth week, they find their way into the cradle of Extinction. In the last few days they manage to reawaken the cause of the Extinction.

## 5.5. THE WORLD AND ITS LORE

We believe GMs should create the world they want to create within Extinction Punk. As such, we are hesitant to give you an official timeline of all the events and worldbuilding leading up to your expeditions. However, we do recognize that providing some general story threads might help you create your own story. Hence, this chapter provides you with a short in-universe exploration of the world of Extinction Punk.

### 5.5.1. A FIRESIDE TALE

The archivist shot a sour glance across the fire pit, which did little to dampen the two young rangers' spirits. For a while, none of them said a word. The archivist kept his mechanical eye trained on the bird-like silhouettes of the rangers, while they smiled their shark-toothed grins. The archivist finally pulled out a flat device from his backpack and sighed in defeat.

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"I told you, there is little value in dredging up those old stories. Whatever the humans were, everything they stood for no longer applies to us. Is there no knowledge more worthwhile you would ask me to share?"

The rangers briefly glanced at each other, before answering in their usual unsettling unison. "Archivist - we are devoted scholars of the Gospel of Extinction. But our pupils see the horrors crawling through the lands. Their caravans carry the humans' wondrous devices. We scrounge through their waste without understanding what was lost. We scramble to poorly imitate some of their most elementary feats and call it our civilization. It makes us wonder: how could a people wielding such power not know it would lead to their Extinction?"

For the first time since their encounter, a smile briefly crept across the archivist's leathery face. "Oh - I believe they knew. They had been capturing sparks of divine brilliance for generations. Why would they then be surprised by the roaring fire that consumed them? No, I think they just wanted to see how bright they could make it shine - because it is better than rebuilding from the ashes. As the Gospel teaches us:", he inhaled deeply and intoned, "The Extinction is the fruit of humanity's pursuits."

The Rangers briefly bowed their heads in respect. "Therein lies our question, archivist. If the Extinction is the fruit, what was the seed humanity had planted?"

The Archivist tapped on his flat device and a drawing of a landscape appeared on it. "We have only fragmented records on the dealings of humanity." He drew a pattern over the device's surface and a picture of a crater appeared. Tiny figures could be seen standing on its raised rim. Without commenting on either picture, he continued: "Yet we do know that they probably did not plant just a single seed of discord."

He flicked his thick fingers across the device again, and a grainy image of a huge metallic tree appeared. "It is told that in the last decade of their hegemony, humanity realized that there would be no easy solution to the numerous ills their leaders had allowed to grow deadly for decades. These were the buds of the first seeds, planted long ago. Their climate, once predictable and tame, grew volatile and angry due to increased incursions by humanity. Nature's unrest was ignored, until it had finally caused enough suffering, that the most powerful amongst the humans decided to reassert their control over the planet. Some built giant machines, which drank-in the clouds and birthed rain. Others created tiny lifeforms, which scoured the oceans in order to cool them. However, while these abominations did exactly what they were designed to do, they did little to address the rising unrest in the population. Fearmongers, zealots and opportunists alike flowed into humanity's centers of power. There they planted more seeds. Mistrust. Hatred. Supremacy. Cancerous thoughts, convincing them of being separate from all the life surrounding them. Collectively, they worked towards an age of loneliness."

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The rangers interjected together: "Were they not correct in the belief of being separated from other lifeforms? After all, the Gospel teaches us that we as the children of Extinction are all alike - the shadows of humanity, sharing a common life force. Hence, humans are our logical opposites - cut off from the rest of us."

The archivist scoffed. "The Gospel is not a mathematical proof for you to reverse! Yes, it is true; the Gospel states in its second verse:", he once again put on his deep preaching voice, "The more the children of Extinction resemble each other, the less they resemble humanity.", he cleared his throat and continued angrily: "However, this does not mean humans were different beasts than us. They still existed in this world and depended on other beasts and plants surrounding them. It does not behoove us to put them on a pedestal near the Gods!"

The fire crackled and an awkward silence fell over the group. The rangers had not expected their simple question would anger the archivist this much. For a while, the only sound which could be heard was the soft breathing of the rangers' giant pack animal slumbering near the fire. One of the rangers broke the silence. "Archivist. We did not mean to cause offence. What we refer to is the life force, which allows us to share traits with the beasts and plants surrounding us. This sacred duty of sharing our gifts is implied by the second verse, is it not? Does it not then logically follow that humanity was unable to do the same?"

It takes another five seconds for the archivist to respond. With a visible effort, he once again calmed his voice. "Yes and no. The gift of sharing is our duty because it distances us from humanity. However, our common life force is a human creation. It is a product of Extinction. There is nothing sacred about it."

With two rapid taps on his glowing device, the archivist produced the image of a human figure, one fist raised into the air, the other holding a rifle. "Let me continue my tale - you might yet learn something", he threw a warning glance at the two rangers before he continued. "Once the final seeds had been planted, the once planet-spanning human empire fractured into smaller and smaller pieces. Their global communication network was cut. Fortresses raised. All the while, the planet was heating up and its inhabitants were dying. The Age of Loneliness was upon them. Animals and plants alike died drowning in raised shores or choked to death in the dry desert sun. What remained were the few human colonies, kept cool and lush on borrowed time. Paradoxically, an uneasy peace was reached for a while, as each human colony was preoccupied with its survival. They hollowed out the Earth and took stock of their belongings. Inevitably, they found them lacking", the archivist raised the device with the picture of the grim human figure, "so they set out and tried to take what they needed by force."

He emphasized the last two words by angrily shaking his glowing device. The rangers sat frozen, listening attentively.

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“The final seeds bore fruit. Old grudges were settled with new weapons. Weapons never seen before or since. These conflicts were unlike anything found in nature. Settlements set ablaze with fire from the heavens. Clans extinguished by unnatural diseases. Lands torn asunder by mountainous machines. For the first time in humanity’s history, their planet could not keep up with their destructive force.”

The archivist’s expressive face suddenly grew sullen. “We call it the Period of Struggle - the birthplace of Extinction. In these final decades, humanity refused to die. Generation after generation knew nothing but clawing for their neighbor’s meal. As they grew more and more desperate on their dying planet, the fighting finally stopped. It is told that in humanity’s final hour, one clan managed to unite them all one final time in a planet-spanning project of survival.”

He put his device on the ground and a moving image appeared on its surface. It showed a bird’s eye view of something flying high above a giant desert. The tops of gigantic machines and buildings could be seen peeking out of the sands. For a while, nothing but dunes and ruins could be seen on the device’s surface. Then slowly, near its edge, a black shimmering liquid poured out of the sand. It slowly spread in all directions, forming shimmering tendrils across the land. Each time one of the tendrils touched a ruin or machine, it sank into the spreading black mass. Then suddenly the view was obscured by white clouds. It was not clear what had caused the now violent storm flickering across the archivist’s device. The last image lingered on a lightning-streaked cloud; a gigantic black shadow was barely visible below its cover.

“We do not know what humanity’s final intention was”, the archivist continued, pointing at the now frozen image, “but it culminated in the Extinction. The rending of all that was. The wound cut into all living things within the blink of an eye. A heresy so great we - its children - still cannot even begin to ask for forgiveness.”

For the first time, he smiled warmly at the two rangers. “And yet, it was also the thing, which forever intertwined all of us. In truth, we do not know which of the seeds humanity planted, bore the fruit of Extinction. Still, we can imagine what they might wanted us to learn from them: The lesson, that even though we might struggle and fight, none of us can ever persist alone. So, share your gifts with your neighbor, if not with theirs. Live life in pursuit of the things easily found, which give you joy in the now. Because we are the children of the Extinction - we do not concern ourselves with death or legacy, as we know, eternity is nothing to be worried about.”

The archivist ended his sermon with a coughing fit, undermining any gravitas he managed to build up with his tale. The rangers looked at each other. They both could not help but feel disappointed - they were looking for a historical account, not a moral lesson. They also had the distinct feeling that the archivist was not telling them the full story.

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Despite that, one of the rangers produced a tiny plastic bauble from his coat. It contained a tiny plant growing out of black soil. With a bow, he handed it to the archivist. "You have our thanks for sharing your wisdom, archivist. Please accept this sapling and its gifts as your reward. We are certain, it will be of use to you."

Finishing his coughing, the archivist returned the bow and accepted the tiny bauble. He placed it in his armored backpack together with his flat device. With a hoarse voice, he asked: "Where will you two be heading next?"

One of the ranger's pulled out a small receiver. He pointed it skywards and a small holographic arrow appeared below it. "North – we are rejoining our caravan. We should reach them in about two days' time." He lowered his slender arms while the other asked. "What about you? What do archivists do if they are not spontaneously appearing near fire-pits?"

To their surprise, the old man got up, shouldered his rifle, and dusted off his pants. "We move on – forever onward" he grumbled and walked off in a slow but deliberate pace.

Before he disappeared behind the elevated rim surrounding the fire pit, its light caught the transparent bottom of the archivist's backpack. Within, the Rangers' sharp eyes could see three things: the flat device he used to tell his story, the sapling they just gave him and a giant mutagen tank – containing a moving, shimmering black liquid.

### 5.5.2. IMPORTANT LORE CONCEPTS

The following concepts and phrases might come in handy, when trying to explain the world of Extinction Punk to your players:

Historical Terms:

- **The Extinction:** A single event in humanity's final days, said to have brought about the end of their species. Nobody quite knows what it was – but its consequences shaped the Earth as it is today.
- **Cradles of Extinction:** The places most tainted by whatever caused the Extinction.
- **The Period of Struggle:** The decades leading up to the Extinction, during which the last humans on Earth desperately fought for the survival of their species.
- **Old-World:** Referring to any concept or thing relating to humans before the Extinction.
- **New-World:** Referring to any concept or thing which existed after the Extinction.

Philosophical Terms:

- **Gospel of Extinction:** A dominant belief-system spread by intelligent New-World Humanoids. It posits that all living things live to atone for the sin of the Extinction. They do so by mutating their bodies to move away from humanity. The goal is to one day create a

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race of people with the intelligence of humans but with a wholly new outlook on the world. However, its central tenants also emphasize the importance compassion and self-sacrifice.

- **Life Force or Shared Link:** This refers to the genetic trait common to all New-World life. Thanks to this shared link between all lifeforms, most intelligent species have learned how to alter the expression of their genes based on another species' mutation.
- **Seeds of Discord:** Dangerous ideas or actions which led to the Extinction. Used by the disciples of the Gospel to illustrate something “bad”.

Descriptive Terms:

- **Humanoid:** Referring to any intelligent creature capable of speech in the New World.
- **Mutant:** Derogatory description for a Humanoid or a description of a brutish but unique creature
- **Relic:** Any unaltered object created by Old-World humans.

## 5.6. FINDING INSPIRATION

The tropes of Extinction Punk came to us by observing pieces of popular media of the past 10-15 years (and some even older). While not all 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 iconography of Extinction Punk focuses on tight-knit survivors long after an Extinction event or in the (not necessarily human) civilizations which came afterwards. Popular icons in the genre orientate themselves after 21<sup>st</sup> 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 21<sup>st</sup> century meme and pop-culture – in equal parts earnest and cynical, both critical of late-stage capitalism while being unashamedly nostalgic for the cultural artefacts it produced.

The following entries are listed according to how closely they all exhibit the tropes of Extinction Punk:

### 5.6.1. CARTOONS & ANIME

- Adventure Time
- Kipo and the Wonder Beasts
- The Last Kids on Earth

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- Thundarr the Barbarian
- The Writing on the Wall Music Video by Iron Maiden
- Future Boy Conan
- Samurai Jack
- Dr Stone
- Made in Abyss

### 5.6.2. MOVIES & TV

- Love and Monsters
- Sweet Tooth
- Nausicaä of the Valley of the Winds
- Annihilation
- YOR – Hunter from the Future
- The World's End
- Army of the Dead and all not so serious Zombie Movies
- Tank Girl

### 5.6.3. GAMES

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

### 5.6.4. 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

### 5.6.5. 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.
- **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.

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- **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 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.

## 6. EXAMPLE EXPEDITION: TERRA INFIRMA



### 6.1. OVERVIEW

This chapter gives you a detailed setting and structure for a first expedition. Below are the elements of the expedition in overview. All of them will be elaborated on in the following sub-chapters.

- **Genre & Mood:** Action / Adventure
- **Basic Concept:** A lone surviving human astronaut returns from a faster-than-light seed-ship mission to earth, only to find it completely unrecognizable. Since he has left, both the Extinction Event and what followed has long since passed thanks to the time dilation caused by his travels. In desperation, he activates his ship's terraforming protocol, closing off a large valley within a habitat-bubble and releasing his drone swarm to survey and change the climate and lifeforms within. Secure in the knowledge that he will awaken to a partially restored world, he enters cryosleep. Unfortunately, neither he nor his AI assistants accounted for the existence of megafauna. As such, he did not realize that he had locked himself in with a swarm of giant centipedes; territorial arthropods who probably will not react favourably to some outsider trying to change their hunting grounds.
- **Hook:** The characters were unlucky enough to be wandering through the valley when the habitat-bubble closed them in. It did not take long for them to be captured and transported to an analytical station created by the drones. Here, they will either escape together or be dissected.
- **Antagonists:** The apparently never-ending stream of different drones emanating from the spaceship will (depending on their function) capture or destroy the characters, given the chance. They are controlled by three different artificial intelligences, each with a slightly different task.
- **Monsters:** The centipede scouts have started to emerge from underground to find out what is causing all the ruckus within their territory. The players know that they are just the vanguard before the centipede horde emerges to defend its lair.

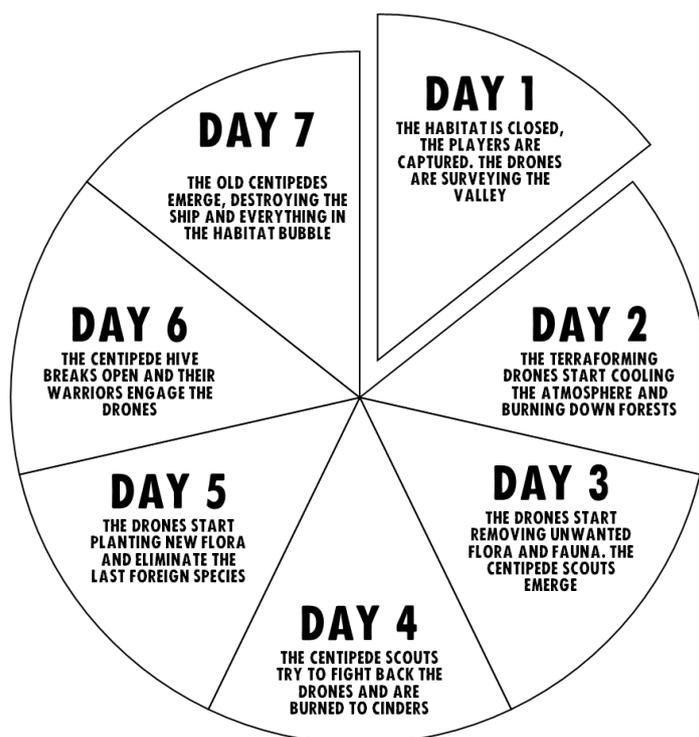
## EXAMPLE EXPEDITION: TERRA INFIRMA

- **NPCs:** Apart from the sleeping astronaut, the characters might stumble across the three artificial intelligences tasked with erecting the habitat, studying its contents, and eliminating potential threats. There's also Brieyark, an old mutant living in the centipede lair and studying their culture.
- **Phenomena:** The terraforming drones are ripping through the valley, creating stampedes, wildfires, and pockets of mutafog.
- **Locations:** The drone analytical station, the burning woods, the mutafog swamp, the centipede lair entrance, the spaceship.
- **Doomsday Clock:** 7 days. On the first day, the players notice that they are closed in shortly before they are captured. On the second day, the players are caught in the stampede caused by the terraforming drones. On the third day, the first scouts can be seen emerging from the lair. On the sixth day, the warrior centipedes emerge from the lair, signaling the potentially catastrophic arrival of the entire swarm on day 7.

## 6.2. HOW TO RUN THIS EXPEDITION

Due to Extinction Punk's open nature, GMs should not treat this as an 'adventure' on which the characters must follow a predetermined path. Instead, use the hook as a starting-point and the doomsday-clock as an indicator for what will happen in the world if the players do nothing. The monsters, antagonists, locations, etc. are there to help you flesh out scenes on the go, they do not all have to be used. All the rest will be played out by your players.

## 6.3. THE DOOMSDAY CLOCK



### 6.4. FIRST TIME PLAYERS

If this is the first session after session zero, most players will probably not be comfortable with roleplaying or embodying their characters right out of the gate. You can use the following steps, to ease your players into the right mindset:

- **Introductions:** The players could write their character introduction down beforehand – however, they should reduce it down to just two sentences: “My name is NAME and I’m a DESCRIPTION OF CHARACTER. I have ASPIRATION but also FLAWS”. As an example:  
“My Character is called Dirtsworn – he is a wiry new humanoid wearing a coat made of wax and leaves, with a head resembling a lynx suffering from pattern baldness. He is a fiercely loyal missionary spreading the Gospel of Extinction, but he is also pretty whiny when things are not going his way.
- **Relationships:** Do some of the characters already know each other? If yes, the GM might have these characters improvise a short scene right before the hook is introduced. As always, this is done using a question. For example: “You two are siblings, right? You were walking through the valley, as one of you slips on the muddy trail and lands headfirst in a puddle of muck. How do you react?”
- **Motivations:** Even if none of the players know each other, the GM should prompt the players one after another to come up with a reason, why their characters ended up in the valley in the first place. Why are they wandering through these parts? Are NPCs with them? What are they doing currently?

Most importantly, none of these things should be forced upon the players – it should all be voluntary. If the players see it as a hassle, GMs should just accept it. Not everyone is comfortable with heavy roleplaying right from the start.

### 6.5. THE HOOK

Whether or not the characters know each other, the players now have a feel of what to expect from all the others. The expedition can start in earnest.

Start by setting the scene: The characters are walking through a densely overgrown forest valley. The air is humid and hot – water is either dripping or evaporating from the foliage around them. All kinds of insects are buzzing around, and the woods are filled with sound. It grates on the characters’ nerves and puts them on edge. They know that not many people have travelled through these parts, and they are expecting some beast to come rushing out of the underbrush at any second. Suddenly, a cold wind blows through the woods and temporarily silences the cacophony of voices within. Shortly after, the sky is darkened by a turquoise curtain being drawn across it. Somewhere behind the characters, the curtain is drawn all the way down, splintering rock and wood in

## EXAMPLE EXPEDITION: TERRA INFIRMA

its way. After a small shockwave, the usual sounds of the forest re-assert themselves, but something is different. A low humming is coming ever closer. Bright lights are streaming across the sky and are glimpsed through the trees. Suddenly a huge shadow is upon them – a hulk of metal surrounded by beings of light. As it passes over them, the characters notice that they have held their breath – and are now unable to catch it again. They fall to the ground, gasping for air but nothing seems to fill their lungs. The last thing they see are beings of bright light against a dark turquoise sky.

### 6.6. THE ANALYTICS STATION



The characters awaken trapped in some sort of glass chamber. Its floor and walls are sticky with a clear film which is constantly flowing from the top of the chambers to their bottoms. Outside, the players can see several other beings trapped in tanks just like their own (1). They are all connected to some sort of lighting-tree (2), which is giving off a constant humming sound. A being made of

## EXAMPLE EXPEDITION: TERRA INFIRMA

light is constantly flickering between four pedestals connected to the lightning tree (3). All of them appear to be trapped within a small bubble, covered with the same turquoise which covered the sky earlier. The only way out appears to be a large tube stuck into the bubble and connected to the metal behemoth which flew over them earlier (4). The small bubble appears to be maintained by a large metal box just outside its perimeter (5) and guarded by one of these weird beings made of light seen before.

### 6.6.1. WHAT IS HAPPENING IN THIS SCENE?

The first wave of drones released by the astronaut's ship have three tasks:

1. Set up a large habitat bubble, which cuts a part of the planet off from its surroundings.
2. Analyze and catalog its contents for future research.
3. Neutralize any dangerous creatures and ascertain what would happen to them, once the terraforming within the bubble establishes an atmosphere akin to Old Earth.

Each of these processes is guided by different artificial intelligence: the terraforming AI is called SAGAN, the analytical AI ANNING and the euthanasia AI is called IGNACE. The players have been captured by the terraforming drones of SAGAN and are currently being studied in one of ANNING's analytics stations.

### 6.6.2. WHAT NPCs ARE PRESENT IN THIS SCENE?

The following NPCs are present in this first scene. The simplified character descriptions are given, so you can reasonably improvise what each of the NPCs would do.

#### ANNING – The Analytical AI

- **Motivation:** (1) Catalog all flora and fauna within the habitat bubble. (2) Isolate beings with traces of higher intelligence. (3) Create a working model of the planet's ecosystem and use it to predict the effects of terraforming.
- **Means:** ANNING only controls the equipment in her analytical bubbles – she needs regular transports from SAGAN's metal drones to collect samples and set-up new stations. Each of the stations is guarded by some of IGNACE's light-based drones.
- **Description:** ANNING was developed in the days before the Period of Struggle, meaning she does not have an extensive personality core and works more like an autonomous computer program rather than a true AI. This also means, that there is no bargaining with her, even if communication could be established.

#### SAGAN – The Terraforming AI

- **Motivation:** (1) Set up the habitat bubble in a stretch of land large enough to sustain human agriculture. (2) Maintain the bubble and all infrastructure created by his fellow AIs.

## EXAMPLE EXPEDITION: TERRA INFIRMA

(3) Fulfill infrastructure request by his fellow AIs. (4) Follow the terraforming guidelines set out by ANNING.

- **Means:** SAGAN is in charge of creating the habitat-force field bubble using the ship's fusion-drive. He also builds geo-thermal and solar-energy farms out of the few resources available on the ship. His drones are large metal behemoths, created to haul heavy materials and terraform the land.
- **Description:** Like ANNING, SAGAN was developed without a full-personality core. As such, it is little more than a construction protocol which requires the input of both ANNING and IGNACE to react to unexpected events.

### IGNACE – The Euthanasia AI

- **Motivation:** (1) Protect the ship's inhabitants (2) Eliminate all potential threats to infrastructure within the habitat bubble (3) If confronted with intelligent adversaries, derive a plan to establish dominance over them.
- **Means:** IGNACE controls a swarm of energy drones. They are made-up of an extremely light silicate gel and a massive reactor within, controlling its density.
- **Description:** IGNACE is the most well-developed of the three AIs, as it was deemed necessary to equip it with the ability to fulfil diplomatic functions if contact with alien life could be established. As such, it is the AI the others call upon if they encounter something out of the norm.

### Brieyark – The Centipede Shaman

- **Motivation:** Brieyark is an old humanoid who has lived in the valley all of his life. He is fond of the giant centipedes and has somehow managed to live in harmony with them. He doesn't want the swarm to be alarmed, because this usually means, that the swarm's queen and with her the entire colony has to be moved somewhere else. A fate he does not wish upon the centipedes or anything that would stand in their way.
- **Means:** Brieyark is quite nimble and quick on his feet, but apart from his walking stick and a few bags of weird tinctures, he is not carrying anything of note.
- **Description:** Brieyark is a hunched mutant with a face like a mole and large, trembling hands. He is good-natured and caring – both for his centipedes and any strangers which might venture through their lair.

## EXAMPLE EXPEDITION: TERRA INFIRMA

### 6.6.3. HOW TO RESOLVE THIS SCENE?

The best but most difficult feature of *Extinction Punk* and other games powered by the Apocalypse is their improvisational storytelling. You, the GM, only have so much control over what is happening in the story – it is decided by the moves your players use and their outcome. Generally, you should hold onto that rule. If the Mysterious Mutant in the party tries to rip through habitat bubble and succeeds, try to roll with it. If the Roaming Ranger in your party tries to fight one of IGNACE's drones and fails, don't be afraid to bring harsh consequences.

However, this does not mean, that you should not have a possibility space in your head you could use to nudge your players should they be stuck, and the story threatens to become boring. Here are just a few possibilities:

- One of the characters manages to break their cylinder and overwhelms ANNING's laboratory robots. However, this results in a terrible fire within the habitat bubble and now the characters have to fight their way out.
- One of the characters manages to communicate with ANNING, even though both do not speak the other's language. Intrigued, the AI shifts her focus to studying the character, giving the others plenty opportunity to try something (e.g., sneaking out and destroying the bubble generator).
- Some of the samples within the analytics station still contain traces of a powerful mutation (e.g., Hulking). Instead of using it on themselves, they inject one of the still living samples and set them off as distraction.

The key to finding a satisfying way out of this scene is to talk to your players and provide them with relevant information. Does the glass show a weakness? What creatures and tools are nearby? What is particularly flammable?

## 6.7. ADDITIONAL SCENES

The characters have successfully escaped the analytical station and are now free to do whatever they want. If they want to escape, let them try. If they want to fight some drones: let them try. However, just in case you need some inspiration on what the players could encounter, you can use any of the following scenes and ideas as inspiration.

### 6.7.1. THE MUTAFOG SWAMP

The characters stumble into a terraformed patch of the woods. In the distance, they can see one of SAGAN's metal drones which crashed into something large. A strange fog is wafting on the wind. Getting closer, the player can feel themselves changing. Suddenly they see all living things around them in a pulsating red. The monstrous toads in the swamp ahead of them, the tiny creatures scuttling through the underbrush – all of them are visible. The characters feel a hunger coming

## **EXAMPLE EXPEDITION: TERRA INFIRMA**

over them, a drive to hunt and consume. They all temporarily gain the mutation “Predatorvision” – but so do all the creatures around them.

### **6.7.2. CENTIPEDE ALLY**

One morning, the players are awoken by a loud rumble. The first giant centipedes have started to emerge from their lair and found worthy adversaries in IGNACE’s energy drones. A particularly large specimen of the arthropods has already taken down one of the terraformers and two of its energy-drone guards. However, its exoskeleton is already blasted open at several points and the remaining energy drone is keeping its distance. Brieyark does not hesitate and storms into battle to aid the centipede. He promises the characters, that it will aid them in their endeavors if it could be saved.

### **6.7.3. APPROXIMATELY TRUE**

ANNING has recognized the characters as a threat to the habitat and has dedicated a substantial amount of processing power to stopping their progress. However, since she is working on a limited dataset and even more limited resources, she decides to test measures one at a time. She first sends a single junk-drone to fistfight the characters. Whatever measures the players use to disable or trick it, will not work with the next drone she sends. Hence, the players have to come up with increasingly outlandish schemes or use different mutations to get rid of the learning junk-drones she sends their way.

### **6.7.3. STAMPEDE!**

First the smaller creatures, then all the larger inhabitants of the nearby woods come charging down the valley. A valley already flattened and cleared of trees by the terraformers. A valley offering little in terms of cover. What could the characters do, to not be ground into a paste by the stampeding horde of horrors quickly barreling down towards them?

## **6.8. ENDING THE EXPEDITION**

Regardless of what the players chose to do – the expedition can only end with an escape from the larger habitat bubble. It is up to you to signpost the long-term ways the players could achieve this: Maybe the ship and the bubble-generator are visible on the mountaintop in the distance. Maybe there is a small hole in the dome the players could hike or try to fly up to. Maybe Brieyark could convince one of his centipedes to tunnel them out of here. Whatever course of action the players chose, you will keep piling on fair but difficult conditions to achieve those long-term goals. If they want to disable the generator, they must first infiltrate the spaceship unseen. They want to dig themselves out? They will first need to disable ANNING’s sphere contamination alert.

## **6.9. WHAT IS NEXT?**

The characters have successfully fought their way out of the habitat bubble and are once again free to roam the world as they please. Maybe they have taken a liking to each other. Maybe they found a piece of tech which guides them to a mysterious place. Maybe they just want to ride around on their new pet-centipede. All good – the next expedition will find them sooner or later.

## GLOSSARY

# GLOSSARY

Alphabetically sorted list of the most important terms in Extinction Punk.

<b>Word</b>	<b>Description</b>
<b>Act Instinctively</b>	This move is used to do something difficult, stressful, or new to the character. It can be used as a catch-all move for doing something not covered by other moves. When characters use the move Act Instinctively, they roll +Adaptability.
<b>Advantage</b>	The player can add +1 to the result of their next dice roll. Ongoing advantage means players 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
<b>Agility</b>	A unit of measurement of how well characters adjust to new situations and environments. Used for the move Act Instinctively and for the move Extraction.
<b>Aid</b>	This move is used to help a character's friends with one of their moves or to intervene quickly in an unfolding event. When characters use the move Aid, they roll +Nimbleness
<b>Ally</b>	A non-player character (NPC) which was invited by the characters to join their caravan
<b>Analog library</b>	Caravan Infrastructure: The characters and their allies may collect all their knowledge about the new world in one place and trade it with fellow travelers. 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.
<b>Ancient Archivist</b>	One of the playable characters of Extinction Punk
<b>Beacon</b>	The first piece of infrastructure to be carried by any caravan is a beacon – a device which sends out an encrypted signal, which allows all members with the corresponding receiver to find their caravan again, should they get separated.
<b>Biolab</b>	Caravan Infrastructure: A mobile laboratory where players can attempt to create mutagen tanks from samples or trying to mix mutagens to create super-mutations.
<b>Bunker Baby</b>	One of the playable characters of Extinction Punk

## GLOSSARY

<b>Caravan</b>	The caravan moves all of the players' heavy equipment and allies around the game world. Players can rest there between expeditions, create new gear or just work towards making the world a less chaotic place.
<b>Charisma</b>	A unit of measurement of how (un)pleasant and persuasive a character can be on purpose. Used for the moves Manipulate and Read A Person
<b>Core Consciousness</b>	One of the playable characters of Extinction Punk
<b>Cradle of Extinction</b>	The places tainted the most by whatever caused the Extinction
<b>Damage</b>	When one of the characters is harmed in the story, they must note damage down on their character sheet under health.
<b>Digital library</b>	Caravan Infrastructure: The characters and their allies may collect all their knowledge about the old world in one place and trade it with fellow travelers. 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.
<b>Disadvantage</b>	The player must subtract -1 of the result of their next dice roll. Ongoing disadvantage means 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
<b>Disease Threshold</b>	Each time a mutation extraction attempt is made, the character will increase their viral load, to be noted down in their character-sheet. During an expedition, viral loads can only be reduced using specific items or special moves.
<b>Doomsday Clock</b>	An easy way to show the escalation of events during an expedition.
<b>Endure</b>	This move is used to protect a character or someone else from harm or to endure any kind of physical pain. When characters use the move Endure, they roll +Power.
<b>Equipment</b>	The catch-all term for the armor, bags, weapons, tools, and consumables the characters own.
<b>Expedition</b>	A collection of individual game sessions, telling an overarching story. Comparative to a campaign in other RPGs.
<b>Extinction event</b>	The collection of wars, weapons and catastrophes which put an end to the age of men
<b>Extract</b>	This move is used to extract and apply a mutagen from living material or a mutagen tank. When characters use the move Extract, they roll +Adaptability.

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<b>Fight</b>	This move is used when characters are fighting something, or something is attacking or harming them. When characters use the move Fight, they roll +Power.
<b>Food stores</b>	Caravan Infrastructure: Holds enough food to feed 4 NPCs for a week if filled. Necessary when traversing dry or sterile regions.
<b>Gospel of Extinction</b>	A dominant belief-system spread by intelligent New-World Humanoids. It posits that all living things live to atone for the sin of the Extinction. They do so by mutating their bodies to move away from humanity. The goal is to one day create a race of people with the intelligence of humans but with a wholly new outlook on the world. However, its central tenants also emphasize the importance compassion and self-sacrifice.
<b>Greenhouse</b>	Caravan Infrastructure: 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 or grow specific ingredients.
<b>Hardly Human</b>	One of the playable characters of Extinction Punk
<b>Humanoid</b>	Referring to any intelligent creature capable of speech in the New World.
<b>Infirmity Tent</b>	Caravan Infrastructure: A tent with the equipment for healing 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).
<b>Infrastructure</b>	It is an umbrella-term for all the heavy equipment and gear within a caravan which needs a transporter to be hauled around and a crew to maintain.
<b>Intelligence</b>	A unit of measurement of how fast and learned a character's mind is. Used for the moves Investigate and Read A Bad Situation.
<b>Investigate</b>	This move is used to read a situation, put together clues, ask around town or analyze a mysterious creature. When characters use the move Investigate, they roll +Intelligence.
<b>Life Force</b>	This refers to the genetic trait common to all New-World life. Thanks to this shared link between all lifeforms, most intelligent species have learned how to alter the ex-pression of their genes based on another species' mutation.
<b>Manipulate</b>	This move is used when characters want to charm, intimidate, or persuade someone, to tell or give them what they want. The move may not work on monsters or especially hostile or fanatical people. Players still must give the GM an idea what they are saying or doing to manipulate someone. When characters use the move Manipulate, they roll +Charisma.

## GLOSSARY

<b>Megafauna Lairs</b>	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.
<b>Mobile Workshop</b>	Caravan Infrastructure: 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.
<b>Moves</b>	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.
<b>Mutagen Slots</b>	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.
<b>Mutant</b>	Derogatory description for a Humanoid or a description of a brutish but unique creature
<b>Mutations</b>	Mutations are abilities characters can gain voluntarily or involuntarily. 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.
<b>Mysterious Mutant</b>	One of the playable characters of Extinction Punk
<b>New Humanoids</b>	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 hubris and distrusting those who seek to gain power over nature itself. As a result, not all new species might be friendly towards the characters.
<b>New-world</b>	An adjective used to describe anything created or born after the Extinction event and the period of struggle

## GLOSSARY

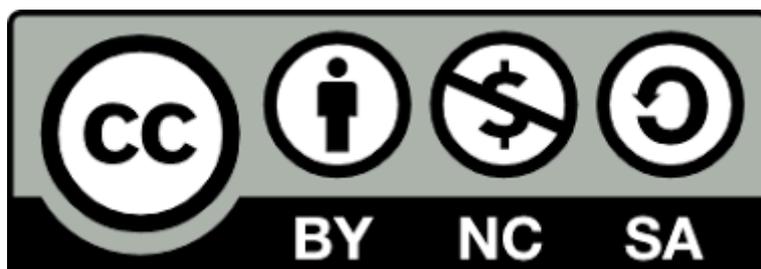
<b>Nimbleness</b>	A unit of measurement of how agile and flexible a character's body & mind is. Used for the moves Aid and Traverse.
<b>NPC</b>	Non-Player Character - all characters appearing in the game which are not controlled by players
<b>Old-world</b>	An adjective used to describe anything created or born before the Extinction event and the period of struggle
<b>Ongoing Advantage</b>	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
<b>Ongoing Disadvantage</b>	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.
<b>PANIC</b>	Acronym for the game's central stats: Power, Adaptability, Nimbleness, Intelligence, Charisma
<b>PC</b>	Player Character - meaning the identities the players take on while playing.
<b>Period of Struggle</b>	The decades leading up to the Extinction, during which the last humans on Earth desperately fought for the survival of their species.
<b>Power</b>	A unit of measurement of how strong, muscle-bound, and damage-resistant a character's body is. Used for the moves Endure and Fight.
<b>Power source</b>	For a caravan to be more than a few hiking humanoids, it needs a special infrastructure. To run this infrastructure, it needs a sustainable power-source - e.g., a solar-battery or a crank-generator.
<b>Read A Bad Situation</b>	This move is used to quickly find a way out of a bad situation. When characters use the move Read A Bad Situation, they roll +Intelligence.
<b>Read A Person</b>	This move is used when a character wants to guess a person's (or monster's) motive, potential future actions or just learn more about them. When characters use the move Read A Person, they roll +Charisma.
<b>Receiver</b>	Part of a beacon - The first piece of infrastructure carried by any caravan. The beacon sends out an encrypted signal, which allows all members with the corresponding receiver to find their caravan again, should they get separated.
<b>Relic</b>	Any unaltered object created by Old-World humans.
<b>Roaming Ranger</b>	One of the playable characters of Extinction Punk
<b>RPG</b>	Roleplaying game - meaning any game where its players are asked to inhabit the role of a fictional character

## GLOSSARY

<b>Sealed Tank</b>	Caravan Infrastructure: A box closed and protected from the elements. Anything (or any-one) put in there will be protected from most outside forces.
<b>Seeds of Discord</b>	Dangerous ideas or actions which led to the Extinction. Used by the disciples of the Gospel to illustrate something “bad”.
<b>Session</b>	The unit of time for playing Extinction Punk. A session has no fixed length - it can take anywhere from one hour to half a day. Several sessions make up an expedition.
<b>Shared Link</b>	This refers to the genetic trait common to all New-World life. Due to this shared link between all lifeforms, most intelligent species have learned how to alter the expression of their genes based on another species’ mutation.
<b>Shields</b>	Caravan Infrastructure: Determines the armor-level of the transporter it is installed on – with +3 being the maximum. It gives the characters within the settlement ongoing advantage to the Endure move (if applicable).
<b>Sleeping tents</b>	Caravan Infrastructure: A place to sleep and a place where the characters can house their allies. Each sleeping tent can comfortably house 6 people. Resting in the caravan allows characters to recover all their health and reduce their viral load to 0.
<b>Sole Survivor</b>	One of the playable characters of Extinction Punk
<b>Stats</b>	Short for statistics. It refers to the numeric value which expresses a character’s aptitude with the five core abilities: Power, Adaptability, Nimbleness, Intelligence, Charisma
<b>Transporter</b>	Something or somebody has to carry a caravan’s infrastructure. Be it a mutated donkey or old-world machine – any caravan lives and dies on the reliability of their means of transportation, colloquially called a transporter.
<b>Traverse</b>	This move is used to traverse difficult terrain, move somewhere quickly, or do something acrobatic. When characters use the move Traverse, they roll +Nimbleness
<b>Turrets</b>	Caravan Infrastructure: Determines the attack-level of the transporter it is installed on – with +3 being the maximum. It gives the characters within the settlement ongoing advantage to the Fight move (if applicable).
<b>Weather station</b>	Caravan Infrastructure: 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.

# **THANK YOU FOR READING!**

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# PREPARE YOURSELF FOR THE ADVENTURE OF A LIFETIME IN THE POST EXTINCTION EVENT EARTH!

Extinction Punk is a tabletop roleplaying game which immerses you in a world of futuristic dangers. Explore the ruins of an Earth no longer in humanity's control. Fight for survival while searching for powerful artefacts or useful mutations. Build a caravan with your companions and try to reclaim what was lost. Humanity is no more - time to enjoy ourselves!

The Core Rulebook and a set of dice are all you need to play. This book contains the rules for character creation and advancement as well as guidance on how to use them for exploration and combat. Additionally, the book provides guidance on how to be a Game Master - creating worlds, monsters, and expeditions for your friends to enjoy.

