

THE CORRUPTED SURVIVORS



Once upon a time, cutting edge tech bled down to the gutters and dark alleys. Misfits, rebels and criminals embraced it all - not like they had much to lose, right? Then, the Fall smashed everything, and those lowly places became a place of deprivation and perversity. Let it all fester for generations, boil and simmer, and rot. You are what came out on top.

REACH
TREATY

GRASP SLEIGHT

ALLIANCE MOVE: Gain 1-Treaty on a Family or Faction when you share your secrets with them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

NAME:

STATS

Choose one:

If the Before's mightiest advance was the melding of man and machine:

Reach -1, **Grasp** +2, **Sleight** 0.

If the Before's mightiest advance was genetic grafting and remodelling:

Reach -1, **Grasp** 0, **Sleight** +2.

If the Before's mightiest advance was a means of travelling beyond this world:

Reach -1, **Grasp** +1, **Sleight** +1.

DOCTRINE

Choose one:

Machine Monks: Your people have a virtual temple, accessible with a moment's meditation. So long as you collaborate there, get advantage on **Uncover Secrets**.

Bio-Commandos: You can spend 1 point of Data to instantly poll your hive mind for information. Gain fleeting advantage acting on this information.

Autonomous Engineers: You alone can travel Beyond. Your Vehicles all gain the Beyond tag, so they can travel there.

If your Doctrine matches the Before's mightiest advances, gain +2 Data each age, including the first; else, gain +2 Tech.

LIFESTYLE

Choose one:

Nomadic: You travel the dark paths of the world. No one but the monsters will see you coming or going.

Dispersed: You haunt the forbidden places of the world. When someone performs a rite of any sort you will have an agent there watching in secret.

Settled: Those who try to invade your hives can only escape if they're a Character, and even they become Mad (-1 Sway).

INHERITANCE

Corrupted characters get +1 to Lore or Steel. Quick Characters pick one:

TRADITIONS

Chose one of each, or create something else:

Populace: criminals who embraced their own prohibited tech, technicians from a doomed habitat, a band of rebels who pushed tech beyond its ethical limits.

Style: robes and neon jewelry, cloaks and practical leathers, vivid body art and little more.

Governance: the tyranny of an inhuman creature, a council of runaway Als, priests worshipping an alien artifact.

LANDMARKS

Draw a sign of one from each, or invent your own:

Before: A souk of forbidden technology; a den of perversity and vice; a sprawling hive of tunnels and vast chambers.

The Fall: Extreme weather, somehow kept in check; debris still raining down from orbit; vast life support systems, now septic.

A Threat: A cult worshipping the monsters below; a derelict corporation, on the hunt for your body parts; a new drug that links the addicted to a monstrous intelligence.

HISTORY

Then, ask the other Families:

Which one of you uses our tech in rites and ceremonies? Tell us how and exchange 2-Treaty with us.

Which one of you also haunts the dark places of the world? Tell us what secret have you learned there and we give you 2-Treaty.

Which one of you hunts the monsters that plague us? Tell us about the chosen ones and their sacrifices and give us 2-Treaty.

RESOURCES

Pick two as Surpluses and take the rest as Needs. **Artisans, Defences, Energy, Justice, Progress.**

MOVES Take Dwellers in Darkness and one more:

■ DWELLERS IN DARKNESS

You know the Homeland's nooks and crannies like no one else, and its dangers and secrets often threaten you first.

Gain 1-Darkness when you:

- Defeat a monster.
- Face hardship thanks to your adaptations or taboos.
- Learn a secret of the Fall.

Spend 2 Darkness points to add one of the following to a scene or the map:

- Monsters on the hunt for something precious.
- A perilous route through the dark places of the world.
- A natural disaster related to your Hostile Grounds.
- A sign of the next world, source of beauty and solace.
- A wound of the world, overflowing with power.

You'll be able to react to the addition before anyone else has a chance.

BUILT ON TABOOS

Define a tradition of you people contrary to another Family's Doctrine. **As long as you abide by this taboo tradition**, their **Diplomacy** and **Subterfuge** rolls against you have Disadvantage.

At any point the game is Zoomed Out, you can spend 2-Treaty on another Family to declare a new tradition that offends their Doctrine for the same benefits.

LITANY OF SORROWS

When the Age Turns or a Wonder is unleashed, you make take a Trial instead of a Fortune to gain 5 Darkness points.

NO LONGER HUMAN

When you take this move, pick a settlement or landmark not belonging to a Family and draw Hostile Grounds around (or beneath) it. Describe:

- Its environmental hazard.
- How it impedes travel.
- How it clouds the senses.

Your people may be adapted to any number of these elements. For each adaptation, choose one aspect of your humanity irrevocably replaced or changed by your evolution:

- Some of your limbs.
- Your face and skin.
- Your bipedal posture.
- Your voice and language.

When your adaptations give you an edge, roll with advantage. At the start of a new Age you can change your adaptations, even to other Hostile Grounds elements - as many as you have humanity aspects to sacrifice.

MONSTER HUNTERS

When monsters or behemoths threaten the Homeland, your misfits and pariahs prove their worth. **When you Tool Up and/or Zoom Out**, you may pick one extra choice.

Also, **when your Characters plead with ghosts or other remnants of the past**, roll **Find Common Ground** with advantage.

Your Character can always have a tool or secret to help evade the monsters. In addition, pick 3:

HOW DO YOU FIGHT?

Monster-hunting chainsaw (Melee, Brutal)

Psychic Amplifier (Ranged, Aberrant)

Reinforced Bones (Melee, Hidden)

HOW ARE YOU DEFENDED?

Decaying power armor (Utility, Powered)

A cloak of nanoparticles (Camo, Mantle)

Boosted Muscles (Implanted, Mobile)

WHAT SPECIAL VEHICLES DO YOU HAVE?

Manta ray submarines (Water, Turret)

Heavy gunship (Air, Mighty)

Prowler tricycle (Land, Silent)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Harvester (Quality 1, Scavenge Tech)

Swarmer (Quality 1, Charge and Overwhelm)

Reaper (Quality 1, Invasive Medicine)