

Mutations

During character creation, choose one. Mutations count as gear, but they're implanted: they're a part of your body. Additional Mutations can be gained via advances, or temporarily through Unstable Mutation.

☐ **Toxic Spore Blooms** (implanted, intimate/hand, area, messy, s-harm)
When under threat, you can release a cloud of toxic spore blooms that grow in deep pores all over your body. You're immune, of course.

☐ **Reptilian Scales** (1-armor, implanted, valuable)
Your skin counts as armor. It stacks with real armor. As a result, it's probably quite valuable to poachers and cannibals. You've been warned.

☐ **Spider Venom** (1-harm, implanted, poisonous)
You produce venom. You can coat another weapon in this venom; if you do, that weapon gains the poisonous tag when next used.

☐ **Nesting Drones** (alive, infinite, remote, psi-communication at close)
You house a number of little flying drones in your body. It's not pretty. They do your bidding, and can speak telepathically with you when close

☐ **Rending Claws** (implanted, 3-harm, hand, retractable)
When retracted, it just looks like you have knobby hands. When you let them out, though: yikes.

☐ **Vampire Fangs** (implanted, applied, 1-harm, restores 1-harm)
You have fangs. You drink human blood. It's an intimate affair.

☐ **Bloodhunter** (implanted, +1forward to pursuit)
You have an unnatural sense of smell: you can track a person, an emotion, or an object. Carry +1forward to your pursuit.

Barter

If you're charging someone wealthy for your services, 1-barter is the going rate for: *acting as a test subject; a week's employ in the circus sideshow; a week's employ as a gate-watcher; a month of staying away from an apprehensive hardhold.*

1-barter will cover a month's living expenses, if your tastes aren't too grand.

As a one-time expenditure, and very subject to availability, 1-barter might count for: *a night in high luxury & company; any weapon, gear or fashion not valuable or hi-tech; repair of a piece of hi-tech gear by a savvyhead; a week's hire of the protective companionship of a battlebabe or gunlugger; a year's tribute to a warlord; a month's maintenance and repairs for a hi-performance vehicle well-used; bribes, fees and gifts sufficient to get you into almost anyone's presence.*

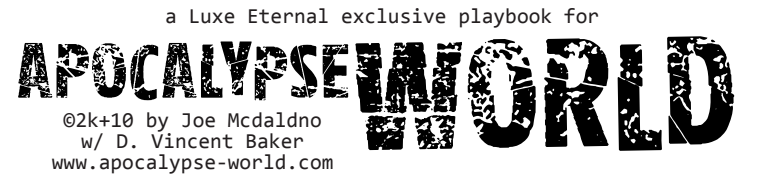
For better stuff, you should expect to make particular arrangements. You can't just wander around the commons of some hardhold with oddments ajangle and expect to find hi-tech or luxe eternal.

Introducing

THE GROTESQUE

They talk about the apocalypse like it's a curse. They talk about the apocalypse like it took something from them - the golden age of once upon a time. They talk about the apocalypse like it's an act of betrayal, perpetrated by some malign entity.

They talk about the apocalypse like as if they don't realize you're standing *right there.*



ADDITIONAL RULES

THINGS' DESCRIPTIVE TAGS

Applied (constraint)
It takes intimacy and uninterrupted time for the character to use it. You'd better have a willing subject, or restrained.

Implanted (constraint)
It's permanently implanted in its user's skin, body, or brain.

Messy (cue)
It's loud (*cf*). Furthermore, it might hit every person in its area but might miss any given person in its area; and it leaves a mess behind - cosmetic property damage, blood and gore, barf or shit or other bodily produce, or some other kind of mess ass appropriate.

Poisonous (mechanical)
When you take poisonous harm, mark it with a P. Poisonous harm cannot be healed without the proper antidote. You're sick, effects determined at MC's discretion.

Psi-communication at range (constraint, cue)
You can communicate telepathically with the device or creature, up to the stated range. The communication is basic and without nuance, but relatively reliable.

Restores n-harm (mechanical)
When this equipment is used, it heals n-harm (1-harm, 2-harm) to the person using the equipment.

Retractable (constraint)
The equipment can retract to a hidden location (shirt sleeve, inside flesh) at a moment's notice, with a simple gesture or command.



CREATING A GROTESQUE

To create your grotesque, choose name, look, stats, moves, gear, and Hx.

NAME

Blakeslee, Brambling, Lundy, Weston, Junco, Garrett, Rya, Salia.

LOOK

Ambiguous, androgyne, intersexed, transgressing.

STATS

Choose one set:

• Cool+1 Hard+1 Hot-2 Sharp+1 Weird+2

• Cool-1 Hard+1 Hot=0 Sharp+1 Weird+2

• Cool-1 Hard+2 Hot-1 Sharp=0 Weird+2

• Cool-1 Hard=0 Hot-1 Sharp+2 Weird+2

MOVES

You get all the basic moves. Choose 2 grotesque moves.

HX

Everyone introduces their characters by name, look and outlook. Take your turn.

List the other characters’ names.

Go around again for Hx. On your turn, choose 1, or 1:

• One of them is disgusted at the thought of you. Tell that person Hx+2.

• One of them has a morbid fascination with you. Tell that person Hx+2.

Tell everyone else Hx=0. You’re mostly avoided.

On the others’ turns, choose 1 or both:

• One of them is pure and untainted, worthy of adoration and ire. Whatever number that player tells you, give it +1.

• One of them is hideous and unstable, much like you. Whatever number that player tells you, give it +1.

Everyone else, whatever number they tell you, write it next to their character’s name.

At the end, find the character with the highest Hx on your sheet. Ask that player which of your stats is most interesting, and highlight it. The MC will have you highlight a second stat too.

GEAR

You get:

• one Mutation

• one small, practical weapon

• oddments worth 1-barter

Small practical weapons (choose 1):

• .38 revolver (2-harm close reload loud)

• 9mm (2-harm close loud)

• big knife (2-harm hand)

• sawed-off (3-harm close reload messy)

• stun gun (s-harm hand reload)

IMPROVEMENT

Whenever you roll a highlighted stat, and whenever you reset your Hx with someone, mark an experience circle. When you mark the 5th, improve and erase.

Each time you improve, choose one of the options. Check it off; you can’t choose it again.

NAME -

LOOK

STATS - MOVES

COOL

do something under fire

☐ highlight

HARD

go aggro; seize by force

☐ highlight

HOT

seduce or manipulate

☐ highlight

SHARP

read a stitch; read a person

☐ highlight

WEIRD

open your brain

☐ highlight

HX

help or interfere; session end

GROTESQUE SPECIAL

If you and another character have sex, you both mark experience. They have +disease and +judgment until they bathe.

IMPROVEMENT

experience ○○○○>>>improve

__ get +1hard (max +2)

__ get +1sharp (max +2)

__ get +1weird (max +3)

__ get a new grotesque move

__ get a new grotesque move

__ gain another Mutation

__ get followers (detail) and **fortunes**

__ get a gang (detail) and **pack alpha**

__ get a move from another playbook

__ get a move from another playbook

__ get +1 to any stat (max stat+3)

__ retire your character (to safety)

__ create a second character to play

__ change your character to a new type

__ choose 3 basic moves and advance them.

__ advance the other 4 basic moves.

countdown

A circular diagram representing an experience circle. It is divided into four quadrants by a vertical and horizontal line. The numbers 12, 9, 6, and 3 are placed at the top, left, bottom, and right positions respectively. A small segment in the top-left quadrant is shaded, representing a portion of the experience circle.

☐ stabilized

- ☐ shattered (-1cool)
- ☐ crippled (-1hard)
- ☐ disfigured (-1hot)
- ☐ broken (-1sharp)

GROTESQUE MOVES

- **Spore Farm:** that stuff that grows on you is a viable food source. Each week, you produce 1-barter worth of food. When eaten, it does s-harm & the consumer carries +1forward.
- **Unstable Mutation:** at the beginning of the session, roll+weird. On a 10+, hold 2. On a 7-9, hold 1. At any time, you can spend your hold to temporarily use a mutation you don’t have (i.e. for one task or one tick of a battle). On a miss, the MC will tell you how your body changes.
- **Rapid Adaptation:** when you do something under fire, roll+weird instead of +cool.
- **Attuned to the Unnatural:** when you examine an abomination of nature (must be a living, physical thing), roll +sharp. On a 10+, hold 3. On a 7-9, hold 2. You can spend your hold while interacting with the abomination of nature, to ask:
 - *what made it the way it is?*
 - *what does it hunger for?*
 - *how is it a threat to me?*
 - *are there others like it?*
 - *how can I utilize it?*

○ **Third Eye:** you have access to augury. Your antenna is implanted inside of you. If you use augury to reach through the maelstrom to someone connected to it, you count as having time and intimacy with them.

○ **Perversion of Conduct:** when you attack without threat or warning, +1-harm to your first attack. When you attack from behind or with stealth, gain AP.

○ **Fear of People:** when cornered by a gang or mob, roll +gang size (1 for small, 2 for medium, 3 for large, 4 for a village). On a 10+, carry +1forward to your next action. On a 7-9, carry +1forward to your next action, if that action involves running away or hiding.

HOLD - OTHER MOVES

BARTER

MUTATIONS & GEAR