

THE ASCENDANT AFFLICTED

REACH

GRASP

SLEIGHT

MOOD

DATA

TECH

As the world around us burned, we burned from the inside. Yet just as others learn to live with a world gone mad, the pathogens that laid us low now coexist within our bodies. We are the children of the White Horse, and just as we won the war within, we shall win the war without.

NAME: _____

STATS

Choose one:

Reach -1, **Grasp** 2, **Sleight** 0 if the original pathogen devastated whole swathes of the Homeland before burning itself out.

Reach 0, **Grasp** 1, **Sleight** 1 if the original pathogen rapidly evolved in the wild, constantly changing vectors and developing new resistances.

Reach -1, **Grasp** 0, **Sleight** 2 if the original pathogen's spread was subtle and insidious with a long incubation period.

DOCTRINE

Choose one:

Blight: at the beginning of every Age Transfer *Surplus: Recruits* from any Family or Faction without *Surplus: Medicine* to yourself.

Adaptation: If you recover the body of your dead Character, add an extra Harm slot to your next Character with a descriptor related to the cause of death. A Character can have only one such extra Harm slot.

Dormancy: At the start of each age, gain 1-Data for each Family or Faction without *Surplus: Medicine* as their infected defect to you.

LIFESTYLE

Choose one:

Nomadic: new infectees must be cared for carefully over a few days of constant medical attention. This gives characters 2-Armor against environmental hazards.

Dispersed: your people spread the contagion purposefully. Gain Advantage when infiltrating other factions.

Settled: enemies in your territory become

infected and slowly turn on each other.

TRADITIONS

Chose one of each, or create something else:

Populace: the beloved dead arisen; fungal symbiote hosts; vectors of a sentient pathogen.

Style: filthy rags and mementos of the lost; cancerous growths and visible mutations; the lab coats of those who fought the pandemic in vain.

Governance: viral hive-mind; cabal of prophetic leaders; pack hierarchy.

LANDMARKS

Draw a sign of one from each category on the map, or invent your own:

Before: A haunted asylum; an overrun research hospital; a gigantic, damaged water plant.

The Fall: A failed quarantine zone; a tomb city where the remains of patient Zero are said to reside; a stasis facility.

A Threat: A cult of fanatical plague doctors; a savage nation, ready to invade; a deadly fungus spreading from a single fruiting body.

HISTORY

Then, ask the other Families:

Which of you helped stabilize the original pathogen in the distant past? Give them 2-Treaty.

Which of you had a prominent scion contract the infection? You took them in, ensuring their survival. Get 1-Treaty on their family.

Who among you hunted us like dogs in the past?
When did you realized we could be saved?

Exchange 1-Treaty on each other as guilt and fear waxes and wanes.

RESOURCES

Pick two as Surpluses and take the rest as Needs:

Recruits, Scavengers, Medicine, Leadership, Land

INHERITANCE

Your characters get +1 to Lore or Force. Quick characters pick one:

Venus Flytrap: Regardless of your cosmetic appearance, others see you as a pleasant and soothing presence.

Sins of the Fathers: The infection has extended your lifespan dramatically. You start with 3 Data.

Children of Sin: All your melee attacks gain the tag Brutal and you have 1 Armor.

Protean: Replace your two last Harm slots with "Adapted" and "Atavistic", removing any Stat penalty.

Typhoid Mary: You look perfectly normal and healthy, but live under the effects of *Survive or Perish*.

REACH
TREATY

GRASP
SLEIGHT

ALLIANCE MOVE: When another group sees the intellect beneath your monstrous façade, gain 1-Treaty on them.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

MOVES Take two.

SURVIVE OR PERISH

Evolution is an imperfect and often violent process. Describe the Affliction's first symptoms as a Harm slot descriptor, and give it a Stat penalty of your choice.

Those who have any sort of physical contact with you (including a fight) must replace a penalty-free Harm slot with your Affliction. You and anyone else infected by your Affliction are immune to other pathogens.

THE HORDE

Little by little it grows, from a pack to a mob, and as the affliction spreads the horde slowly becomes an unstoppable tide of flesh. Only you can stack *Surplus: Recruits* as the masses of infected march to your beck and call. This has several effects:

- Roll **Claim by Force** with Advantage if you have 2 or more *Surplus: Recruits* instances.
- Gain *Surplus: Recruits* on a 10+ when you **Claim by Force** as your fallen foes raise to join the infected horde.
- Add the following to **Claim by Force** options: "The shambling horde takes the brunt of the damage: lose one *Surplus: Recruits*"

BLOOD REMEMBRANCE

Commune with the infected dead to change one *Surplus: Recruits* to 3 Data as you dig deep into the memories of a thousand dead people swirling in your bloodline.

If other families take part in the ceremony, they may convert *Surplus: Recruits* into *Surplus: Researchers, Scouts, Operatives, Warriors* etc as knowledge spreads like an infection.

ECLIPSE PHASE

They think they are in control? They have no idea what you are capable of.

When you roll **Subterfuge** gain one extra thing your agents can achieve even on a miss. Also, add the following options to the **Subterfuge** list:

- "They weaken their agents: turn *Surplus: Artisans, Scouts* or *Scavengers* into *Surplus: Recruits*."
- "They subvert social order: if the target has *Surplus: Recruits*, you can Erase a *Surplus* of theirs: *Motivation, Morale* or *Leadership*."

BLOOD BONDS

The Afflicted share a rudimentary hive mind. For as long as your people submit their consciousness to the demands of the Affliction you roll **Hold Together** with Advantage.

If other Families partake in the ceremony, they get fleeting Advantage on their next **Hold Together**.

GESTALT

There is strength in unity and clarity of purpose, and no one can hope to match yours. Welcome to the top of the food chain.

When your character melds the flesh and bone of their Companions with theirs, form one entity - an organic engine of destruction. Sacrifice their Quality to gain Hold, 1-for-1. Spend this Hold to:

- Boost any Force roll to 10+
- Gain 3 Armour vs one attack.

If all Hold is spent your Companions are dead, consumed to keep you alive. Otherwise, your companions can disentangle safely and unharmed.

Your character has a personal treatment regimen that keeps the infection at bay. In addition, pick 3:

HOW DO YOU FIGHT?

Monofilament Flagella Clouds (Far, Area)
Overstimulated Adrenals (Melee, Brutal)

Microbial Saliva (Ranged, Aberrant)

HOW ARE YOU DEFENDED?

Hardened Carapace (Utility, Tough)
Swarm Intelligence (Mantle, Comms)

Boosted musculature (Implanted, Mobile)

HOW DO YOU TRAVEL?

Through Vast Tunnel Networks (Land, Swift)
Within Massive Symbiotic Organisms (Land, Transport)

Within Aerodynamic Restorative Cocoons (Air, Med Bay)

WHAT USEFUL EXPERIENCE CAN YOU DRAW UPON?

Epidemiologists (Quality 1, Diseases)
Asymptomatic Carriers (Quality 1, Scouting)

Deathspeakers (Quality 1, Genealogy)