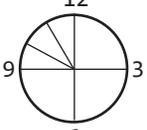


THE CONTAMINATED

NAME -

LOOK

STATS MOVES

COOL	do something under fire <input type="radio"/> highlight
HARD	go aggro; sucker someone; do battle <input type="radio"/> highlight
HOT	seduce or manipulate <input type="radio"/> highlight
SHARP	read a sitch; read a person <input type="radio"/> highlight
WEIRD	open your brain <input type="radio"/> highlight
HARM	<p>countdown</p> <p>12</p>  <p>6</p> <p><input type="radio"/> stabilized</p> <p>when life becomes untenable:</p> <ul style="list-style-type: none"> <input type="radio"/> come back with -1hard <input type="radio"/> come back with +1weird (max+3) <input type="radio"/> change to a new playbook <input type="radio"/> die

HX
help or interfere; session end

CONTAMINATED SPECIAL

If you and another character have sex, but only the first time you have sex with them, give them a move from your playbook.

You're allowed to ask the other player their preference, but ultimately you choose the move, and the substance if required.

IMPROVEMENT

experience ○○○○>>>improve

- __ get +1cool (max +3)
- __ get +1hard (max +3)
- __ get +1sharp (max +3)
- __ get +1weird (max +3)
- __ exchange one of your contaminated moves for another
- __ exchange one of your contaminated moves for another
- __ get followers (you detail) and **fortunes**
- __ 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 playbook
- __ choose 3 basic moves and advance them.
- __ advance the other 3 basic moves.

THE CONTAMINATED

There is something in this Apocalypse World that was not here before. A substance of the world's psychic maelstrom, extruded into the living world, it could be. An alien soul; or a parasite of earth's infancy, reawakened. A *mood*, somehow, terrible and unrelenting, that comes among us and chooses one of us to consume.

It's touched all of us in one way or another, but it's contaminated you.

CONTAMINATED MOVES

Ravenous: in the presence of [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], any action you undertake, other than to seek it directly and urgently and consume it in rapture, is under fire from the intensity of your contamination's craving.

Fury: when you go aggro on someone, there's no appeasing you. If they cave, mollify, or submit to you in any way, it provokes you; count it as forcing your hand. If they get away from you instead, you must pursue them and press the attack. Furthermore, whenever you have the opportunity to spend 1 to inflict terrible harm, you must do so.

Addicted: when someone asks you to do something, if they promise [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death] to you, even without offering evidence that they can or will make good, it counts as seducing or manipulating you and hitting with a 10+. This is true even if they're an NPC.

The other one: tell the MC to create the other one as a perversion of birth who comes to you in your brain and acts for you with your body. Once per session, and more often if you choose, tell the MC that now you're the other one. Ask the MC what you do.

Hive mind: you share thoughts and senses with others who share your contamination. At any time, you can ask the MC what they're seeing, hearing, feeling, and thinking about, and you can read them if you choose, even from afar. At any time, you can also ask the MC if there are others who share your contamination, and who, or who's new.

Degeneration: at the beginning of the session, roll+hot. On a 10+, rewrite your looks slightly for the better. On a 7-9, rewrite your looks slightly for the worse. On a miss, rewrite your looks significantly for the worse. Rewrite freely, not limited to choosing new looks options from your list.

The lily of the pits: if you have [circle 1: human blood, any blood, raw flesh, electricity, terror, poison, the moment of death], you don't need or desire anything else. At the beginning of the session, spend 0-barter on lifestyle, and tell the MC that you toil not, and yet are arrayed in charnal splendor.

OTHER MOVES

CONTAMINATION

Inhuman strength and reflexes: you are many times stronger and quicker than the uncontaminated. Any time you think that your inhuman strength or reflexes might help you, ask the MC to choose 1:

- You get +1 or +2 to your roll, or you get +1choice or +1hold after your roll.
- You can act under fire to do it, when a normal person would be simply incapable.
- You inflict +1harm, +2harm, or add ap to your attack.

Inhuman flexibility: you can contort your body into bizarre, appalling, and unnatural configurations. You can fit through or into spaces that no one could possibly fit into, in order to hide, escape, or gain entry. You can also impress, dismay, or frighten someone without using seize by force to do it. The MC can have you act under fire to hold a position for a long time, to take the most extreme positions, or to move while contorted.

Inhuman resilience: no amount of harm can make your life untenable. Treat harm past 11:00 as painful and temporarily debilitating, but not lasting. At the beginning of the next session, reduce your harm to 6:00.

The MC might decide that certain kinds of extreme harm—immolation or beheading, for instance—count as a decontamination attempt, as follows.

Decontamination: you might be able to be decontaminated. Maybe a savvyhead or an angel with an infirmary can help, or a brainer or a hocus with augury, or a quarantine with a medlab or a Ψ-isolation rig. Maybe you have another plan of your own. In any case, seeing a decontamination attempt through to its conclusion immediately makes your life untenable.

The only way to be sure of decontamination is to change to another playbook, and to agree with the MC that your contamination belongs to your old life that you're leaving behind. Seeing a decontamination attempt through gives you an opportunity for this, but doesn't require it or guarantee it.

GEAR & BARTER



BARTER

At the beginning of the session, spend 1- or 2-barter for your lifestyle. If you can't or won't, tell the MC and answer her questions.

If you need jingle during a session, tell the MC you'd like to work a gig. Your gigs:

- Brute labor for a wealthy NPC or population.
- Others, as you negotiate them.

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; a session's hire of a violent individual as bodyguard; a few sessions' hire of simple labor; the material costs for crash resuscitation by a medic; a few sessions' tribute to a warlord; a few sessions' 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.

CREATING A CONTAMINATED

To create your contaminated, choose name, look, stats, moves, contamination, and Hx.

NAME

Nightingale, Messenger, Reine, Severed, Celebrant, Phantasm, or Breaklock.

Allegrar, Dega, Orizon, Abott, Filth, Lazarus, Children, or Cutchapel.

STATS

Choose one set:

- Cool+1 Hard+2 Hot-1 Sharp+1 Weird+2
- Cool-1 Hard+1 Hot+1 Sharp+2 Weird+2
- Cool+1 Hard-1 Hot+2 Sharp+1 Weird+2
- Cool+1 Hard+2 Hot+1 Sharp-1 Weird+2

MOVES

You get all the basic moves. Choose 3 contaminated moves.

Note that the contaminated moves aren't good for you, but that playing to them anyway is the fun of the playbook.

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, consider these: *human blood, any blood, raw flesh, electricity, terror, poison, the moment of death.*

Ask one or both:

- Which one of you has provided me with [choose one of the above]?
For that characters, write Hx+1.
- Which one of you has blocked me from [choose one of the above]?
For that character, write Hx+2.

For everyone else, write Hx-1. They have been shadows to you before now.

On the others' turns, answer their questions as you like.

At the end, choose one of the characters 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.

LOOK

Man, woman, ambiguous, transgressing, or concealed.

Rags, vestments, formal wear, utility wear, scrounge wear, a shroud.

Luminous beauty, thin-drawn beauty, ripe beauty, scorching beauty, grotesque beauty, ravaged beauty, hidden beauty, pallid beauty, lost beauty, luscious beauty.

CONTAMINATION

Your contamination gives you inhuman strength, reflexes, flexibility, and resilience.

Tell the MC that if she wants to, she can create your contamination as an affliction of some kind. If she does, other people likely share it with you, but if she doesn't, for now at least, it's yours alone.

GEAR

You get:

- 1 intimate weapon, if you want one
- oddments worth 2-barter, if you need it
- oddments worth 6-barter, if you prefer
- fashion suitable to your look (you detail)

Intimate weapons:

- scalpel (3-harm intimate hi-tech)
- narcostabs (s-harm intimate)
- chipped glass blade (3-harm intimate)
- misericorde (3-harm intimate)
- wire garrotte (d-harm:air intimate)

If you'd like to start play with a vehicle or a prosthetic, get with the MC.

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.