

MUTANT

YEAR ZERO



A PLAYSET
FOR FIASCO

MUTANT: YEAR ZERO

TEXT, IMAGE AND LAYOUT

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THANK YOU

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THE PEOPLE AT THE END OF TIME

In a small settlement called the Ark, the People live, a safe place for the heirs of the apocalypse. A small remnant of humanity in the great inhospitable Zone.

You are all warped copies of humans, mutated and brittle. Your mutations give you superhuman powers, but twists you until your bodies break down. Noone, except the Elder, is older than 30. He is your leader, and the last of the Ancient people who lived before the apocalypse. But these days he's confused, fragile and incapable of leadership. Without his guidance some of you have taken command as bosses, while others are oppressed as slaves. When there isn't grub to go around, might makes right.

You can find answers in the Zone outside the Ark - answers about Eden and where you came from, why you can't have kids and why the world ended. But the Zone is inhabited by horrible monsters, the poisonous Rot and the sly Zone Ghouls.

This is Mutant: Year Zero.,

MOVIE NIGHT

Children of Men

The Road

Mad Max

Twelve Monkeys

Waterworld

The salute of the Jugger

“Of course the world ends”

- Free League

RELATIONSHIPS

1 FRIENDSHIP

- ☐ - Partners in crime
- ☐ - Former rivals, but now best friends
- ☐ - Part of the same zone expedition crew
- ☒ - The same mutation
- ☒ - Bitter exes with friends in common
- ☒ - Love, the only way to quell the weariness

2 HATE

- ☐ - Each other, but friends in public
- ☐ - Hugust the enforcer, who beat you up
- ☐ - The Zone Ghouls who murdered your friend
- ☒ - Henny the slave, who never works hard enough
- ☒ - The Elder, who doesn't solve your problems
- ☒ - Yourself, for that which cannot be undone

3 WORK

- ☐ - A common project, which you both love
- ☐ - Friendly rivalry with dark undertones
- ☐ - Boss and underling
- ☒ - Share a workshop, filled with scrap
- ☒ - Toiling under the same, hated boss
- ☒ - Driven and keen / Lazy and uninterested

4 ZONE EXPEDITIONS

- ▣ - Experienced stalker / First time out
- ▣ - Used to leadership / Unused to follow orders
- ▣ - Found the artefact / Got the credit
- ▣ - Saw the most amazing together
- ▣ - Found a secret worth dying for
- ▣ - The only ones who returned

5 NEED TO PROTECT

- ▣ - Your common dog, the best dog there is
- ▣ - Boss Urban from the conspiracy
- ▣ - The same protege
- ▣ - Took a big risk for you
- ▣ - The Big Secret
- ▣ - The one who saved your life

6 FAVORS

- ▣ - Lender / Borrower
- ▣ - Conversations noone must know about
- ▣ - Must betray the one closest to you, *or else...*
- ▣ - Stole from a friend / A friend
- ▣ - Gets paid to keep quiet about a secret
- ▣ - Demands a favor / Doesn't dare

...IN THE RUINS AND THE ROT

THE BIG DREAM

1 GET INTO

- ☐ - Boss Maxim's gang
- ☐ - The Tavern, where you've been barred since *that time*
- ☐ - The Grub hoard, and finally have a full belly
- ☒ - The Elder's lair and see what's actually going on
- ☒ - The Dawn Vault and "borrow" an Artefact
- ☒ - The popular circle again

2 LEAVE

- ☐ - Boss Maxim's gang
- ☐ - An anonymous tip to the right person
- ☐ - The relationship that's going nowhere
- ☒ - The Zone Expedition you don't dare go on
- ☒ - Boss Urban's shadow and take his place
- ☒ - This damned Ark and never return

3 FIND OUT

- ☐ - The truth about Eden and where we come from
- ☐ - Who stole my gear
- ☐ - Why Boss Maxim hates me
- ☒ - If Marlian the fixer actually has what you need
- ☒ - How your new mutation works
- ☒ - If the Elder is still alive

4 CRUSH

- ▣ - Boss Urbans pathetic gang
- ▣ - The slave owners and their evil ideas
- ▣ - The fixer you owe a favor
- ▣ - The gearhead whose jury-rigging constantly fail
- ▣ - The one who betrayed you and got away with it
- ▣ - Hugust the enforcer before he crushes you

5 FIND

- ▣ - That piece of scrap for your jury-rigged device
- ▣ - Grub for the day
- ▣ - The gear you borrowed and lost
- ▣ - The way back to your ex
- ▣ - The Artefact that will amaze them all
- ▣ - Something to live for

6 DO THE RIGHT THING

- ▣ - Even if your friends get hurt along the way
- ▣ - By destroying all the evidence
- ▣ - And turn in your friend who committed the crime
- ▣ - And stop the one who torments you
- ▣ - And keep your promise to your dead friend
- ▣ - Before it's too late...

...IN THE RUINS AND THE ROT

PLACES

1 IN THE ZONE

- ▣ - The guard tower that can see for miles
- ▣ - In the tunnel where the Zone Ghouls live
- ▣ - The fishing hole full of Rot and zone pikes
- ▣ - The ancient bath house filled with mold
- ▣ - The bus station with all the rusted wrecks
- ▣ - The broken parking house full of dark corners

2 IN THE ARK

- ▣ - The Dawn Vault with all the Ark's artefacts
- ▣ - The chroniclers' debate room, where words can kill
- ▣ - The Tavern, filled with gossip
- ▣ - The Ark's first field, soon ready for harvest
- ▣ - The Wrestling Ring, where blood and sweat flows
- ▣ - The Tribunal and someone is on trial

3 THE LAIR

- ▣ - Your place
- ▣ - The scrap shed where Silas died
- ▣ - The RV with an actual bed
- ▣ - The moldy tent at the edge of the Ark
- ▣ - An impressive scrap building, with room for many mutants
- ▣ - Where your lair *should* be...

4 THE POWERS THAT BE

- ▣ - Boss Urban's exclusive arena for dog fights
- ▣ - The Water Source, the only clean water in the Ark
- ▣ - The Elder's lair
- ▣ - The hunter's weapon storage
- ▣ - The scrap workshop where Delta builds traps
- ▣ - The gigantic liquor machine's shed

5 PROJECTS

- ▣ - Where the wall is fixed
- ▣ - The great scrap pile
- ▣ - Where the bosses argue about what should be built
- ▣ - The theatre, almost completed
- ▣ - The project that must be sabotaged
- ▣ - Where you want to build, but noone want to help

6 WHERE NOONE SHOULD BE

- ▣ - The slave's quarters
- ▣ - The Rot hotspot just outside the Ark
- ▣ - The stinking dung pits
- ▣ - The trap to catch beasts in the Zone
- ▣ - The ruin that can tumble any minute
- ▣ - Lair of the Saurians

...IN THE RUINS AND THE ROT

SCRAP TABLE

1 WEAPONS

- ☐ - Scrap knife, small enough to hide in your pocket
- ☐ - Richly decorated spear
- ☐ - Stolen machete, belongs to boss Urban
- ☒ - Hub cap of a Volvo, converted to a shield
- ☒ - Ancient book, where you could hide a gun
- ☒ - Small but vicious dog

2 SCRAP

- ☐ - Framed movie poster: The darkness between the stars
- ☐ - Heavy book with soft covers and yellow pages
- ☐ - Model railroad, 30 pieces
- ☒ - Coffe thermos, unopened since the Apocalypse
- ☒ - Santa suit, including fake beard
- ☒ - Pack of socks, marked "10 for 99"

3 JURY-RIGGED DEVICES

- ☐ - Bottle of exclusive liquor from the Ark
- ☐ - Prototype of a Rot suit, very valuable
- ☐ - Binoculars made from pipes and bottles
- ☒ - Cooking equipment to purify Rot-filled grub
- ☒ - Forty feet rope ladder
- ☒ - Completely ordinary spade

4 ARTEFACTS

- ▣ - Full can of gas
- ▣ - Enormous amount of bullets
- ▣ - Ancient three piece suit
- ▣ - Swiss army knife, 48 tools
- ▣ - Box of pills, full of pain killers
- ▣ - Working moped, empty tank

5 THREATS

- ▣ - A captured zone beast, inside the Ark
- ▣ - A pack of Zone Ghouls
- ▣ - A boss with a heart filled with hate
- ▣ - A violent machine ravaging outside the Ark
- ▣ - A plan, timed and ready to the last detail
- ▣ - A storm ready to unleash any minute now

6 SURVIVAL

- ▣ - Twenty liters of clean water
- ▣ - The map only you can decipher
- ▣ - A favor owed from boss Urban
- ▣ - Grub enough for ten days in the Zone
- ▣ - Escape route out of the Ark
- ▣ - Ancient revolver with two bullets

...IN THE RUINS AND THE ROT

DROP IN

RELATIONSHIPS

For three players...

- **Zone expeditions** – Experienced stalker / First time out
- **Hate** - Hugust the enforcer, who beat you up
- **Protect** - Your dog, the best dog there is

For four players add...

- **Work** - A common project, which you both love

For five players add...

- **Protect** - Took a big risk for you

THE BIG DREAM

For three or four players

- **Do the right thing** - Before it's too late...

For five players add...

- **Leave** - This damned Ark and never return

PLACES

For three or more players

- **The lair** - The scrap shed where Silas died

FYNDTABELL

For three or four players...

- **Threat** - A storm ready to unleash any minute now

For five players, add...

- **Artefacts** - Working moped, empty tank

AFTER THE APOCALYPSE.
THE PEOPLE. THE ARK.
THE ZONE.
YOU.

A PLAYSET
FOR FIASCO BASED
ON MUTANT: YEAR ZERO

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