

Survival Horror Tabletop Module

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Article I – Initial Character Development

In order to play, each person must design a character to represent themselves as in a game. This character should be fully role-played to the best of one's ability. In any given situation, one's character's description, abilities, and experiences should be the main force in making a decision. Each character must start out with basic stats and (if applicable) abilities. Also remember: the GM always has the final say.

Basics to consider that you are highly encouraged to use in character creation include:

1. Gender
2. Basic History
3. Profession
4. Appearance (hair or eye color, etc.)

Professions (jobs or careers) are the most important of these characteristics. During a game this will be where many of your 'talents' or knowledge of general objects come from. This is not just limited to an actual job; as what you 'enjoy' can teach characters many things, for example a skateboarder (who would have high dexterity of the hand and foot), or a computer geek (who would not only have moderate to excellent knowledge of computers, but would also have higher intelligence scores.)

Article II – Stats

There are 7 stats to choose from, and with each they give a bonus to other checks. Each bonus is given with each set of two points above 10 in a stat. For example, in order to have a bonus of 2 to a roll that relies on dexterity, the character would need 14 dexterity (4 above 10). Any score below an 8 (due normally to a modifier) issues a bonus of -1. The stats are as follows:

1. **Strength (str)** Physical power. This effects your characters overall ability to perform certain tasks; such as breaking through a door, pushing heavy objects out of the way, or carrying a significant amount of weight. Strength also slightly effects physical health (Article V-B). Strength bonus is added onto mle damage (Article VI-B).
2. **Intelligence (int)** Overall ability to comprehend a situation whether it is simple or complex; also affects your reasoning skills. Intelligence also affects the willpower of a character (Article V-C).
3. **Awareness (awr)** A character's passive ability to notice something unusual or find something normally unnoticeable upon simple searches. Characters with high awareness seem to develop a sort of '6th sense' for danger and other oddities. This goes hand in hand with intelligence, as someone who might be aware of something might not recognize its importance without further intuition. Awareness bonus is added onto rng damage (Article VI-B).
4. **Constitution (con)** A character's general physical being and endurance. This is the main contributing factor in a character's physical health (Article V-B).
5. **Dexterity (dex)** The nimbleness of a character in general. Just to say "a dexterous person" is a broad statement for describing a person with excellent balance, accuracy, and precision. A higher dexterity score increases a character's ranged accuracy and also is a minor factor in general accuracy and similar tasks. Dexterity bonus is added onto bow damage (Article VI-B).
6. **Agility (agi)** Agility is the speed a character has; normally in the sense of quickness of foot. Higher agility also affects the overall stamina a character has, or how long they can go on without relying on willpower.
7. **Mentality (mtl)** A person's mental health (Article V-B) is just as important as a character's physical health. The mentality of a person is that person's ability to cope with issues, disabilities, stress, and mental states (Article IV). Mentality is the major contributing factor to mental health and willpower (Article V-B/C).

Distributions of these stats are completely player controlled. However a person's profession should play a role in how your stats are distributed. The confines of stat distribution (assuming no modifiers) are as follows:

1. A player must distribute out 80 stat points, and if they choose at least one modifier with a State of Mind (Article IV) altering effect, they get an additional 1 stat points to distribute per, but no more than 2.
2. A player must place at least 8 stat points into each stat and no more than 14 into each stat. (after initial 8 stat distributions a player has within 24 and 26 stats to distribute)

Article III – Character Modifiers

A character modifier is a state that a player has based on the character’s lifestyle. These are intended as a subsystem that brings together many other systems of this module. This makes each part of the module form together at one common ground. Character modifiers also encourage power balancing and new environments for a player to use to further encourage role-playing with the character they made. The name of each modifier is merely a broad descriptive and affects actual game play in just as broad portions, yet small, portions. It is encouraged for character modifiers to coincide with the profession the player has chosen for their character. Also many modifiers add “state of mind” effects or tendencies (Article IV).

Each character must have at least one modifier but no more than three. The modifiers are:

<i>Modifier</i>	<i>Positive 1</i>	<i>Positive 2</i>	<i>Negative</i>	<i>Special Effects</i>
Unbound Genius	Int +2		Mtl -2	
Geek	Int +1		Str -1	
Bookworm	Int +1		Dex -1	
Psychologist	Int +1	Mtl +1	Awr -1	Paranoia +1
Meditator	Mtl +1			Teamwork Problems
Perfectionist	Awr +1			Agitation +1
Marathoner ¹	Agi +1			Superiority Complex Tnd
Weight Lifter ¹	Str +1		Dex -2	*Weight Limit +15
Health Addict	Con +1			Fear Impulse Tnd
Watchman	Awr +2			Curiosity Impulse +1
Gambler	Willpower +4			Addiction to Risks
Ambidextrous ^{1,2}				*Initial Distributable Stats -2
Controlled Personae ³			Mtl -2	Split Personality Disorder
Bowman	Str +1		Mtl -1	
Gunman	Mtl +1	Dex +1	Awr -1	Chaotic Impulse +1
Hunter ⁴	Awr +1	Agi +1		Over-Courageous +1&Tnd
Marksman ⁴	Dex +1			*Natural Dex Bonus +1 for rng&bow Agitation Tnd

¹ = Cannot be learned when a new personality is created.

² = This allows a person to use both hands with fewer disadvantages. (Article VI-A)

³ = Can switch between the two initial personalities on demand with a willpower check.

⁴ = Must also be a Bowman and/or a Gunman.

* = Not a state of mind.

The Controlled Personae modifier may be denied by the GM as this is a very sensitive modifier. Also, each time the character tries to change personality, they lose 2 mh points and must make a successful willpower check. If they fail this check, the loss of mh points is still present and they retain their current personality. This also takes an entire turn in order to change personalities.

Article IV – States of Mind

A character may begin a game with a state of mind, or may develop one during game play. States of mind define different ways a character should be role-played and directly affect many rolls, abilities, and environments of the character. Generally each state proves more hazardous than not, however in select cases they can provide a sort of accidental ‘advantage’. A character may also have a state of mind *Tendency* (Tnd) where they do not necessarily have a higher score in a certain state, but are instead twice as likely to develop into higher levels of this state.

There are other state of minds that are not described here that may be given based on the character, for instance, an agitated and depressed person may resort to self-mutilation to calm themselves.

Article IV-A – Personality States

Personality states are differences between characters that directly affect the role-playing of a character. There are many possible personality states that could be covered, but for the game, only ones with major effects are of much concern. Different game situations can cause different personality states in a character. Also, if a character acts in a way that suggests a personality state they can be ‘issued’ such a state by the GM (and normally unbeknown to the character).

The covered personality states are on the next page.

1. **Teamwork Problems** These characters cannot cooperate under stress. For one reason or another, they cannot work with a group. These people can destroy a group by being there. They are not ‘people-people’ and are very anti-charismatic.

2. **Zealot** They have a ‘need’ to devote themselves to a single idea (normally religious or ideological) absolutely, completely, and unquestioning. They are bent on this idea and it is always one of their driving points. If this idea is challenged in anyway by anyone they will most likely become very agitated and/or chaotic in defending that idea. These people are very charismatic leaders to those who share their belief, and arrogant or narrow-minded radicals to those who oppose it.

3. **Inferiority Complex** Someone with an inferiority complex believes they are the lowest of the low. Everyone else around is *clearly* more accomplished and will lead a more pleasant life, successful life than they ever could. Someone with an inferiority complex and a superiority complex are mutually exclusive in one character, unless divided with split or multiple personalities (Article IV-C).

4. **Superiority Complex** The complete opposite of an inferiority complex. A person with a superiority complex believes there is nothing someone can do that they can’t do and that they are *clearly* better than everyone else at said act, or if they are not, just ‘give them enough time’ and they will be. At least that is what they perceive to be true.

5. **Control Freak** A control freak has a need to be in control of his or her environment and the people within it. If that person is not in control, they quickly become agitated and may try to force control most likely through hostility. Usually someone is a control freak because through-out their life there has always been something they couldn’t – yet needed to – control and are *making up for it*. A majority of this is due to mentality reasons, if someone doesn’t have control over their own mind and yet has enough intellect to subconsciously realize this, they may become controlling. This personality state can only be issued by the GM and only for certain circumstances.

6. **Addiction to _____** Almost everybody has somewhat of an addictive personality, mostly to their trade. However, the difference between the normal and this blank slate of an extreme is the need to perform or acquire that which one is addicted to regularly or they will quickly become agitated, depressed, or even chaotic in nature. This state is on a fine line between a state of personality and a disorder, and also should be taken into account cautiously within a game scenario. A character may also have, but rarely, multiple addictions, and each addiction for purposes of game play, should be broad. In example, someone would be addicted to alcohol or narcotics instead of specific kinds.

7. **Phobia of _____** This is a very specific personality state that is also blank slate as to what could be in here. However, a phobia, unlike an addiction, may be either broad or specific, even oddly specific. For instance, a person may be afraid of or have a phobia of a black cat with green eyes and a minx tail or they may just be afraid of all felines. A character may have multiple phobias, and for the game’s sake, they should be kept at least somewhat specific, for instance, just black cats.

Article IV-B – Mental States

The mental state of a character relates to how a character thinks or under what impulses the character acts upon. Depending on the state, and at what level of seriousness a character is in with said mental state, they may lead a character to doing strange actions, stupid risks, or even being overly cautious during times of clear and present danger (ie: crossing a busy highway ‘slowly’). Mental states can affect how well a character performs in extreme situations. Each mental state has a severity scale of 1 through 5, with 1 being the lowest level and 5 being the highest. A mental state may also have a reverse scale of 0 through -3 which show a reverse situation that is just as bad – and sometimes worse – than the opposite, however, not allowing a character to have both. Reverse situations are shown with a “↔”. Any character that has a 5 or -3 of any state cannot stay upon that same scale for more than a day and most likely will work themselves out of that state within an hour of reaching it. Another possible outcome of reaching either 5 or -3 of any mental state is developing a mental disorder because of it (Article IV-C).

Also, the exact levels of mental states may not be known to the players, and only suggested, if at all, by the GM. Normally, the GM will talk with the player specifically to define how they should change their role and try to make it unapparent to the rest of the group. It should also be apparent that the scale between each level is quite vast, and most people normally sit between the scales, however, the closest whole number should be used.

All mental states, at their base, are 1.

The covered mental states are on the next page.

1. Chaotic Impulse A chaotically impulsive character has urges to cause random destruction. They will randomly commit such acts as simple vandalism, arson, or even murder. The more chaotic a person is the more uncaring they subconsciously become of their environment and friends. The scale of this is shown by the basic mental state scale. Here are some examples of that scale: Rank 1, you may once in a while get an urge to break something, we've all had them; Rank 3, you like flashy destruction, probably an arsonist to some degree or maybe you just like seeing things die. You also seem to act very randomly in stressful situations; Rank 5, the world is your little destructive toy. Who needs friends when they are just another fleshy thing to burn? A person with high chaotic impulse may develop a split or multiple personality in order for their mind to cope with certain situations and to protect his or her self.

2. Fear Impulse↔Over-Courageous Someone who is just seemingly frightened by the oddest things most likely has a fear impulse. Fear Impulse describes how aware you are of the smallest things' abilities to end your life or at least upset your well being, in many cases beyond normal reason. A person with high fear impulse may go as far as sealing themselves away in a bubble-like sanitized environment. A person with a rank 4 fear impulse will receive +1 depression and someone with a rank 5 fear impulse will receive +2 depression and +1 agitation. The opposite fear impulse is being over-courageous. Someone who is over-courageous may have urges to do extremely risky tasks or believe they may have the ability to do anything. This goes as far as someone who may believe or *trust* in their own body enough to think it can stop an oncoming vehicle, like a full sized freight train, going at about 120 kilometers per hour, without any personal injury.

3. Curiosity Impulse Ever seen something out of the corner, wonder what it was and *had* to examine further? That would be a curiosity impulse, the need to wonder and study what something is simplemindedly. Curiosity impulse usually relates itself to many particular conditions such as Attention Deficit Disorder. In some cases a curiosity impulse can lead to a good thing such as stumbling across an useful item but in other cases it drives people away from their current tasks and causes more hazard than should be. Someone with very high curiosity impulse may get to the point where they must examine everything no matter what the cost is and can never keep a concentrated mind on anything. A person may go as far as 'developing' imaginary objects in which to be curious over, leading to schizophrenia in the worst of cases.

4. Paranoia↔Oblivious We all know that there are greater secret organizations really that control everything and we are just useless numbers in their game. Or at least this is a standard paranoia. Paranoia is in many cases a driving point of many cults and is present in many cases of past world leaders (ie: Joseph Stalin). How can you trust anyone? Really, everyone is against you and is awaiting for you back to be turned. This is many similar thoughts that a paranoid person shares. Extreme paranoia goes as far as the person believing that at every waking moment of the day that someone is right behind them, hidden, ready to jump out and kill them, even if every light is turned on and there is no plausible way for someone to be. A person may sub-consciously fill in their paranoia reasoning, causing schizophrenia. The opposite of paranoia is the state of being oblivious. Someone who is oblivious will have completely clueless acts and not be worried about a thing in the world even if they wandered into the aforementioned agencies that controlled the world's main headquarters, they would think nothing of it. Someone who is oblivious however can be 'shocked' out of this state. If they are then they will instantly go into chronic paranoia instead.

5. Depression One of the most basic mental states. A textbook state of depression includes things such as hopelessness, sadness, inability to concentrate, loss of appetite, or need to overfeed yourself constantly. A deeply depressed person will have overwhelming thoughts of death and suicide as they sink into it. An increasingly depressed person will experience a decreasingly lower willpower (Article V-C) to go on.

6. Agitation The state of agitation is one of inability to cope with smaller more disturbances and annoyances. Extreme agitation can lead to confusion, hyperactivity, or manic hostility. A person overcome with agitation will find their mood to shift on a almost word to word basis and increasingly chaotic in nature. A person with extreme agitation may develop a nature where they feel hostile and divided with themselves, annoyed to the point of constantly creating new personalities. Under game conditions, someone with 3 agitation will also get +1 chaotic impulse, and someone with 5 agitation will receive another +1 chaotic impulse in addition to the previous.

Article IV-C – Mental Disorders

Mental disorders are the most character changing mental states that may be developed. Mental disorders are permanent ‘diseases’ usually caused by an extreme side of a mental state or other ruling conditions. A mental disorder can never be cured, only treated. In the case of treatment, if the character ever refuses the treatment or decides they do not need it anymore they will quickly reach the effects of the mental disorder they have again. Game wise, mental disorders are rare and hard reached but still may happen and for the case of playable conditions, only 4 disorders are described.

1. Schizophrenia One of the more mental changing disorders. A schizophrenic person’s mind will imagine things that are not real but for all extensive reasoning to that character seem very real. The effects a person with schizophrenia will notice could be constant voices from nowhere, understanding nonsensical random gibberish they speak as though they’ve always realized it as their natural language, or to some extent changing the functions of a particular object mentally entirely (ie: a dancing frog). They may even feel intense physical feelings such as that of being eaten or burning. The person will also become seemingly disoriented in *how* to pay attention and from trying to decipher real ‘memories’ from false ones. Noticeable also is tendencies to avoid other people no matter who they are.

2. Chronic Depression The character will experience all symptoms of a mental state of 5 for depression except in this case they will lose all hope of the pain and sadness of ever going away. Chronic depression will lead to constant suicide attempts where only extreme willpower would ever save you. The only hope for someone who has developed depression to this stage is to either seek immediate treatment or...

3. Chronic Paranoia Imagine if all your worst fears were real. This is what someone experiencing chronic paranoia must go through. To such a person there is no question against this, they are always being stalked and may be slaughtered at any moment in their life. It's an inescapable reality to them that could only become worse. Every moment of their life they must live in fear and constant motion. The only time they get to sleep is when their body finally shuts down after days on end. It's an unstoppable cycle. However, people who have reached this point in paranoia also seem to have a disbalancing factor, the need to outwit and survive whatever is after to do you in.

4. Split/Multiple Personalities A person with split or multiple personalities is just that, multiple people. One disorder or any state of mind described with one personality may or may not effect a different one of a character. Multiple personalities are usually created by the mind as ways to cope with things that normally the person couldn't handle. This can cause confusing circumstances of unreliability with the character and many cases, depending on the created personality, extreme hazard. Unless Controlled Personae is the case, each new personality for each character is created by the GM. The new profession, mental states, modifiers, and mentality score for each personality as well as other minor notes are all created by the GM. Willpower (Article V-C) is also increased by 10, but then split in half; on a low roll of the half instead the character in question will change current personality in order to cope with the needed willpower, while with a high roll they stick to the one they are on. The willpower modifications also do not occur when the character has a controlled persona.

Article V – Character Variables

Character variables are the calculated or earned number scores a character can have, and generally, are based on many factors described above. All formula results are rounded down.

Article V-A – Levels

The level of the character in this module is more of the characters' overall ability to handle the roll of being the survivor. For most purposes the levels are in two sections: levels 0 and 1, then levels 2 and above. The survivability gap between 1 and 2 is major due to the large number of disadvantages given at level 1 (these disadvantages are even greater at level 0, however, a PC should never be level 0). After level 2, each level is only a minor addition to the characters ability to survive.

Levels are added based on current experience of a character, experience is received via tasks and length of time the characters are introduced into the situation and *not* by what they kill but *how* they kill it.

For a character to receive a level, he or she needs 1000 experience points. This gap is constant.

The disadvantages of level 1 and the advantages of each level are described on the next page.

At level 1, characters gets a number of disadvantages, as follows:

1. -3 on every Willpower check.
2. -2 on all stat based checks (For example: dex to aim or agi to dodge)
3. -1 on all stat bonus checks (For example: dex bonus to modify target)

Then, with each level, there are only a couple of advantages. Most importantly each character gains a certain amount of ph, mh, and st (Article V-B). Also, each mental state that was at 5 or 4 is reduced to 3 and each -3 is changed to -2. This is to show the reassurance a character would have with himself or herself and to make it generally easier for the player to role play.

Article V-B – Health and Speed

In this module, physical health is 'ph', mental health is 'mh' and stamina is 'st'.

The health of a character can be both mental and physical and is complicated to describe. So for the purpose of this module, besides obscure injuries, health is simplified to a variable. The physical health of a person is the overall shape their body is in, mainly injury wise. If a person is half-bleeding to death then their current ph score is probably very low. If you would be hard pressed to find a single scratch on a person, then their ph is probably very high. A person that just witnessed their most beloved animal pet die will probably be only in at a medium mh while a person who just witnessed their best-friend's head being blown off and is now being faced with death will most likely have a very very low mh. These are overall general, everyday, examples of what these variables mean.

Next, a character's physical and mental health actually starts on -10, where -10 is death, -9 through 0 is inability to respond – normally due to unconsciousness – and a 1+ is normal capabilities, although at 1 the character is usually faced with many different problems. For mh, -9 through -6 is a comatose state.

A person is also limited by their stamina. Stamina decreases at a rate of 2 per hour of walking and doesn't go negative. If stamina would be decreased when they are at 0, they simply faint unless they make a willpower check (Article V-C). Jogging (1.5x walking speed) takes away 3 st per hour, while running (2x walking speed) takes away 5 st per hour, and sprinting (3x walking speed) takes away 4 st per *minute*. If a person would faint due to stamina loss their mental health is set based on their current physical health as the following:

5+ ph would make their mh 0 and with each point below 5, their mh score would be decreased an additional 1.

Each character starts with initial health values at level 1 and raises their max value with each level, at:

ph = con * 2 gains 1 + con bonus with each level
mh = mtl + int/2 gains 1 + mtl bonus with each level
st = agi + con/2 gains agi bonus + con bonus with each level

During game play, whenever a character first goes under 1 ph or mh, and not below -5 on either, they may make a willpower roll to recover immediately back to 1 on both scores. This willpower roll will last as though the character had unlimited willpower until they are out of the situation that required them to make the roll. Then that character cannot make another willpower roll until they get decent rest and/or proper treatment, and will most likely collapse into unconsciousness when they are in a somewhat safe area. This ruling doesn't affect a character if their mh is *set* to a value (as with a drastic loss of stamina).

To figure out a character's walking speed in feet, find the sum of that character's agi and 15, then round that number down to the nearest 5. For example, a character with 14 agi would have a sum of 29, which would then round down to a walking speed of 25. This speed is constant and doesn't increase or decrease during game play unless a character's agi stat changes.

Article V-C – Willpower

The willpower of a character is that character's mental struggle to accomplish something, whatever task it may be. Willpower shows a person's ability to ignore all circumstances and accomplish what they 'must', however seemingly difficult or tiring it may be. When a character rolls for willpower, they roll a d20 and add it to their willpower score. If the total is 40 or higher, the roll was a success, otherwise the character suffers the consequences. Exceptions to this are that a roll of 20 is always a success and a roll of 1 is always a failure.

Willpower is continued on the next page.

A willpower roll is used in many situations, such as to determine whether a character develops a mental disorder when they are “on the brink”, or if they faint when surprised by a very eminent or “scary” threat. With each roll, the outcome may be further determined by a situational modifier normally defined by a mental state. For example, if a character encounters something that is particularly frightening, they may need to roll willpower, and if they have a high fear impulse they may get a -5 or higher which is summed into their total with the roll.

The basic formula for willpower (no level modification, situational, mh, or roll included):

$$\text{Willpower} = \text{mtl} + \text{int}/2 + \text{con}/2 + \text{“Depression State”}$$

(an average willpower would be 35)

The “Depression State” is directly based on your depression mental state, to the following table:

<i>Depression Level</i>	1	2	3	4	5
<i>Depression State</i>	3	0	-3	-6	-9

Willpower rolls may also be modified further by a stat bonus, based on the need for the roll. An extremely scared person walking a tight rope will get reassurance from their own dexterity for instance.

Here are a couple of examples of where willpower will be needed and how the modifiers changes:

Chronic Depression – In order to force your to *not* attempt suicide, the player must roll a willpower roll with a situational modifier of -5.

“Too Close” Combat – When an particular enemy with the intent to kill grapples you in sure to damage way, such as a zombified creature or an assassin, you may lose hope. A willpower roll with a situational modifier of +5 would give you enough will to combat it directly. A character's str bonus will reassure them however.

Another, more awkward, situation where willpower is changed is in the case of split/multiple personality disorder (other than controlled personae). In this case, the overall willpower is increased by 3, however, if their willpower outcome is within 35-45 they switch personalities instantaneously, at random, and that personality handles the success or failure of the roll.

Article VI – Combat

First, an important note should be made about combat. Unless the situation or campaign directly calls for it, the characters should try to remember this is a survival horror module and thus, the whole goal is to survive which is one thing that combat helps to discourage. Thus, it is highly encouraged for combat to be avoided when possible, however, of course sensibly (don't try to run into a city in order to genocide the evil creatures within but do fend yourself or hold the line when being attacked by a few).

With that, combat is arranged into a series of rounds consisting of 6 seconds to each round. First each player rolls an initiative to determine the order they respond to a situation. This order is constant throughout each combat, however, at the beginning of a new situation, new initiatives will need to be rolled.

The standard initiative rolls are determined by a d20 roll + the awr bonus of the characters. Initiatives may also be predetermined by circumstances. Within each round a character can move as far as their jogging speed and attack, or as far as their walking speed (though at a jogging pace) and use a full action, for example: retrieving an easy to reach item from a pack or reloading a weapon. A character may also move at a running or sprinting pace but may only perform a jumping or tackle action during this time.

You may also spend a full action to “take aim” at a target. Which, if your target is still present during your next round, you get a +1 temporary dex bonus and +2 when considering your overall accuracy in your next attack. However, during this aiming period, you must decide if your next attack will be “high”, “medium”, or “low”.

Article VI-A – Hitting Your Target

When trying to hit your target, the first thing that must be determined is what type of weapon you are using. For accuracy, this is divided into 3 types: non-bow-like ranged weapon (rng), bow-like ranged weapon (bow), or close-combat (mle). Next, determine your target and where you are trying to hit, high (aiming towards the head), medium (just aiming at it), or low (aiming at its feat/lower body). If you forget to or decide not to determine where you were aiming, then it is assumed that you where aiming medium, a major pitfall of the “attack then think” method. Finally determine your initial accuracy and include it with a d20 roll. If this roll is higher than the enemy's agi + 10, then you hit. Exception being that a 20 always hits and a 1 always misses. Hitting your target is continued onto the next page.

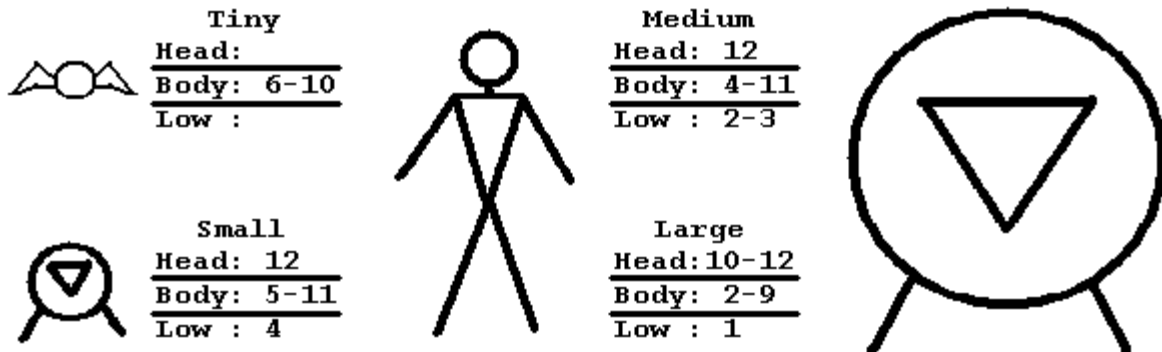
A character's base accuracy is determined based on their weapon type:

rng = dex -1

mle = dex

bow = dex/2 + str/2

Next is the “where you hit” roll, which, may also miss. For this roll, roll a d12. Your roll is then modified by +1 if you decided to aim high, or -1 if you decided to aim low. This aim is considered in as natural. Then check the following diagrams, based on the target's size:



If you roll a number not on the diagram, then you simply miss unless you adjust it to hit.

This is where your dex bonus is important since you may adjust your d12 roll by whatever amount your dex bonus is. For example, if you have a dex bonus of +1 and roll a 1 when trying to hit a medium sized enemy, you may adjust the outcome to 2 to make it hit the lower part of the enemy. This type of adjustment is considered natural only if it hits within a change of 1, which is important when determining critical hits (explained with damage). If your dex bonus is negative, then your aim is adjusted by that amount towards the worst direction, however, if your accuracy roll was a 20, all negative dex bonuses are ignored.

If you miss an intelligent enemy (int of 5 or higher) with a 13 (normally by aiming high) and they notice the attack, they may become frightened and must roll a willpower check themselves.

Also, if you decide to dual wield weaponry (only with medium and smaller one-handed weaponry), each medium sized weapon will receive -2 damage, a -2 dex bonus, and -2 calculated dex when attacking with it, unless you are ambidextrous, then you receive only -1 to these scores instead of -2. Small weaponry receive a -1 damage, -1 dex bonus, and -1 calculated dex when attacking with it, which all are negated with the ambidextrous modifier. Rng weapons receive no penalties to damage for dual wielding.

Article VI-B – Damaging Your Target

Calculating damage is much more simple than actually hitting. Each weapon or attack is assigned a damage value, this value is constant. Then how much damage that is dealt to the enemy is determined by where you hit the enemy. If a target is hit in the head, it is dealt 2x damage. If the target is hit in the body, it is dealt normal damage. And if the target is hit in the lower body, it is dealt 0.5x, or half, damage and cannot reduce the targets total ph to less than 3 (unless they bleed to death from then on).

An exception to this, however, is critical hits. In order for a hit to be critical, the attacker must have rolled a 20 on his or her accuracy roll, and hit the head naturally (no dex bonus modifying beyond the first). In this rare case, the target takes 4x damage, or other special condition based on the type of target.

Also, as noted in Article II, certain bonuses of stats increase the damage of certain types of weapons. The increases are: str bonus gives an increase in mle, awr bonus gives an increase in rng, and dex bonus gives an increase in mle.

How injuries are handled is described on the next page.

Article VI-C – Injuries

It may seem kind of ridiculous that you have to calculate the enemies agility when trying to hit them even if they are tied up or grounded. What if you deny them of one of their legs and they quickly meet the earth? Well, those are special cases and normal adjustments are made. For situations like the ones just described, where the enemy's agility should not be calculated, it isn't. You simply have to meet a requirement of hitting a total accuracy of 10, which is rather simple. Also, in these cases your dex bonuses are considered natural and you get an additional dex bonus when dealing with these types of targets of +6. If you take aim at these types of targets, you get an additional dex bonus of +2. These targets are considered prone.

There are many conditional injuries and battle situations that may occur, in these cases its up to the GM to adjust the game for them. For instance, if you lob off somebody's arm, then kick them down. It will be extremely difficult for them to retrieve their standing and will be considered grounded until doing so. There are enemies that are special cases – mostly those with infinite willpower. For example if you remove the legs out from under a zombified human, they will still try to pull themselves towards you with their arms in attempt to feast. These types of enemies will still be considered grounded but may still attack back.

Now, what happens if a unique injury happens to you? If its drastic enough, your loss. The basics first, if a character is bleeding excessively, they lose 1 ph every 6 seconds, 1 mh every 12 seconds, and every 24 seconds they must make a willpower check or faint (this check happens after that moment's loss of mh), unless the bleeding is stopped with something, like a tourniquet.

If a limb is lost, then it is lost. The character receives a permanent -2 con and -2 mtl for each limb they lose. Also, they must adjust to handling the loss of that limb accordingly. The GM will also probably issue a depression state increase and/or other mental states of increase for this kind of occurrence.

Aside from these special cases, there is still the uncovered issue of recovering normal injuries (including mental ones). If the character is in motion, mh and ph will recover at a rate of 1 per 2 hours. If the character is resting or riding on/in something, mh and ph will recover at a rate of 1 per hour. And if a character is sleeping, then mh and ph will recover at a rate of 2 per hour. Stamina is recovered at a rate of 10 per hour while not in motion.

Attending wounds with antibiotics, bandages, and similar will double the rate of recovery, as well as prevent other possible things from happening.

Article VII – Items and Equipment

There is one main rule for equipment and especially weaponry: almost everything can be used as a weapon when applied correctly. This is very important.

With that aside, also, almost anything can be carried as an item. Ideas of item usage is highly encouraged and in many unique cases, should be rewarded with experience by the GM.

For items, the only variable emphasized in this module is weight (wt), though the question of how a character would carry certain items may come up, which is determined by the character how items that would cause this issue should be handled. For weight limits (measured in pounds/lbs), there are three different scales. For basic carrying limit, take 20 and add it to your str, then an additional 15 is added if your character is a weight lifter. For encumbered double this amount and for immobile, triple this amount. While a character is encumbered, they move at half speed and lose stamina at a rate twice as fast as they normally would.

Next, for clothing and armor. Most clothing is just a style and provides no benefit what-so-ever. In many cases actually, a particular style may even provide lose parts or segments that may slow you down or allow an enemy to grab upon. There are, however, certain types of clothing, or more so, armor, that provide different types of benefits. For instance, Kevlar armor will protect your general body area very well, and reduce all damage that would be dealt to your body by 4. Armor of this style is normally much more heavy however.

Weaponry is defined overall with 4 attributes: damage, size, type, and handed. Handed is how many hands it requires to wield/use. Type determines the type of accuracy that should be calculated when using. Size is used to help determine if/how you can dual wield it, and damage defines how much damage is dealt when using this item as a weapon. The number of hands required will either 1 for a one-handed weapon, 1r for a one-handed weapon that requires two hands to reload, 2 for a two-handed weapon, or 2r for a two-handed weapon that requires full concentration to reload.

Special qualities various items can have and a few example weapons are described on the next page.

There a number of different attributes equipment can have, many of which aren't shown here. The basic special attributes are described below.

Damage reduction (area- body/head): Damage reduction, as with Kevlar, will reduce damage that is dealt to the hit area but not prevent other special attributes (such as knockdown). This reduction is applied after the damage multipliers (as to the head). The armor piercing attribute negates this attribute.

Damage increase (area- body/head): Whenever this weapon would deal damage upon the given area, increase this damage (after the damage multiplier) by this amount.

Armor piercing: This attribute negates damage reduction attributes, even natural.

Stat bonus/negative/negation: An object can have a stat bonus or negative when in the process of using it. For example, a weapon with a -2 dex negative would mean that all attacks rolls with that weapon will have a -2 penalty and all aiming rolls will have a -1 dex penalty. An item can also have a stat negation to the negative, which uses another stat. An example of this would be an item with a -2 dex penalty and str negates. Only the bonus of the stat negates the other stat and cannot exceed the negative the other stat provides. So, with this case, if the wielder of this weapon has a +3 str bonus, then it will negate the -2 dex negative, but it will *not* become a +1 modifier. Most commonly, this is with awkwardly weighing objects.

Knockdown: Any weapon with knockdown, if the hit is in the lower or body, has a chance of knocking the target down into a prone position. In order to knockdown the opponent you must roll between a 1 and 4 on the knockdown die roll after adding your opponent's str bonus. The die roll required (d4, d6, etc.) is defined with the weapons knockdown. Certain weapons, such as artillery, will get a bonus to this knockdown roll. Subtract this bonus from the die roll.

Increased mle range: This increases the range that the particular weapon can hit while still being considered mle. This increase is in 5 ft increments.

Splash: Splash is an area of effect hit. For target weapons, such as most guns, this becomes a cone hit, with a diameter of the splash range. Every other creature within this range is also hit by the same weapon, though at ½ damage. This may also hit other body parts of the same creature based on the size of the location hit. In these cases, add this damage to those areas in addition to the damage dealt by the center hit area.

For open weapons, such as a grenade, the splash range is the spherical diameter around the object. Every thing hit within half the radius of the splash (or ¼ of the diameter) is dealt full damage to each area. Everything outside this area that is hit is dealt ½ damage and *usually*, depending on circumstances, is hit at each area. If there are knockdown effects, these only occur within the full damage area.

Scope: Weapons aimed with a functional scope have all base aiming bonuses doubled.

Sniper scope: Weapons designed for long range pinpoint accuracy can be aimed extraordinarily well. For the first round of aiming the weapon gets the bonuses as though aimed with a scope. If the weapon is aimed for an additional round after that, however, the user adds each point of dex above 10 she has to calculate hits, and an additional +1 dex bonus. Shots fired this way are also always considered natural if modified within the first 5 dex bonuses. Marksman does not increase this 5 dex bonus limit for natural hits.

A few example weapons:

Weapon	Damage	Size	Type	Hand	Special	Weight
Broom	1	Medium	mle	2h	Range +5	
Snapped Broom	2	Small	mle	1h		
Handgun (.45)	4	Small	rng	1rh		
Shotgun (12g)	6	Medium	rng	2h	Knockdown d6 ; Splash 2ft	
Lead Pipe	2	Small	mle	1h	Damage <i>head</i> +2	
*.45 Cop Killers	—	—	—	—	Armor piercing	—

* = Hollow point ammunition for .45 caliber guns.

Article VIII – Skilled Actions

Actions are basic tasks or occurrences that a character must overcome. However, there are certain tasks that requires an amount of skill and luck to overcome. These are based on a roll of d20 in order to accomplish whatever is at hand. Then add the bonus of the derived stat to the roll. There are also sub actions that may occur that use the same roll but a different stat. For example, you may be able to notice something from afar (awr) but not necessarily know what it is (int) if your stats did not push you high enough for the requirements.

The requirements of each action is situational and is controlled by the GM, and are normally effected by other conditions of a character.

An example of a situation showing different points in an action, although very unlikely, would be tight rope walking. If you needed to pass a chasm on a rope, this will be obviously a very difficult dexterous feat (thus using a character's dex bonus). However, if the character was a circus actor in his history, or something else that would require the character to cross chasms with a rope, then the required roll will be considerably lower. Also, if a character had earlier tight roped walked in the campaign, another walk would not be as difficult a second time. Tight rope walking is also an action that is probably success or failure, since failure could have some very horrible consequences.

There are also “unskilled actions”, actions that require little to no skill to achieve. Most of these actions are automatically suggested that your character performed the simple action perfectly, however, some of these might fail if a character has an extremely low stat. With each of these, the character has a 15% chance to fail per negative in a stat bonus required; for example, a character running down a short flight of stairs with -1 dex bonus might trip as determined with a 1, 2, or 3 on their d20 roll for such an action. A character with -2 dex bonus would fail at such an act from within a 1 to 6 on the same die roll.

Article IX – Special Abilities

There are also special abilities characters can have in each game, either being a Type Ability or an Innate Ability. These abilities are almost always extraordinary in practice, and many games will not use them at all or provide certain penalties for having access to them.

Access to special abilities are given by the GM. The GM may issue a level 0 state for an ability which allows the character to level that ability. A special modifier may also issue a level 0 state for an ability, though none in this part of the module do so. Level 0 of a special ability rarely grants the character any powers. Usually the character must level that ability in order to gain any powers from it. Also, each ability normally has either a level 1 or level 5 limit (unless otherwise noted with that ability) and the experience required to gain each level increases at $250 * (\text{level desired} + 1)$.

Here's a table for the first five levels:

Level:	1	2	3	4	5
Experience:	500	750	1000	1250	1500

The experience required for each level does not directly come from your normal leveling experience. Instead, whenever you gain normal experience you also gain ability experience. This ability experience you spend to level up an ability.

As mentioned earlier, there are two types of abilities: Type Ability and Innate Ability. Type abilities require energy in order to use and normally perform temporary effects. Innate abilities are always present and use up no energy (unless otherwise noted).

Type Abilities, at base, use an amount of energy equal to their level * 3. So a level 3 ability would use 9 energy. Users with abilities regain energy at a rate of 1 every 3 hours. This amount is increased to 1 an hour for sleeping.

The base energy a character starts with at level 1 is equal to their int. At each level afterwards, they gain their int bonus and their mtl bonus more.

Credits

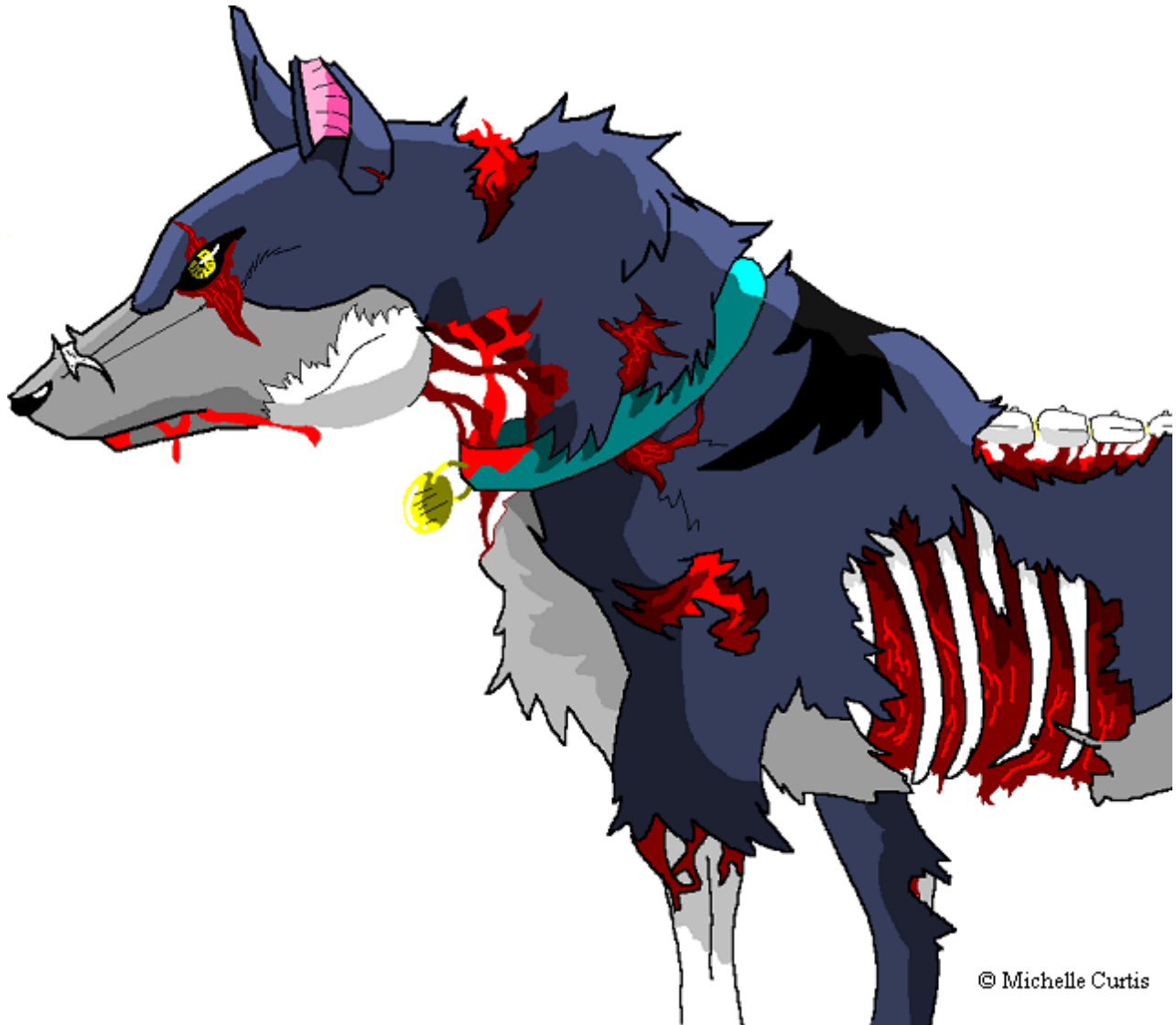
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