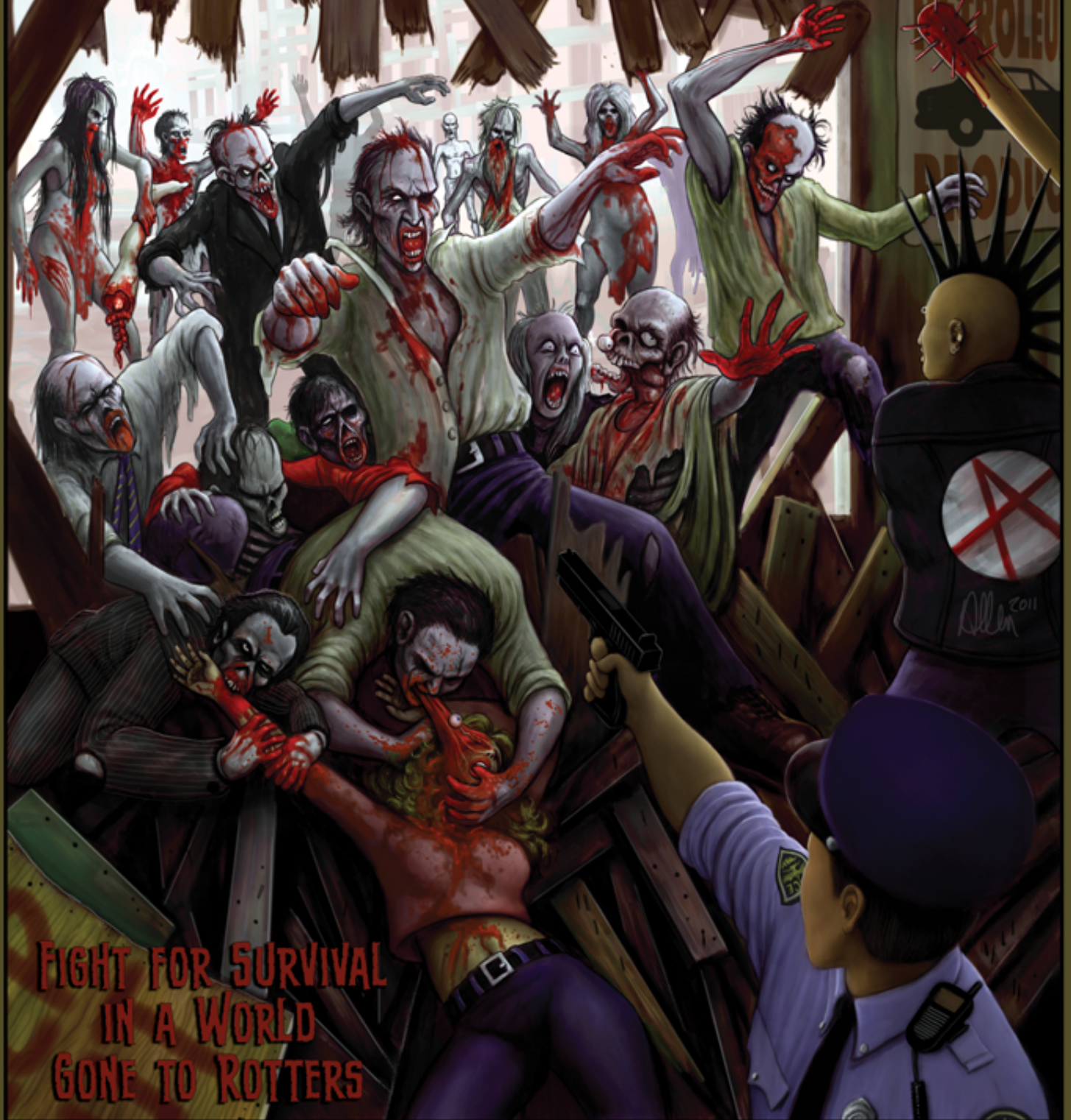


ROTWORLD



FIGHT FOR SURVIVAL
IN A WORLD
GONE TO ROTTERS

Goblinoid Games

Pacesetter™

THE ROTTING DEAD WALK AMONG US

...you pound the last nail into the board to secure the door even as the moaning and scratching becomes more frenzied outside. Honking in the driveway interrupts the sounds of undead hunger; peering through a window you see through the naked trees of fall that your husband, Ray, and the kids made it back.

"There must be a dozen rotters out there!" you observe in terror, as Ray leaps from the car, beating the dead walkers back with a tire iron to distract them from your two small children. The kids make it to the porch, just as one of the walking dead grasps Ray's arm and rips a sickeningly large chunk of meat out with its teeth.

They said on the radio that their bite will always spread the infection. You open the door and the kids scamper inside, but you slam it shut just as Ray stumbles up.

"Wait!" his voice breaks.

But you know he's already dead.

"That's how we'll survive." you think, looking down at your two sobbing boys.

"It's us or them."

ROTWORLD is a role-playing game complete in one volume.

These rules contain:

Rules for character generation

Guidelines for creating unique zombies for your game

Optional rules to account for decomposition in zombie abilities

Advice for determining the timeline of societal collapse



A GAME OF SURVIVAL HORROR AGAINST UNDEAD FLESH EATERS

PacesetterTM

ROT/WORLD

Fight for Survival in a World Gone to Rotters



By Daniel Proctor



Pacesetter™

Goblinoid Games

www.goblinoidgames.com

FOREWORD

Zombies and I go way back. One of my earliest memories as a child is on a Halloween night; I'm counting my trick-or-treat haul and the old black and white *Night of the Living Dead* is playing on TV. I think I was too young to really "get it" as I watched a zombie gnaw on a leg, but a few years later I'd see Michael Jackson's *Thriller* and it would scare the hell out of me. Later it was *Return of the Living Dead* (I and II), and my zombie interest blossomed in the wake of terrifying nightmares that I was being chased by zombies. But I loved it.

Strangely, I didn't even know about George A. Romero's *Dawn of the Dead* and *Day of the Dead* until my good friend Ryan (coauthor of *Mutant Future*) turned me on to them many years ago. The Holy Trinity of zombie movies are *Night*, *Dawn* and *Day*. If you're just beginning your journey into zombie survival horror those are the three movies to start with.

ROTWORLD is the first new game released using the Action Table system since Pacesetter went out of business in the 1980s. When I recently bought the TIMEMASTER game line, I saw the opportunity to revive this system by implementing it in new ways. The Action Table system is elegant and innovative even by today's standards, so I'm delighted to bring it to you again. Hopefully, through ROTWORLD and future games using this system it can occupy a space in your gaming repertoire. People familiar with Goblinoid Games and the "old-school revival" know that I am a big supporter of classic fantasy games. However, I also feel that "old-school" occupies a lot of breadth, and other genres and systems should also be embraced. One of the great things about the 1980's was the proliferation of so many game systems and genres attached to them. Some of the games were more generic in genre, some were idiosyncratic and quirky. But all of them offered us a menu of options we could turn to when we were looking for something a little different. That's part of my mission as a publisher. I want to provide a menu of options. We're not always hungry for the same thing every day. Well, unless you're a zombie.

May you fight off the hordes of rotting dead without getting bitten. If you see Barbara, tell her I said hi.

Dan Proctor
October 2011

Writing: Daniel Proctor
Editing: Daniel Proctor and Ryan Denison
Cover and interior illustrations: Mark Allen
Cartography: Daniel Cruger

Thanks go to Ryan Denison for suggestions and feedback. Special thanks go to the original Pacesetter crew, Mark Acres, Troy Denning, Andria Hayday, John Ricketts, Gali Sanchez, Carl Smith, Garry Spiegle, Stephan D. Sullivan, and Michael Williams. It is an honor to take the torch and keep running with it.

ROTWORLD, ROTWORLD logo, TIMEMASTER, Pacesetter System, Pacesetter logo, Labyrinth Lord, and Mutant Future are trademarks of Daniel Proctor. Copyright 2011, 2012 Daniel Proctor. Some interior illustrations Copyright 2011, Mark Allen, used under license.

TABLE OF CONTENTS

TABLE OF CONTENTS.....	3	Called Shots in Combat	28
CHAPTER 1: THE GAME.....	5	Helpless Defenders	28
INTRODUCTION	5	LEARNING THE SEQUENCE OF PLAY.....	28
WHAT IS A ROLE-PLAYING GAME?.....	5	DECLARATION	28
USING DICE	5	WHO GOES FIRST?.....	29
THE CM	6	Within Each Round: Initiative	29
THE CHARACTERS.....	6	Within Each Step.....	29
ABILITIES, SKILLS, AND TALENTS	6	PARANORMAL TALENTS IN COMBAT	29
SCORES	6	Willpower Loss.....	29
CHECKS.....	6		
General Checks	6		
Specific Checks on the Action Table	6		
USING MAPS	7		
LEARNING TO PLAY	7		
EXAMPLE OF PLAY.....	7		
CHAPTER 2: CHARACTERS	8		
THE CHARACTER SHEET	8		
HOW TO CREATE A CHARACTER.....	8		
THE EIGHT BASIC ABILITIES.....	10		
ABILITY CHECKS.....	11		
ABILITY CHECK RESULTS KEY	11		
BACKGROUND NOTES.....	12		
CHARACTER ADVANCEMENT	12		
Using Experience Points.....	12		
CHAPTER 3: SKILLS	13		
SKILL LEVELS	13		
SKILL SCORES	13		
WILLPOWER AND STAMINA.....	13		
SKILL CHECKS.....	13		
EXCLUSIVE SKILLS.....	13		
Knowledge and Research Skills.....	13		
Knowledge Checks	13		
Research Checks	13		
SKILL List.....	14		
Combat Skills.....	14		
NON-COMBAT SKILLS	14		
UNARMED MELEE SKILLS	14		
ARMED MELEE SKILLS	15		
SPECIAL WEAPONS SKILLS	16		
MOUNTED SKILLS.....	16		
MISSILE WEAPON SKILLS.....	16		
NON-COMBAT SKILLS: THE STUFF OF LIFE	17		
CHAPTER 4: PARANORMAL TALENTS	23		
WILLPOWER AND PTs.....	23		
TALENT Descriptions	23		
CHAPTER 5: BASIC ACTION.....	26		
GAME TIME.....	26		
FEAR (Optional Rule)	26		
Fear Results	26		
SURPRISE	26		
Surprise Checks.....	26		
FIELD OF VISION.....	27		
Light Sources.....	27		
Watching Behind	27		
SEQUENCE OF PLAY DURING A ROUND.....	27		
The Sequence of Play.....	27		
COMBAT PROCEDURE	27		
Combat Procedure.....	27		
		MISSILE COMBAT.....	30
		Skilled vs. Unskilled Attacks.....	30
		Sighting.....	30
		Missile Attack Modifiers	30
		Defensive Missile Attacks	32
		Missiles into Melee.....	32
		Automatic Rifles	32
		Shotguns.....	32
		Hand Grenades	32
		Miscellaneous Thrown Weapons.....	33
		MOVEMENT	33
		Keeping Track of Movement	33
		Movement Rates.....	33
		Hindered Movement	33
		Multiple Characters in One Space	34
		Leaping and Jumping	34
		MELEE.....	34
		Skilled Melee	34
		Unskilled Melee	34
		Melee Modifiers	34
		Escaping from Melee	34
		Melee Restrictions	35
		DAMAGE FROM COMBAT	35
		Effects of Damage	35
		Critical Wounds	36
		RECOVERY AND HEALING.....	36
		Recovering Stamina	36
		Healing Wounds	36
		SPECIAL DAMAGE.....	36
		Fire	36
		Falling	36
		Catastrophes.....	36
		Exposure	36
		Crazy Stunts.....	36

WHEN THERE'S
NO MORE ROOM
THE DEAD IN HELL
WILL WALK
THE EARTH.
-DAWN OF THE DEAD

POISONS	37	CHAPTER 8: ZOMBOLOGY.....	52
Poison General Check	37	ZOMBIE CONSTRUCTION	52
Poison Specific Check.....	37	Abilities.....	52
SICKNESS and DISEASE	37	Movement	52
Disease General Check	37	Attacks	52
Disease Specific Check.....	37	Attack Damage.....	53
RADIATION.....	37	Weaknesses and Damage.....	53
Radiation General Check.....	37	Hunger Pains	53
Radiation Specific Check.....	37	Zombie Abilities	53
ARMOR IN COMBAT.....	38	Zombie Intelligence	54
How Armor Works.....	38	Zombie Talents	54
Crumpled Armor.....	39	ZOMBIES AND DECOMPOSITION	55
Penetration Bonuses	39	Body Changes	55
Hits to the Arm or Hand.....	39	Decomposition Stages.....	56
Hits to the Head	39	Decay Rate.....	56
Called Shots Against Armor	39	For Every Season.....	56
Shields.....	39	ZOMBIES AND EXPERIENCE.....	56
Stamina Costs of Armor	39	CHAPTER 9: CORPSE MASTER TOOLS	57
VEHICLES IN ACTION	39	Random Encounters	57
Driving Capability.....	40	Number Encountered.....	57
Accidents.....	40	Food Scarcity Effect	57
VEHICLES AND COMBAT.....	40	SCAVENGING.....	57
Vehicles	40	EQUIPMENT.....	57
Heavy Weapons.....	41	FOOD	57
Vehicle Targets.....	42	GAS.....	57
VEHICLE FIRE RESULTS	42	GUNS.....	58
Vehicle Destruction Checks.....	42	ZOMBIE FEATURES.....	58
Firing Mortars	42	PLACES OF REFUGE	59
Optional Tank HE Fire.....	42	CORNER GROCERY.....	59
Flamethrower Fire	42	REPAIR SHOP	59
Melee Against Vehicles.....	42	COUNTY AIRPORT	60
HORSES IN ACTION	43	SHOPPING MALL	61
Obstacles to Mounted Movement.....	43	ACTION TABLE.....	62
Fighting on Horseback.....	43	CHARACTER SHEET	63
CHAPTER 6: PEOPLE YOU MEET.....	44		
MAJOR AND MINOR NPCS.....	44		
NPC STATISTICS	44		
Status Ratings.....	44		
NPC REACTIONS.....	45		
Situation Checks.....	45		
Direct Action Checks.....	46		
DIRECT ACTION RESULTS	46		
BRIBERY	46		
CHAPTER 7: THE DEAD RISE	47		
YOUR WORST ENEMY: THE LIVING.....	47		
SCIENCE OF THE OUTBREAK.....	47		
Chemicals or Toxic Waste.....	48		
Bacteria or Virus	48		
Mutation or Genetic Engineering.....	48		
Radiation.....	48		
Supernatural	48		
Communicability and Onset Time	48		
TIMELINE TO COLLAPSE.....	49		
Emergency Services	50		
Federal Government	50		
Gas Stations	50		
Grocery Stores	50		
Gun Stores	50		
Local Government.....	50		
News Services	51		
Power	51		

ZOMBIE: I CAN FEEL
MYSELF ROTTING.

BERT: EATING BRAINS...
HOW DOES THAT
MAKE YOU FEEL?

ZOMBIE: IT MAKES
THE PAIN GO
AWAY!

-RETURN OF THE LIVING DEAD

CHAPTER 1: THE GAME

INTRODUCTION

Sometimes the dead won't stay dead. Maybe this time it's radiation from an exotic comet, or a super-virus gone feral. The reason doesn't really matter, because the dead are scratching at your doors, pounding at your windows. Right now all that matters is barricading yourself in. ROTWORLD is a role-playing game of survival during a zombie apocalypse.

Zombies, as depicted in film, owe much to *The Last Man on Earth* (1963), which was based on the Richard Matheson story, *I am Legend*. George A. Romero was primarily inspired by this film when he designed the appearance and behavior of his zombies in *Night of the Living Dead*, which established the baseline for depicting zombies in film and literature ever since.

The idea of a zombie apocalypse appeals to us on several levels. One level is the survivalist aspect. Particularly for those of us in the U.S., there is a "survivalist" mindset somewhere below the surface of society. It comes closer to the edge of consciousness at certain times more than others, but it's always there.

For example, relevant at the time this book is being written, the downturn in the economy that occurred a few years ago has brought this survivalist mentality back to the forefront in a way that we haven't seen on a large scale since the Y2K frenzy. People are creating "bugout kits," usually a backpack or something similar filled with supplies and gear in case they have to take off to fend for themselves as the result of societal collapse. There is a move by many to stockpile food, with companies selling bulk dehydrated food in installments so that for the cost of several thousand dollars you can have a few year's worth of food in the basement.

The way we so readily take to this mentality seems to suggest that some dark part of us not-so-secretly *desires*

societal collapse. Maybe it's a chance to start over, or the perception that we could take back control of our lives. There may also be distrust of authority in the equation. Some people, particularly survivalist types, have become ever more alienated by government. They may ask, how many more regulations over our food should we tolerate? Why should we be zapped with radiation in order to get on a plane? Many zombie rise scenarios are the result of a government mess-up. A killer virus gets loose, or a chemical developed for war escapes to expose the populace to unintended side effects.

What do zombies add to the mix? The most obvious answer is that they give us an enemy. There's a face to those who would harm us, and it's filled with maggots. But zombies don't just want to hurt us, they have a hunger to consume us. Some of them may be our loved ones, come back as something else.

Zombies are monsters, but they are also us, or at least what we will become. At some level most of us fear death, or at least are repulsed by what nature does to our bodies after death. Zombies are in-your-face evidence of our mortality, and that while at this moment we are vibrant, living beings, this event called death can turn us into puss-bags in a matter of days. So zombies are what we will be, and they represent a death that is quite literally trying to consume us.

These are some of the feelings wrapped into zombie survival horror. As you go forward to create your own world where the dead rise, you'll have to decide what appeals most to you and your players about the genre. By following some of the advice later in this book, you'll be able to design the situation of the rise and the characteristics of your zombies.

WHAT IS A ROLE-PLAYING GAME?

Most people reading this are role-playing game veterans. Nonetheless, a few words are said here for

newcomers. Role-playing games are similar to acting in a play. As a player you take the role of a character (usually of your own design) and pretend that you are that character in a different (make-believe) world. The action takes place in your mind and sometimes with the aid of small figures and maps to track your movement.

This behavior is likely reminiscent of games of make-believe from your childhood. One way a role-playing game differs is that there are a set of rules governing many actions, such as fighting, and another type of player who referees activities and designs the fictional world and its events, the Corpse Master.



USING DICE

The dice used in ROTWORLD have ten sides. Each side has a number ranging from "0" to "9." Ten-sided dice are used in several different ways.

Take a second to roll a die. The number that comes up on top is the number you've rolled. If the number rolled is a "0," read it as "10" instead.

Now roll two or three dice and add them together. Remember that any roll of "0" counts as "10," so rolling a "5," a "0," and a "2" would produce a result of 17 (5+10+2=17). These types of rolls are called rolls of d10. The small letter "d" stands for "dice," and the "10" indicates that ten-sided dice are being rolled.

Often, the rules will require you to roll "1d10," or "2d10" or "3d10." These abbreviations mean to roll one, two, or three dice and add the results together to get your final result.

The dice can also be used to roll percents; that is, to roll numbers between 1 and 100. This is represented as d00 or d%. When percents are being rolled, only two dice are used and the dice are read

differently: one is read as the "tens" die and the other die is read as the "ones." Rolls of "0" are read as "0," not "10." If both dice come up "0," the result is read as "100."

THE CM

In every group of players, one player must separate himself from the others and play a very special role in the game. This player is called the "CM," which stands for "Corpse Master." During a game, the CM does not pretend to be one character, as the other players do. Instead, the CM gets to play all the people, animals, and (of course) zombies that the other players meet in their roles as survivors. The CM also acts as referee; he or she applies the rules of the game and guides the other players through the adventures. In effect, the CM "runs" the game.

THE CHARACTERS

Every person in ROTWORLD is called a character. The characters portrayed by each player except the CM are called player characters—PCs for short. Characters played by the CM are called non-player characters—NPCs for short.

Player characters are people from all walks of life. Police officers, fire fighters, professors, Super-mart cashiers, or anyone else a player desires for a PC. They may have very different backgrounds, but they bring varying skills to a group of PCs, and at least one thing they all have in common is the need to survive during the zombie uprising.

ABILITIES, SKILLS, AND TALENTS

Every character in ROTWORLD has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. These eight Abilities are the core of every character; like human qualities, they tell us what the character is all about. Chapter 2 tells more about the Basic Abilities.

In addition to Basic Abilities, characters have skills. Abilities come naturally, but skills must be acquired. Examples include Martial Arts, Investigation, and Disguise. See

Chapter 3 for more information on skills.

Player characters in this game may, if the CM allows, have paranormal talents—special talents of the mind that go far beyond the ordinary. "Ignore Pain" and "Corpse Visage" are two examples. Characters come by some talents automatically; others they have to learn. See Chapter 4 for more information on talents.

SCORES

In the real world, people differ; certain qualities are strong, others may be weak. They perform some skills like an expert, others merely "well enough." In ROTWORLD, characters differ, too. They have a score for each Ability, which tells how strong that Ability is. They also have scores for skills and talents, which show how well the character can use them. Most scores range from about 20 to 100.

CHECKS

During the game, characters put their Abilities, skills, and talents to use. Some things, they can do automatically, no matter how low their scores may be. But characters can't do everything they try automatically; if they did, the game would be no fun. So when Mira wants to leap across a ravine, or find a needle in a haystack, she must put her scores to the test, and make a "check" with the dice. Checks are percent rolls that determine how an action turns out, when the outcome is in doubt.

Here's where scores come in handy. Jumping across a ravine? That requires Agility. Mira's player rolls the dice, and compares the result to Mira's Agility score: she makes an "Agility check." Finding a needle in a haystack? That requires Perception. Mira's player rolls the dice, and compares the result to Mira's Perception score; she makes a "Perception check." Obviously, dice rolls are important here, so be sure you've read the section above called "Using the Dice."

GENERAL CHECKS

A general check is a percent roll to find out whether a character can do

something difficult. It gives yes or no answers: yes, she does it; no, she doesn't. All general checks work like this: if the percent roll is higher than the score being checked, the character fails. If the roll is lower than or equal to the score, the character succeeds.

Let's say Mira wants to walk across a narrow beam—an action that requires Agility. The CM thinks that's hard to do, so he or she asks the player to make a general check against the character's Agility score. The player makes a percent roll. If the player rolls a number equal to or less than the character's Agility score, the character can walk across the beam. If the player rolls a number higher than the character's Agility score, the character cannot walk across the beam; she falls off!

SPECIFIC CHECKS ON THE ACTION TABLE

Sometimes players need to find a very specific result—such as how much injury an attack causes, or how many clues a character notices. In these cases, a general check is not enough, and players must make a specific check to find results. Specific checks use the ROTWORLD Action Table to find the exact outcome of an action. Take a look at the table in the back of the book. Then read the steps below to learn how to make a specific check.

1. The player rolls a percent and compares it to a score—just as if he were making a general check.

2. If the dice roll is higher than the score, the character fails. If it's equal to or lower than the score, the character succeeds, and the player goes on to Step 3.

3. The player subtracts the number rolled on the dice from the value of the score being checked. Then the player finds the difference on the Action Table, in the ranges listed under "Attack Margin." The row that lies across from the appropriate range will show the result of the check.

4. To find out the exact result of the check, the player must find the appropriate defense column. The game rules will always tell you which column to use, depending on the

check. Checks against Ability scores are usually on Column 2.

5. The player "cross-indexes" the attack row with the defense column. This means that the player follows the row found in Step 3 until he reaches the column found in Step 5. The letter code that lies in the box shared by each one shows the result of the attack.

6. Finally, the CM finds the meaning of the letter code, using one of the "result keys" in the game. The rules explain which one.

Example: Bob, throws a rock at a zombie. The CM asks Bob to make a specific check against his Dexterity score to find out what happens. Bob's Dexterity score is 72.

First, Bob's player makes a percent roll with the dice, and rolls 52. The CM subtracts 52 from 72, and finds the difference—20—under the heading marked "Attack Margin." The result of the attack lies on the 10-29 row.

According to the game rules, this kind of an attack calls for the defender to roll 1d10 to find the defense column, so the CM rolls 1d10. He rolls a 5, so the result lies in the defense column underneath the "5."

The CM cross-indexes the 10-29 row with defense column 5, and finds an "M" on the Action Table. In this example, the CM would look for the "M" in the Armed Combat Results Key, and apply the results for a "Medium Wound." Don't worry about using the keys just yet; for now, you only need to understand the basic procedure: rolling a specific check and finding the letter code result on the Action Table.

USING MAPS

The maps in ROTWORLD typically use squares. On maps these will often have a scale of 1 square = 10 feet. If using miniature figures to track character movement, squares will have a scale of 1 square = 5 feet.

LEARNING TO PLAY

You don't have to memorize everything in this book to learn how to play: the best way to learn is to

start playing as soon as possible! If you're the CM, read through the book first to start to become familiar with the rules. You should understand what you're reading, but there's no need to memorize everything all at once. Read it through again, and see how the game rules apply. Then you're ready to play! If you don't remember a rule just be sure you know where to look it up.

Players who are playing PCs don't need to know the rules quite as well as the CM. They should concentrate on Chapters 2, 3, and 4. Next, they should concentrate on having fun playing their characters, and quit worrying about the rules!

EXAMPLE OF PLAY

During play, a ROTWORLD game is a continuous conversation between the CM and the players. The CM tells the players what their characters can see, hear, and sense, and plays the roles of the "supporting cast." In return, the players tell the CM what their own characters say and do. An outsider might think he was watching improvisational theater, except that players rarely get up and do what their characters do. Still, if the outsider only listened, he might believe he was hearing a play...

CM: Okay. When we left off last week, your characters had finished hammering lumber over the windows. You took the food and water you scavenged at the convenience store to the basement in case you have to retreat there.

BOB: Right. We're ransacking the house to see if there are any weapons, or any other supplies we might have missed.

CM: You locate some dry goods and canned food in a pantry, but you find no weapons other than kitchen knives.

JOE: I peek outside between the boards over a window. How many rotters can I see lurking about?

CM: The sun is setting, but you can make out about a half dozen.

BOB: (to ANN) Should one of us make a run for the shed? We haven't looked at what supplies might be out there.

ANN: Okay, I'll go. You've got that nasty bite on your leg and I'll be faster. Open the door and I'll dash out, just be sure to let me back in!

CM: (to ANN) You have a clear path to the shed. Most of the rotters are still sniffing around Henry's body near the car.

ANN: Okay, I run as fast as I can to the door of the shed and go inside.

CM: The door is slightly ajar, not closed or locked, and when you enter it is almost pitch black since there are no windows and the sun is almost down.

ANN: I turn on my flashlight and look around.

CM: As soon as you switch on the light you see a lumbering shape to your right. Make a surprise check, which is a general check against perception.

ANN: (rolls 87 on d%) I failed! My perception is 64.

CM: You are surprised this round as the zombie lunges at you, teeth gnashing (rolls an attack with d%, the result is 70). He hits you with a margin of 7 (consults the Action Table), that's an "H" result, (rolls 3d10x2) you lose 36 points of current stamina and one wound box. The zombie sunk his teeth in your arm!

ANN: Ahhh! I run back to the house!

CM: Roll 1d10 for initiative (CM rolls a 7)

ANN: (rolls an 8) I won! I flee!

CM: You escape the shed and run back to the house.

BOB: I'm still watching out the window; when she comes up to the porch I open the door.

CM: Ann makes it up to the door, and gets inside.

BOB: I shut the door!

CM: Done.

ANN: How does my arm look?

CM: It looks a lot like Bob's leg wound, but less progressed. It looks like a green tinge has already developed.

BOB: We need some antiseptic, I'll look in the bathroom.

CM: (to Bob) as you look around in the bathroom, you're starting to feel hungry...

CHAPTER 2: CHARACTERS

All of the people (and for that matter, the zombies) in ROTWORLD are called characters. Characters being played by the players are called player characters, or PCs for short. All the other characters in the game are called non-player characters, or NPCs. Usually, the CM plays all NPC roles. NPCs include minor characters, major villains, and anyone else that the PCs meet.

In Chapter 1, we touched briefly on what it takes to make a character: Basic Abilities, paranormal talents, and skills. This chapter explains how to put all these things together—and more—to create your own character. The eight Basic Abilities are explained in detail, as are character background and appearance. Skills and paranormal talents are explained in later chapters.

THE CHARACTER SHEET

During the game, each player keeps track of his or her character on a "character sheet." A blank sheet is provided at the end of this book, which you may copy to use during play. The character sheet is a good tool for learning about characters, since it shows what you need to know during an adventure.

Player: That's you. Record your own name on the sheet to help everyone keep track of "who's who."

Character: Record the name of your character here—the survivor you're going to play.

Background: This includes a number of things: birth date, sex, etc. Refer to the upcoming section called "Background Notes" for more information.

Basic Statistics: These include the eight Basic Abilities, plus a few special scores:

Current Stamina: During the game, characters lose Stamina points due to fatigue or minor injuries. With a little rest, they can regain lost points. Stamina points are subtracted and added to the "current Stamina" score—the Ability score stays the

same. Current Stamina may never exceed the original Stamina Ability score.

Recovery rate: This tells how fast characters can regain Stamina by resting.

Current Willpower: Like Stamina, Willpower may rise and fall during the game. The "current" Willpower score shows the correct level at any given moment. Characters lose Willpower points temporarily when they use certain paranormal talents, or suffer a paranormal attack. The original Willpower Ability score stays the same during the adventure, marking the character's maximum level of Willpower.

Unskilled Melee Score: This score equals a character's base percent chance to attack successfully in hand-to-hand fighting, when he has no skill for that kind of fight.

Penetration Bonus: Strong characters get a bonus to penetrate armor when they're using their hands to strike with or throw a weapon. See Chapter 5 for more information.

Wounds: In ROTWORLD, wounds are serious injuries. Every character has a certain number of wound boxes, to show the number of wounds he or she can receive before dying. The exact number is based on Stamina. During the game, players must mark wound boxes to keep track of how many wounds their characters suffer. When the players run out of wound boxes to mark, the characters die. Fortunately, characters can heal wounds with bed rest—if they get to bed in time. Players then erase the marks in the boxes, to show that the wounds have healed. See Damage and Healing, Chapter 4.

Skills: Characters begin with a number of skills at the beginning (specialist) level, determined by rolling on the table below. Note that a character may sacrifice one skill in order to take another skill up to expert level. Starting skills may never be taken at the master level.

Starting Skills	
Roll d10	Number of Skills
1-3	3
4-6	4
7-9	5
10	6

Paranormal Talents: Paranormal talents (PT) are special powers of the mind, and are entirely optional in the game. Consult the CM as to whether these powers are allowed or exist in his world. A character may choose a number of paranormal talents if he meets the PCN and WIL requirements below.

The character must meet both requirements to qualify for the corresponding number of PTs, or the number of PTs will correspond to the lower of the two. For example, if a character has a PCN of 61 and WIL 80, the character may only choose one PT. If he has PCN 74 and WIL 66 he may choose 2 PTs. If the CM allows, characters that start with paranormal talents may acquire more later by spending experience points.

PCN	WIL	PTs
60-69	50-59	1
70-79	60-69	2
80+	70+	3

Experience Points: Players record experience points (XP) earned through play. More is said about XP and how it is used for character advancement later in this chapter.

HOW TO CREATE A CHARACTER

Follow the steps below to create a character:

1. Assemble the necessary equipment: a pencil, a piece of scratch paper, three ten-sided dice, and a copy of the character sheet. Write your name on the sheet next to "player."
2. Decide upon your character's background, using the guidelines near the end of this chapter.



3. Choose skills. The number of skills a character has are determined randomly as discussed above. If your character has a profession, one skill must relate to it.

4. To determine your character's Basic Ability scores, repeat this process eight times: First, roll 3d10 and add the results together. Then multiply the sum by 2. Finally, add 20 to this product. Your final result will be a number between 26 and 80. Jot this number down on your scratch paper. Repeat until you have eight numbers. If you have three scores of 40 or less, the CM may allow you to roll all such scores again. Your character might be considered "hopeless" with three scores that low. On the other hand, playing a character with low abilities can be viewed as a worthwhile challenge.

5. Assign one of the eight numbers obtained in Step 4 to each of the eight Basic Abilities. The

number you write down by each Basic Ability on the character sheet is your character's score in that Ability. You may assign the eight numbers to the Basic Abilities as you choose. Notice that Ability scores affect your skill scores, so choose accordingly.

6. Add your character's Strength and Agility scores together, divide this sum by 2, and round up any fraction. Write the result on the character sheet as the character's Unskilled Melee score.

7. Use your character's Strength score and the chart below to find your character's Penetration Bonus:

Strength Score	Penetration Bonus
0-49	0
50-59	+5
60-69	+10
70-79	+15
80	+20

8. Fill in the character's Stamina recovery rate. To determine the rate, find the character's Stamina score in

the ranges on top of the Action Table. The number of the column below equals the number of Stamina points the character can recover per round of rest. See Chapter 5 for more information.

9. Use your character's Stamina score and the chart below to determine the number of wounds he can sustain before being killed:

Stamina Score	No. of Wounds
26-36	11
37-47	12
48-58	13
59-69	14
70-80	15

There are 15 wound boxes on the character sheet. Each box corresponds to one wound. If your character should have fewer than 15 wounds (according to the chart above), draw a line through the extra boxes. You must ignore them during play.

10. Choose paranormal talents if PCN and WIL are high enough and if allowed by the CM. Using the formula for each talent, find your character's scores.

11. Find the character's base scores for each skill, using the formulas that you jotted down in Step 3.

12. Find the character's actual scores for each skill by adding 15 to the base score obtained in Step 11.

13. Give your character a name. Fresh Meat may be accurate, but it isn't unique!

THE EIGHT BASIC ABILITIES

Every character has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. Each Ability has a score. For normal human characters, Basic Ability scores range from a low of 26 to a high of 80. These scores have many uses: they help determine how well a character performs, how good his skills are, and—sometimes—whether he lives or dies.

STRENGTH (STR)

Strength is a character's physical muscle power. As a general rule of thumb, the CM should assume that a human character can lift a maximum weight in pounds equal to five times that character's Strength score. That doesn't mean that anything less than maximum weight is easy; it just means it's possible.

Strength is used in the following ways in the game:

Feats of Strength: A character's Strength score is his or her base percent chance to perform some action depending on physical strength, such as lifting or moving a boulder, or shouldering down a door. Usually, a general Strength check should be required any time a character tries to lift over 100 pounds. Remember that no character can lift more than five times his Strength score in pounds.

Unskilled Melee Score = (Strength+Agility)/2: A character's Strength score is averaged with his or her Agility score to produce that character's Unskilled Melee score.

Armor Penetration: A character's Strength score helps determine whether he or she receives a bonus to penetrate armor when using a weapon in hand-to-hand fighting. See the table in Step 7 of "How to Create a Character."

DEXTERITY (DEX)

Dexterity is a character's hand-eye coordination and nimbleness with his or her fingers. It is used in the following ways in the game:

Throwing and Firing: A character's Dexterity score is his or her base percent chance to hit a target when firing or throwing a weapon. (If the character has a skill with that weapon, however, his or her skill score equals the base chance.)

Hand-eye Coordination: A character's Dexterity score is the character's base percent chance to perform some action that depends upon good hand-eye coordination—catching a ball, for instance.

AGILITY (AGL)

Agility is a character's ability to control the overall movement of his or her body. It is used in the game in the following ways:

Nimbleness and Balance: A character's Agility score is the character's base percent chance to perform some difficult or unusual movement, such as leaping a wall, climbing a sheer surface, or swinging on a chandelier into a fistfight!

Unskilled Melee score = (Agility+Strength)/2: A character's Agility score is averaged with his or her Strength score to produce that character's Unskilled Melee score.

PERSONALITY (PER)

Personality is a character's ability to get along with and influence the opinions and behavior of others. It is used in the game in the following ways:

Dynamo or Dud?: A character's Personality score is that character's base percent chance to obtain a favorable reaction from an NPC when requesting assistance or generally trying to establish a friendly relationship.

Deception: A character's Personality score is his or her base percent chance to deceive, mislead, or otherwise use distortions of the truth to influence an NPC's behavior.

WILLPOWER (WPR)

Willpower is a character's mental fortitude. It shows his or her "staying power" in the face of pain, and affects the use of paranormal talents. Willpower is used in the game in the following ways:

Running on Empty: A character's Willpower score is the character's base percent chance to continue action in combat after being critically wounded.

Current Willpower: A character's current Willpower score is temporarily reduced when the character uses paranormal talents. In addition, characters may temporarily lose Willpower points due to paranormal attacks that zombies make against them.

Paranormal Talents Defense Column: A character's Willpower score determines which defense column on the ROTWORLD Action Table shows the results of paranormal attacks against the character.

Paranormal Talent Scores: A player character's Willpower score is a major factor in determining his paranormal talent scores. See Step 10 of "How To Create A Character."

PERCEPTION (PCN)

Perception is a character's ability to notice things in the environment around him. It is used in the game in the following ways:

Sleuthing: A character's Perception score is his or her base chance to notice small clues or hidden items. For example, Perception would be used to find out if the character notices a few drops of blood on an NPC's clothes, or two shoes barely visible below a curtain.

Judge of Character: A character's Perception score equals his or her base chance to judge characters—e.g., tell when they're lying or afraid.

Avoiding Surprise: A character's Perception score is his or her base

percent chance to avoid surprise in a combat situation.

Luck (LUCK)

Luck is the random factor which affects the lives of all player characters. Only player characters have a Luck score; NPCs do not. Luck is used in the game in the following ways:

Escaping Death: A character's Luck score is the base percent chance that the character is still alive when, according to all other rules of the game, the character should be dead. For example, a character with a Luck score of 36 has a 36% chance of still being alive (although certainly in terrible shape) after falling off the top of a skyscraper.

Reducing Damage: A character may "permanently" deplete his or her Luck score by one or two points during combat in an attempt to reduce the amount of damage from certain attacks (see Chapter 4).

Lucky Breaks: The CM can use a character's Luck score to make checks when the character wants a "lucky break" and no other Basic Ability, paranormal talent, or skill score would apply to the situation.

For example, suppose a character is being chased by zombies. The player tells the CM his character is desperately looking up and down the street for a place to hide. The CM might decide to use the character's Luck score as the character's percent chance of finding a suitable place in time to get away from his enemies.

Optional Luck Uses

In addition to the normal uses of Luck, the CM may, at his or her discretion, decide to use Luck in either of the two ways below. At the start of an adventure, the CM must tell the players whether he or she plans to use these options. The decision stands until the adventure is over; the CM can't change his or her mind while the adventure is underway.

The optional uses of Luck are:

Saved by the Bell: When a character is about to be killed, his or her Luck score equals the base chance

that some small stroke of luck will come about, offering a second chance. In these cases, the character doesn't get what he asks for; he gets what the CM decides would be a minimum lucky event.

For example, let's say Fred is fighting for survival in a gas station. He's critically wounded, and close to death. His opponent lets out a moan, and gets ready to make one final bite into Fred's flesh. But suddenly (the CM rolls a successful general check against Fred's Luck score) another survivor shouts at Fred's opponent, distracting it. Fred now has a few precious seconds of "free" time; what he does with it is his own decision.

Coincidental Rolls: Whenever a player makes a percent roll (for any reason), and the result equals his or her Luck score exactly, something moderately lucky will happen for the character.

Example: Fred, a character, is making a general Perception check during play. The dice roll equals his Luck score. The CM decides that Fred suddenly notices something hidden. Or if Fred were hungry, the CM might decide that Fred finds a bit of food; the CM can choose almost anything!

STAMINA (STA)

Stamina is a character's ability to sustain damage and undertake sustained, strenuous activity. Stamina is used in the game in the following ways:

Passing Out: A character's Stamina score is the exact number of damage points that he or she can receive before being knocked unconscious.

During the game, players keep track of damage with their character's current Stamina. In the beginning, current Stamina equals the original Stamina score. But when the character takes damage, his or her current Stamina drops. Damage is never recorded against original Stamina; that score stays listed under Basic Abilities to show the character's "normal" state.

Wounds: A character's original Stamina score determines the number of wounds the character can

take before dying. See the chart in Step 9 of "How to Create a Character."

Recovery Rate: A character's original Stamina score determines the rate at which the character can recover lost Stamina points. See Step 8 in "How To Create A Character."

ABILITY CHECKS

Ability checks can be either specific or general; they are called Ability checks because the check is rolled against a Basic Ability score.

Like all checks, Ability checks are required whenever a character tries to do something that is clearly not a "sure thing." For example, let's say a character named Mira is walking across a narrow beam between buildings, with a horde of hungry zombies waiting below. There is reasonable doubt that Mira can walk across the beam without losing balance and falling, so the CM asks Mira's player to roll a general check against her Agility. If Mira fails the check, she falls off.

A general Ability check can handle most situations that arise during an adventure. In Mira's case, either she falls off the beam or she doesn't; we don't need to know anything more. If the CM wants to add detail to the game, however, or is dealing with a complex situation, then he or she should use specific Ability checks, too.

Column 2 on the Action Table applies to most specific Ability checks, though higher column numbers may be chosen if the situation is particularly challenging. Use the key below to interpret the Ability check results.

ABILITY CHECK RESULTS KEY

L = *Limited success:* The character is barely able to perform the desired action. He or she may suffer damage if the action is dangerous.

M = *Moderate success.* The character can perform the desired action moderately well. He or she may still suffer some damage if the action is dangerous.

H = *High success:* The character completes the action very well. He or

she suffers only minor damage if the action is dangerous.

C = Colossal success: The character does everything exactly right achieving exactly the desired effects. He or she suffers no damage, even if the action is dangerous.

K = Not applicable: "K" results don't apply to Ability checks; just ignore this code.

Use the combat results keys below the Action Table as a guide for assigning damage. See also "Damage" in Chapter 4.

SPECIFIC ABILITY CHECK EXAMPLE

Mira is on a building roof trying to leap across a 10-foot gap between buildings. A specific ability check could be used to determine the results. Mira gets a running start and takes the leap, rolling 58 on d%. This specific check is against her AGL of 72, so her success is by a margin of 14 (72-58=14). After consulting column 2 of the Action Table we see she has a result of "H" on the Defense Column. Since it is a High success she will definitely make the leap. However, applying discretion we can reason that a Colossal success would have gotten her there completely safely, while a limited success might mean she didn't quite make it but landed so that she is hanging over the edge of the building. That situation would require an additional check, probably against STR with a penalty, say rolling on Column 4 instead of 2. In our case, we will interpret a High success as meaning that she made the jump but will need to make another AGL check on Column 2 to avoid stumbling when she lands, and falling down on the other rooftop.

BACKGROUND NOTES

This section offers guidelines for choosing the background and appearance of your new character.

SEX

Choose the sex of your character.

EDUCATION AND PROFESSION

Education and profession should be decided in a way that matches the character's skills. For example, characters with the Medical skill will

be doctors by profession. Characters can be fireman, police officers, professors, truck drivers, lawyers, etc. Any profession is possible.

RACE AND NATIONALITY

Player characters may be of any race and nationality consistent with the rest of their background and the setting, at the CM's discretion.

CHARACTER HISTORY

The player can write a brief history for the character. It need not be long. A paragraph or two is sufficient. A background can help solidify the character's personality and preferences. Depending on the situation, it may be written in conjunction with feedback from the CM to decide where the character was when the dead began to rise, or what's happened to the PC from then until the game begins.

HEIGHT AND WEIGHT

Players should choose the height and weight of their PCs. Any values may be chosen in the normal human range.

CHARACTER ADVANCEMENT

Player characters advance by earning and spending Experience Points (XP). Characters may earn XP in two ways. One way is by defeating zombies. For each zombie destroyed, a certain number of XP are awarded to be divided by the number of characters in the group. The amount of XP awarded per zombie will vary depending on the nature of the zombie.

Secondly, XP may be awarded for good play at the CM's discretion. These bonus XPs will range from 5-50, and can be awarded for clever ideas, risking one's life for others, etc. These guidelines are intentionally vague so that each CM can decide what action is worth extra XP and how much.

Experience points can be used to raise Ability scores, or to improve and acquire skills and talents.

USING EXPERIENCE POINTS

Experience Points are like money in the bank for player characters. Players

can save them up or spend them right away—it's their choice. What can they buy? Higher skill scores, higher Ability scores, brand-new skills, and new paranormal talents.

The table below shows what the player character can buy with XP and how much each item costs.

Players should keep track of XP on their character sheets, adding and subtracting from the total as their characters earn and spend the points. Characters may only "shop" at the end of an adventure.

Notes:

1. Basic Ability scores have a maximum value of 80; players may not raise scores above this limit.

2. Raising an Ability score may cause another score to rise, too: check the formulas for skill scores, paranormal talent scores, and the Unskilled Melee score.

3. New skills are bought at Specialist level. They cannot raise above that level until after the next adventure.

4. A skill cannot be raised more than one level after any given adventure. There's no limit on how many skills they raise, though.

5. PCs can buy any number of paranormal talents, and any number of skills, after an adventure, if the CM allows it. The CM may have other guidelines regarding PTs.

6. XP may be spent on any skill, even skills not related to a PC's profession. This reflects the character being placed in new situations.

XP COST CHART	
Use	SP cost
New skill	500 per skill
New paranormal talent	750 per power
Raise Basic Ability	500 per point
Raise skill from Specialist to Expert	750 per skill
Raise skill from Expert to Master	1,000 per skill

CHAPTER 3: SKILLS

In addition to Basic Abilities and talents, each character in ROTWORLD has skills: special abilities or bits of know-how that stem from training and experience.

Each newly created player character has a number of skills. Characters can gain additional skills and improve their existing ones by spending XP.

NPCs have skills, too. The NPC descriptions in published adventures will include a list of skills these characters have acquired. If the CM creates his or her own adventure, he or she should choose skills for the NPCs to match their roles in the scenario.

SKILL LEVELS

Not everyone who has a skill performs in the same way: you may play tennis very well, but that doesn't mean you're a match for the pro at the local health club. In ROTWORLD, these differences in ability are represented by three levels of skill: Specialist, Expert, and Master. Specialist is the lowest level; Master is the highest. When characters first acquire a skill, they usually start at Specialist level, and then work their way up. (Practice makes perfect, right?)

SKILL SCORES

Just as with Basic Abilities and talents, characters have a score for each of their skills. Skill scores are based on Basic Abilities, plus the level of skill. Just follow these simple steps to figure out a character's skill score:

1. Find the name of the skill on the Skills List.
2. Follow the formula on the chart to figure out the base score. This always involves adding up a few Ability scores, and dividing the sum by the number of Abilities. Fractions are rounded up.
3. Add the appropriate modifier for the character's level in the skill:

SKILL LEVEL MODIFIERS	
Specialist level:	+15
Expert level:	+30
Master level:	+55

These modifiers are not cumulative. When a character advances to the next skill level, he adds the modifier to his base score, not his previous score.

Example: Harry Adams has just acquired Sword skill. To obtain his skill score, Harry adds his Strength score, 58, to his Agility score, 64, for a total of 122. Next he divides this total by 2, obtaining 61. Sixty-one is his base score. Because Harry has just acquired this skill, he now adds the Specialist modifier to 61, and finds that his skill score is 76(61+15=76). If Harry ever acquired Expert level in this skill, his score will be 61+30=91; and if he reaches Master level, his score will be 61+55=116.

WILLPOWER AND STAMINA

Several skills use either Willpower or Stamina as part of their base score. Changes in a character's current Stamina and Willpower scores do not affect a character's skill scores, with the exception of the Distance Running and Swimming skills.

SKILL CHECKS

Characters make skill checks to find out how well they use a skill—just as they make Ability checks. Skill checks can be general or specific, depending on the skill; the rules below tell you which kind of check to make. The Basic Action chapter will explain the checks for combat skills. For non-combat skills—which can be just as vital for survival—characters find the results of most specific checks on Column 3 of the Action Table.

EXCLUSIVE SKILLS

Characters can use most weapons without having skills for those weapons; they just use their Dexterity or Unskilled Melee score as the base chance for success. Not all skills work this way; many cannot be used unless characters actually have the skill.

Such skills are called exclusive. Characters without exclusive skills may never, under any circumstances, attempt to perform actions that require these skills.

KNOWLEDGE AND RESEARCH SKILLS

Some skills, particularly academic (humanities, social sciences) or scientific skills, involve knowledge of broad areas or research. When these skills are used, use the results for each category below:

KNOWLEDGE CHECKS

Knowledge checks are used to determine what a character currently knows about a subject within his area of expertise.

Failure = The facts or information completely escape the character.

L = Limited: Only one relevant fact or detail is known.

M = Moderate: Two relevant facts or details are known.

H = High: Three relevant facts or details are known.

C = Comprehensive: Detailed, expert knowledge is known. It is still possible that some information is outside the character's grasp, but it would be highly specialized or secret. This new information could be learned from another source.

K results are ignored.

RESEARCH CHECKS

Research checks are conducted when an expert seeks to gain new information, whether via reading more literature or conducting scientific experiments. This check reflects both knowing how/where to look for more knowledge and how successful he is at obtaining it.

Failure = The research is a complete failure. No useful results are obtained.

L = Limited: The character is able to obtain one new piece of information after 8 hours of research/experimentation.

M = Moderate: The character is able to obtain up to two new pieces

of information after 4 hours of research/experimentation per item of information.

H = High: The character is able to obtain up to four new pieces of information after 2 hours of research/experimentation per item of information.

C = Comprehensive: The character is able to obtain a virtually unlimited amount of information after spending at least 1 hour of research/experimentation per item of information. This can be carried on until all useful information about the subject/research problem has been gained.

K results are ignored.

SKILL LIST

Consult the following list of skills as a quick reference. Skill descriptions follow.

COMBAT SKILLS

UNARMED MELEE SKILLS

† Boxing (Str+Dex+Agl)/3
 † Wrestling (Str+Agl)/2
 † Martial Arts (Str+Dex+Agl+Wpr)/4
 † Advanced Self-defense (Str+Dex+Agl+Wpr)/4

ARMED MELEE SKILLS

Bayonet (Str+Agl)/2
 Blackjack (Str+Agl)/2
 † Bullwhip (Str+Dex+Agl)/3
 Dagger/Knife (Str+Agl)/2
 * Lance, horseman's (Str+Agl)/2
 Polearm (Str+Agl)/2
 Short handled weapons (Str+Agl)/2
 Swords (Str+Agl)/2
 * Florentine style (Str+Dex+Agl)/3

SPECIAL WEAPONS

† Bola (Dex)
 † Lasso (Str+Agl)/2
 † Net (Str+Dex+Agl)/3

MOUNTED COMBAT SKILLS

Equestrian (Dex+Agl+Per)/3
 * Mounted melee (Weapon skill)
 * Mounted missile (Weapon skill)

MISSILE WEAPON SKILLS

Sling (Dex)
 Crossbow (Dex)
 Shortbow (Dex)
 Longbow (Str+Dex)/2
 Automatic Rifle (Dex)
 Long barreled gun (Dex)
 Pistol (Dex)

THROWN WEAPON SKILLS

Axe (Str+Dex)/2
 Dagger/Knife (Str+Dex)/2
 Dart (Str+Dex)/2
 Javelin (Str+Dex)/2
 Spear (Str+Dex)/2
 Grenade (Dex)

NON-COMBAT SKILLS

Computers (Pcn+Luck)/2
 Demolitions (Pcn+Dex)/2
 Disguise (Pcn+Dex)/2
 Distance Running (Current Sta)
 Electronics (Pcn+Dex+Luck)/3
 Forgery (Pcn+Dex)/2
 Gambling (Pcn+Luck)/2
 Humanities (Pcn+Wpr)/2
 Investigation (Pcn+Wpr+Per)/3
 Journalism (Per+Wil+Luck)/3
 Language (Pcn+Wil)/2
 Mechanics (Pcn+Dex)/2
 Military (Str+Wpr+Per)/3
 Medicine (Pcn+Wpr+Per+Luck)/4
 Outdoor Survival (Pcn+Wpr+Luck)/3
 † Pilot (Pcn+Dex+Agl)/3
 Sciences (Pcn+Wpr)/2
 Security Devices (Pcn+Dex+Luck)/3
 Social Sciences (Pcn+Wpr)/2
 Stealth (Dex+Agl)/2
 Stunt Driving (Pcn+Agl)/2
 Swimming (Current Sta)
 Theft (Pcn+Dex+Wpr)/3
 Tracking (Pcn+Luck)/2

† indicates an exclusive skill.

* a skill that can't be acquired without a prerequisite skill.

UNARMED MELEE SKILLS

Unarmed melee skills usually allow a character to make more than one attack in a round. They reflect skill in hand-to-hand fighting styles, including two special kinds: Martial Arts and Advanced Self-defense. Note that Martial Arts is a "cross-over" skill; it allows characters to make both unarmed and armed attacks.

Boxing

Exclusive: Yes
Base: (Str+Dex+Agl)/3
Check: Specific

Characters using Boxing skill are allowed one extra melee attack per round at Specialist level, two extra attacks at Expert level, and three extra attacks at Master level. Thus, a Master Boxer would get four attacks in a melee step when using his Boxing

skill. In addition, if the Boxer obtains a "K" result, he forces the defender to make an immediate general check against current Stamina. If the defender fails the check, he is knocked out for 100 minutes (roll a percent). If the defender passes the check, he's still knocked down, according to the normal "K" result.

Wrestling

Exclusive: Yes
Base: (Str+Agl)/2
Check: Specific

When characters use Wrestling skill, any "H" on the results key means that the defender is pinned in a "hold." The defender can do nothing while he's pinned, except try to free himself. The hold is broken if: 1) The defender wins initiative and passes a general Unskilled Melee check, Wrestling check, or Martial Arts check—all with a -20 modifier to his score; or, 2) a third party successfully attacks the Wrestler making the hold, using any combat form.

The Wrestler doesn't have to make a check to maintain a hold; it's automatic each round until someone breaks it. For every round that he's held, the defender receives normal "H" unarmed combat damage.

If a Wrestler obtains a "C" result when using this skill, he has managed to make a stronger hold. The results are the same as "H" results, with two exceptions: the held defender suffers a -40 modifier to his checks (rather than -20), and the damage inflicted each round is normal "C" result unarmed combat damage.

"K" results still apply normally. If a "K" result occurs along with an "H" or "C" result, the defender is knocked down and held. The holding character is also on the ground, maintaining the hold.

Characters using Wrestling skill may declare strangling as a called shot. A "C" result is applied as above, in addition to the effects of strangling described in Chapter 5.

Martial Arts

Exclusive: Yes
Base: (Str+Dex+Agl+Wpr)/4
Check: Specific

Characters with Martial Arts skill can also make more melee attacks per round: Specialists make two. Experts three, and Masters four. But that's not all; the skill offers other advantages, too:

1. At Specialist level, a skilled character can "call a shot" to inflict up to five wounds—using the armed combat results key. If the attack result is a "C," the defender takes the specified number of wounds.

2. At Expert level, the skilled character may enter combat armed with nunchakus—lethal weapons that consist of two sticks connected by a chain. Characters can attack with one nunchaku in each hand, if they'd like. All attacks made with nunchakus are considered armed melee attacks. Characters without this skill may not use nunchakus.

3. At Master level, the Martial Artist can use shurikens (sometimes called "throwing stars") as thrown weapons up to a range of 30 feet. The Master can throw this weapon during any missile fire step. Each shuriken counts as one missile attack.

In Chapter 5, we explain that characters must choose one combat form each round. Well, here's the exception to the rule: Martial Arts Masters can mix melee and missile attacks as they choose. The maximum number of attacks is still four, so the character might throw one shuriken as his first attack, throw another later, then kick twice, or... declare a kick, then turn around and throw three shurikens. It's up to the Artist to decide.

Advanced Self-Defense*

Exclusive: Yes

Base: (Str+Dex+Agl+Wpr)/4

Check: Specific

Characters must be Masters in either Boxing, Wrestling, or Martial Arts before they can acquire this skill. Once they have Advanced Self-defense skill, however, they can use any of the unarmed melee skills at a level equal to their level in Advanced Self-defense. Of course, if they already have a higher skill level in an unarmed melee skill, they attack at that level, instead.

In addition, characters with Advanced Self-defense skill shift one defense column to the right when defending in melee—as long as their opponent doesn't have this skill, too. Column 10 is the highest column possible.

ARMED MELEE SKILLS

All skills

Base: (Str+Agl)/2 (usual)

Check: Specific

Armed melee skills are simply skills with melee weapons. Most do not offer extra attacks per round, but they increase a character's accuracy (chance to hit) with the weapon. The Skills List has all the armed melee options. Many are self-explanatory (e.g. Dagger skill means you have skill with a dagger), so no further description is needed. Those that are unusual in some way, or present an exception to a rule, are listed in detail below.

Bayonet

Characters with this skill gain one additional bayonet attack per round for each level of skill: Specialists can make two attacks, Experts, three; Masters, four.

Blackjack

A blackjack is a nasty weapon that resembles a short, heavy club, usually covered with leather. Characters with this weapon skill can sometimes knock their opponents out, provided they make it a called shot. The opponent must have his back turned, or be surprised. Then if the attacker makes the shot, the opponent's current Stamina score drops to zero immediately, and he falls unconscious.

Bullwhip

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

The base for this skill differs from most others of its kind, so be sure to use the formula given here. An attacker can use the bullwhip two ways: First, he can use it to strike an opponent, although the maximum damage it can cause is "M" on the

armed combat key. Second, the attacker can use it to tangle up his opponent: the attacker strikes, and makes tangling a called shot. Any "C" result inflicts no damage, but indicates that the whip is wrapped around the defender, pulling him immediately to the ground. Entangled defenders are helpless. They can free themselves in two rounds, as long as they take no other action during that time.

Lance, horseman's*

Characters with this skill can use any type of cavalry lance as a melee weapon, while they are riding on horseback. A character must have Expert level Equestrian skill before they can acquire this skill. After all, what good would the lance do if you couldn't stay on the horse?. This is a special mounted melee skill; characters with this skill do not also have to acquire Mounted Melee skill with the lance (see below).

Polearms

Characters with this skill can wield polearms and thrusting spears of all types—including pikes, awls, halberds, and other common European polearms.

Short-handled weapons

Characters with this skill are particularly good at bashing and chopping with any short weapon other than a sword, knife, or dagger. Examples of weapons for this skill include the club, mace, axe, morning star, and the flail.

Sword

This skill includes any type of weapon with a blade at least 2 feet long. Examples include the short sword, long sword, two-handed sword, broad sword, cutlass, scimitar, and rapier.

Florentine style*

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

Fighting Florentine style means fighting with a rapier in one hand and a dagger in the other. The rapier is a light sword common in Europe in

the 16th and 17th centuries. Florentine fighting is no easy feat; characters must have Sword skill at Master level before they can acquire this skill. They can still make only one attack per round, but opponents must shift their "defense" on the Action Table one column to the left unless they have this skill themselves. At the CM's option, characters may substitute any straight, one-handed sword for the rapier when using this skill.

SPECIAL WEAPONS SKILLS

Bola

Exclusive: Yes

Base: Dex

Check: Specific

The bola is a thrown weapon that entangles its victims and causes normal armed combat damage. Characters with this skill may throw a bola to a distance of 100 feet. "C" results indicate that the victim is tangled in the weapon and suffers damage; other successful results simply indicate normal damage. Entangled de-fenders fall down, and are bound and helpless for at least 2 rounds. The defender can free himself in that time, provided he takes no other action. If a friend of the victim has a knife or similar tool, he can cut through the bola in 1 round, and free the tangled character.

If players use the optional hit location system in Chapter 5, a character may cut himself free in 1 round if his arms and hands are not entangled.

Lasso

Exclusive: Yes

Base: (Str+Dex)/2

Check: Specific

The lasso is a rope with a sliding noose at one end. It has no effect unless the attacker gets a "C" result. A "C" result indicates that the attacker has successfully entangled the defender in the lasso. The entangled defender is knocked down, bound, and helpless. See the Bola skill description above for a character's ability to free himself (or be freed); the same rules apply. Characters with Lasso skill can throw a lasso no

further than 15 feet. No range modifiers apply.

Net

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

Roman gladiators often used this weapon while fighting in "the games." The weapon has no effect except on a "C" result. A "C" result indicates that the defender is entangled in the net. See the notes on the bola for the defender's chance to free himself (or be freed); the same rules apply.

As long as the defender is tangled in the net, he must make a general Agility check each round to remain standing. If he fails the check, he immediately falls down, and is considered "on the ground" until he stands up—which also requires a general Agility check. The entangled defender may use no melee skill in attacking, and defends in melee on Column 1 while entangled.

MOUNTED SKILLS

Equestrian Skill

Exclusive: Yes

Base: (Dex+Agl+Per)/3

Check: General, Specific

Any character without this skill can ride a horse under normal circumstances. This skill allows the character to stay in the saddle (and in control) under more difficult circumstances: in melee, during high-speed chases, and during dangerous leaps or stunts, for instance.

The rider must make a general check whenever he tries to do something on horseback that in the CM's judgment could cause him to fall off the horse. A successful check indicates the character stays in the saddle.

If characters use this skill to perform stunts—such as clinging to the side of a moving horse to use the animal for cover—they must make a specific check. Only "C" results indicate success; everything else spells failure.

It always seems to happen: you get up on a high horse, and someone tries to knock you off. When an opponent tries to push or pull a skilled Equestrian from his horse, the

Equestrian "defends" against this melee attack by using the defense column lying beneath his skill score (use the ranges at the top).

Mounted Melee*

Exclusive: Yes

Base: as weapon

Check: Specific

Characters with this skill make good use of melee weapons while they're riding. Characters without this skill suffer a -40 modifier, as explained in Chapter 5. Characters must have reached Expert level in the Equestrian skill before they can acquire this skill. Mounted melee attacks are made using the character's skill score with the weapon being used, or his Unskilled Melee score; no modifiers for skill level apply to Mounted Melee itself.

Mounted Missile*

Exclusive: Yes

Base: as weapon

Check: Specific

Characters with this skill have received training to fire or throw weapons on horseback. (Some weapons are excepted; see the Missile Weapons Table in Chapter 5.) Characters without this skill suffer a -40 modifier, as described in Chapter 5. A character must be an Expert (or Master) Equestrian before acquiring this skill. There's no need to advance in this skill, since the base chance always equals a missile-weapon skill score.

MISSILE WEAPON SKILLS

Missile weapon skills reflect training with any weapon that you can fire, sling, or throw. With the exception of firearms, these skills do not offer additional attacks per round, but they increase a character's chance to hit when using a particular missile weapon.

Sling

Exclusive: No

Base: Dex

Check: Specific

The sling is simply a piece of leather or cloth bound by thongs. To "load" the weapon, the attacker places stones or rounded pieces of metal in the center of the sling. To "fire," the

attacker swings the sling over his head, releases one thong, and then lets the contents fly toward the target.

Bow Skills:

Exclusive: No

Base: Varies

Check: Specific

There are three bow skills:

Shortbow: Base = Dex

Crossbow: Base = Dex

Longbow: Base = (Str+Dex)/2

In addition to increasing accuracy, these skills increase the speed with which the skilled character can reload and be ready to shoot again. Characters cannot shoot any bow more than once per round. Furthermore, they need several rounds to reload, as shown on the following chart:

BOW RELOADING			
Rounds Required To Reload			
Level	Long-	Short-	Cross-
Unskilled	5	5	12
Specialist	4	4	10
Expert	3	3	8
Master	2	2	6

Firearms Skills

Exclusive: No

Base: Dex

Check: Specific

All firearms skills allow a character to make one additional missile attack per skill level, per round—up to the maximum rate of fire for the weapon. There are three specific firearms skills:

Automatic Rifle - This skill includes the use of submachine guns, all automatic rifles, and the photon rifle (in sci-fi settings).

Long-barreled guns - This skill includes the use of the arquebus, musket, dragoon musket, rifle and shotgun.

Pistol - This skill includes the use of hand guns of all types, including derringers, revolvers, automatic pistols, and flintlock pistols.

Long-barreled gun skill enables a character to reload a musket or dragoon musket more rapidly than an unskilled character. Here's how long it takes to reload:

Skill Level	Rounds to Reload
Unskilled	4
Specialist	3
Expert	2
Master	1

Beam Weapon Skills

Exclusive: No

Base: Dex

Check: Specific

Characters can acquire two separate skills with beam weapons: Laser pistol and laser rifle. The CM may only allow these in sci-fi settings.

Thrown Weapon Skills

Exclusive: No

Base: (Str+Dex)/2

Check: Specific

Five separate skills make up this group: Axe/Tomahawk, Dagger/Knife, Dart, Javelin, and Spear. These skills simply increase a character's accuracy when throwing these weapons; they don't allow him to throw more than one weapon per round. Dart skill refers to a special small, thrown weapon used in Roman and Western Medieval cultures; it does not refer to the 20th-century leisure game.

Grenade

Exclusive: No

Base: Dex

Check: Specific

Characters with Grenade skill don't just toss and take their chances; they've practiced to increase their accuracy in throwing any type of hand grenade.

NON-COMBAT SKILLS: THE STUFF OF LIFE

Non-combat skills are simply non-fighting skills. That doesn't mean these skills don't help a character survive—they do! Skills often reflect a character's profession. Characters use non-combat skills to protect themselves, gather information, and succeed in their adventures.

When characters must make a specific check for a non-combat skill, the result always lies on Column 3 of the Action Table.

Computers

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific (secret)

Computer skill enables a character to get information from these machines. The character can reprogram a computer, too, if hackers have tampered with it.

Before a character can interact with a computer, he must first find a terminal or some other communications link. Computer skill does not help a character do this.

Once access has been gained, though, this skill becomes useful. Characters must overcome any security program the computer may have before they can get information or start programming. Computer skill assists them in overcoming security.

Finally, the character must find the information he is looking for in the computer's files, and/or accomplish any reprogramming necessary. Computer skill also assists a character in doing this. Characters can learn just about anything from a computer, as long as that information already lies in the machine. Published adventures will specify how much information a computer contains, and the CM should decide this for his own scenarios, too, before play begins.

To get information from a computer, characters must tell the CM exactly what they want to find out. They cannot ask for "everything the machine has about this guy"; instead, they must be specific. For example, they might ask, "Can we find a record that says this person deposited money in this bank last week? What was the amount?" If they ask, characters can also find out whether someone has reprogrammed the computer.

This skill requires a secret specific check. Use the following key to interpret the results:

L = *Little success*: the character needs 1-100 hours (roll percent dice) to pass the security and get information (or reprogram it).

M = *Moderate success*: the character can get the desired data or

do the reprogramming in 1d10 hours,

H = High success: the character can get the information or do the reprogramming in 1d10/2, rounded up, hours.

C = Colossal success: the character can get the information or do the reprogramming in 1d10 minutes. Ignore "K" results.

The CM may optionally allow characters to make a Luck check when using this skill. If they pass, the characters stumble across extra information or clues, beyond the information they requested.

Demolitions

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters with this skill can use explosives of all kinds, if they can get them. When a character uses this skill, he must state exactly what he wishes to happen, including the radius of the area to be affected. The CM treats all explosions as 100% catastrophic damage.

Use of this skill requires a specific check—a secret one at that—rolled by the CM. The CM should use this key to interpret the results:

L = Limited success: The explosion has the desired effect, but the blast affects a radius 50 feet larger than intended.

M = Moderate success. The explosion has the desired effect, but the blast affects a radius 25 feet larger than intended.

H = High success. The explosion has the desired effect, but the blast affects a radius 10 feet larger than intended.

C = Colossal success. The explosion has the desired effect in the intended area.

If the specific check shows failure, the CM should roll percent dice. A roll of 01-50 means the explosives did not go off on schedule. They may explode later, however; there's a 10% chance per round until the characters leave the area. A roll of 51-00 means the characters used too much explosive; the blast radius is 100 feet larger than intended.

Disguise

Exclusive: Yes

Base: (Per+Dex)/2

Check: General (secret)

Characters with this skill can use clothing and make-up to change their appearance. They can also disguise other people, if those people are willing.

Characters can use this skill to change basic appearance and facial features; unskilled characters cannot do this. However, this skill cannot change a character's apparent height by more than six inches, nor his or her weight by more than 20 pounds. Furthermore, Disguise skill does not enable a character to pass for a specific person.

Disguise skill requires only a general check. The CM should roll this check secretly, letting the results become known during play.

Success indicates that the disguised characters are taken at face value for at least 12 hours, unless they do something which obviously does not fit within the role they are playing. Roll a new check every 12 hours, until the character removes the disguise.

If characters fail their Disguise check, the first NPC who encounters them and passes a secret general Perception check (rolled by the CM) will realize that the disguised PCs are imposters. If the NPC already knows the disguised PCs' faces, he or she will recognize them. See Chapter 6 for information on how this NPC would react to uncovering such a fraud.

Distance Running

Exclusive: Yes

Base: Current Sta

Check: None

Characters who do not have this skill are allowed to run no more than 30 minutes; they must then get a full eight hours' sleep before running any further. This skill enables a character to run much longer and for greater distances. To find out how long and how far, add the character's skill-level modifier to his or her current Stamina to find the Distance Running score. Now find the column on the Action Table corresponding to this

skill score. The column number below shows the speed in miles per hour that the character can run, and the number of hours the character can continue to run before needing eight hours of rest.

Electronics

Exclusive: Yes

Base: (Pcn+Dex+Luck)/3

Check: Specific (secret)

Successful use of this skill lets a character make field repairs of electronic devices such as radios, televisions, communicators, calculators, and listening devices ("bugs"). If the character can find the proper equipment and materials in the field, he or she can make these electronic devices, too. Characters must have an electronics tool kit to use this skill.

Characters make specific checks to find out how well they use this skill. Read the key below to interpret the Action Table results:

L = Limited success: repair or construction takes 1d10 hours, and the device will work for 2d10 hours.

M = Moderate success: repair or construction takes 1d10/2, rounded up, hours, and the device will function for 3d10 hours.

H = High success: repair or construction takes 1d10/2, rounded up in hours, but the device will function 2d10x2 hours.

C = Colossal success: repair or construction takes 3d10x2 minutes; the device will work normally as long as it has a power source.

Failure of the check means the character wastes 1d10 hours before he knows that he has failed.

The CM should roll all of these checks secretly and then let characters begin their repair or construction work, not telling them the results until the time indicated by the dice has expired. Characters can always give up before the time runs out, but they have no chance for success if they do.

Forgery

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters with Forgery skill can produce hand-written and other

documents, given the correct supplies, that look authentic. To forge the document, the character must have a sample of the handwriting or document type (as appropriate) he or she wants to copy. In the case of handwriting, the forger must have a sample of at least 100 words. Then he or she must pass a specific check, rolled secretly by the CM. The key below describes the results:

L = Limited success: Characters who know the original handwriting well can make a general Perception check to see if they notice the forgery.

M = Moderate success: Same as "L" result, but characters make the Perception check with a -20 modifier.

H = High success: Same as "L" result, but characters make the Perception check with -40 modifier.

C = Colossal success: Characters without Forgery skill cannot detect the forgery, even if they know the original handwriting or document type well.

The CM should reveal the results during the normal course of play—as the characters themselves would make the discovery. Failure of a check means the forgery is obvious; anyone who knows the genuine handwriting will detect the forgery on sight, no check required.

Characters with Forgery skill can detect forgeries as well as make them. To detect a forgery, they must have a copy of the genuine handwriting or document type to which the forgery can be compared. Detection still requires a specific check. Characters succeed if they get a result equal to or higher than the result earned by the forger (L, M, H, C; L is low, C is high). If the forger is unknown, or didn't make a check, then the CM must specify the level of quality.

Gambling

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific

Characters who have this skill know games of chance extremely well, so they can cheat to skew the odds. Games of chance include poker, craps, and any other card or dice game.

In any game, characters play "hand by hand." All participants in the game must first agree on the stakes: the amount to be wagered. Each participant then rolls percent dice (the CM rolls for NPCs). High roll wins the stakes multiplied by the number of players.

Characters who cheat can increase the amount of their die roll. In order to cheat, the character must declare his intent before anyone rolls the dice. The player rolls a specific check against his character's skill score. The result lies on the defense column below the Perception score of the "duped" character—the victim of the cheat. If more than one NPC is involved in the game, use the highest Perception score.

Use the key below to interpret the result of the check.

L = Limited success: the character may add 10 to his or her percent roll.

M = Moderate success: same as "L" but add 15 to the roll.

H = High success: add 20 to the roll.

C = Colossal success: add 40 to the roll.

Failure = The character gets caught—with an Ace down his sock, or extra dice in his pocket. Use the guidelines in Chapter 6 to see how his victims react.

Humanities

Exclusive: Yes

Base: (Pcn+Wpr+Per)/3

Check: Specific

This is a broad category from which the player must choose a specific humanity discipline. A list and brief description of several humanities follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

History: this skill covers knowledge of historical places and items.

Linguistics: This skill reflects knowledge of language, its structure and use, understanding of dialects, and the ability to distinguish accents. It does not necessarily grant fluency

in any particular language. See the Language skill for knowing additional languages.

Literature: This skill represents knowledge of different kinds of literature through time and in different cultures.

Investigation

Exclusive: Yes

Base: (Pcn+Wpr+Per)/3

Check: Specific (secret)

This skill offers two options:

1. Questioning. A character can use this skill score instead of his Personality score when he questions an NPC about a person or event.

2. General Investigation. A character with this skill can gather information from large groups of minor NPCs, provided he or she spends several hours canvassing a neighborhood, or working through a crowd. This skill enables the character to ask questions that bring out hidden information. (Characters can best use this skill when the CM has not prepared clues and witnesses who can be found in specific locations.)

In both cases, the Investigation skill temporarily boosts the character's Perception: when the character gathers information, he or she does so with a +20 bonus to his Perception score.

This skill could be used to help track down someone in hiding. It can also prove helpful if the PCs are in legal trouble.

The CM rolls a secret specific check to determine how well characters perform this skill. When the character uses the skill to question a specific NPC, use the direct action check results in Chapter 6. When the character uses this skill to make general surveys, use the following results key to find out how well he does:

L = Limited success: the character uncovers one major lead or fact, or one important witness in 1d10 hours.

M = Moderate success: the character uncovers two major leads, facts, or witnesses in 1d10 hours.

H = High success: the character uncovers three leads, facts or witnesses in 1d10/2 (round up) hours.

C = Colossal success: the character uncovers four leads, facts, or witnesses, plus many minor details, in 1d10/2 (round up) hours.

Failure means the character spends 1d10 hours in investigation, but still learns nothing of value.

This skill does not allow a character to pull information out of thin air. If no one's around to give him clues, then not even a successful result will offer any useful information. And if no one witnessed a crime, then the Investigator simply cannot gain information from a witness—no witness exists!

Journalism

Exclusive: Yes

Base: (Pcn+Per)/2

Check: General and Specific

Characters with this skill have the abilities of a professional journalist, and may be affiliated with a television station, newspaper, or other news source. In the course of developing this skill the character becomes well traveled and knowledgeable about a variety of things and issues. This skill can be used to know the proper contacts of prominent businesses or governments. It may also be used to know about recent or old news. The previous examples would require a general check of the Journalism skill.

This skill may also be used to investigate an issue, in a similar fashion to the skill Investigation. This is a specific skill check using the results from the Investigation skill, but the time it takes to gain the knowledge is doubled to reflect the fact that a journalist has to track down and converse with sources in order to attain information.

Language

Exclusive: Yes

Base: (Pcn+Wpr)/2

Check: Specific

Characters are fluent in one native language automatically, but this skill may be taken to become fluent in one additional language per skill. This skill can be used both for living languages and more obscure languages that have fallen out of use. Characters may engage in normal conversation, reading, and writing

with no required skill check. However, if reading or communicating in a very technical subject or when dealing with a different accent or dialect, a specific skill check is required. This check shifts to column one when looking at results if the character also has the Linguistics (Humanity) skill. See below for interpreting results:

Failure: The character does not understand.

L = Limited Understanding: The character understands about 25% of the meaning, but not any complete ideas.

M = Moderate Understanding: The character understands about 50% of the meaning, with some but not all ideas understood.

H = High Understanding: The character understands about 75% of the meaning, with an understanding of some of the key points but missing fundamental insight.

C = Complete Understanding: The character completely understands.

Mechanics

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters can use this skill to build anything from small electrical motors to jet engines and spacecraft drives (in a sci-fi setting). As with the Electronics skill, characters must find the proper materials in the field before they can use Mechanics. The CM rolls a secret specific check when characters use this skill. Use the key listed under "Electronics" to interpret the results.

Military

Exclusive: Yes

Base: (Str+Wpr+Per)/3

Check: Specific

Characters with the Military skill are knowledgeable about military practices and strategies; they can attempt to predict enemy behavior, from how they may attack to what kinds of strategic placements of traps or troops the enemy may be likely to use. When used in this way the skill requires a specific check using the outcomes for Knowledge and research checks. This skill may also be used to influence people in a

military situation, either one category better or worse, as desired, in the results from a Direct Action Check.

Medical Skill

Exclusive: Yes

Base: (Pcn+Wpr+Per+Luck)/4

Check: General

Characters with this skill are medical doctors. Doctors may use their skill to do the following things:

1. Doctors can treat critically wounded characters during combat, providing emergency bindings and pain-killers. Treatment takes two consecutive rounds. During that time, neither doctor nor patient may take any other action or suffer an attack; if either occurs, the treatment is void that round.

Characters who receive these "quick fix" treatments don't have to make a Willpower check each round to take action. They can keep on fighting, but the treatment does nothing to protect them from further wounds or death. Doctors can treat themselves, too, but they must pass a general current Willpower check before they try.

2. If doctors care for wounded characters daily, they double the rate at which the patients heal wounds.

3. In scenarios involving poisons and disease, doctors can diagnose the type of poisoning or disease and administer the appropriate antidote or cure/treatment. Antidotes save characters who would otherwise die from the poisoning.

Doctors must pass a general check every time they hope to use this skill successfully in the ways mentioned above. This skill may also be used in a specific check for a Knowledge and Research check when trying to find the cure for an unknown disease or other medical situation.

Outdoor Survival

Exclusive: Yes

Base: (Pcn+Wpr+Luck)/3

Check: Specific

This skill enables characters to find food, water, and shelter when these things are in short supply. If they find shelter, they can prevent exposure damage; see Chapter 5. Characters must make a specific check to use this skill, and they can

try only once per day. Use the key below to interpret results:

L = *Limited success*: the character finds sufficient food, water, and shelter to serve one character for one day.

M = *Moderate success*: the character finds sufficient food, water, and shelter to serve two characters for one day.

H = *High success*: the character finds sufficient food, water, and shelter to serve four characters for one day.

C = *Colossal success*: the character finds sufficient food, water, and shelter to serve all desired characters for one day.

Failure means that the character doesn't turn up a thing: no water, no food, no shelter.

Pilot

Exclusive: Yes

Base: (Pcn+Dex+Agl)/3

Check: General

Characters with Pilot skill can fly helicopters, aircraft and spacecraft (space shuttles or more advanced craft in a sci-fi setting), and fire any weapons on those craft—though not necessarily at the same time.

Sciences

Exclusive: Yes

Base: (Pcn+Wpr+Pet)/3

Check: Specific

This is a broad category from which the player must choose a specific science. A list and brief description of several sciences follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

Biology: This is the study of all life, including plants, animals, and fungi. Knowledge of animal behavior is part of this skill. This skill includes expertise in physiology and genetics, and can be used for identifying organisms. A biologist may attempt to find cures for disease or engage in genetic engineering (given the proper facilities).

Chemistry: This area includes knowledge of chemicals and chemical reactions. It is useful for constructing, identifying, or synthesizing substances.

Geology: This skill provides knowledge of physical planetary processes like volcanism, plate tectonics, and erosion. This includes information about minerals, how to identify them, and how planetary structures are formed.

Physics: This skill provides knowledge of the physical properties of the universe, from the law of gravity or thermodynamics to quantum physics.

Security Devices

Exclusive: Yes

Base: (Pcn+Dex+Luck)/3

Check: Specific

Use of this skill enables a character to find and defeat security devices, including locks, traps, alarms, and electrical or electronic gadgets. Each use of the skill requires a specific check, with results from the following key:

L = *Limited success*: the character successfully defeats any normal lock or combination lock, but fails to find and defeat electrical or electronic alarm systems, which go off!

M = *Moderate success*: the character finds and defeats any lock and electrical alarm system, but fails to detect and defeat any electronic system (such as "electric eyes," pressure plates, etc.): the latter, unfortunately, go off.

H = *High success*: same as "M" result, but the character does find electronic systems and realizes he cannot defeat them before they go off.

C = *Colossal success*: the character find and defeats all locks and alarms systems.

Failure indicates the character is unable to deal with a given lock or system until he or she has gained one level in this skill.

Social Sciences

Exclusive: Yes

Base: (Pcn+Wpr)/2

Check: Specific

This is a broad category from which the player must choose a specific social science. A list and brief description of several social sciences follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

Anthropology: This skill grants knowledge of different cultures and cultural practices, from kinship to religion and customs. It also grants information about human evolution and knowledge of fossils and the human skeleton. In addition, the character is versed with archaeology and the techniques of excavation.

Geography: Characters with this skill understand the weather, flora, fauna, cultures, and land characteristics of an area. This skill also grants knowledge of how to use and design maps.

Psychology: This skill provides knowledge of psychological disorders and individual behavior. This skill is useful for predicting behavior or gaining insight into motives, and diagnosing and counseling mental disorders or other psychological ailments.

Sociology: This skill provides insight into societal structure and patterns of human behavior at the population level, from crime rates to what variables influence specific trends.

Stealth

Exclusive: Yes

Base: (Dex+Agl)/2

Check: Specific

Stealth is the ability to move silently and stay out of sight, using darkness, doorways, or other natural cover to remain hidden. Characters who use this skill successfully—that is, who escape detection—can surprise their opponents by applying a -20% to their Perception checks. Characters who use this skill must make a

specific check each round. Read results from this key:

L = Limited success: victims of the "sneak" must make a general Perception check with a -20 modifier in order to see or hear the skilled character. ("Victims" include anyone whom the skilled character is trying to bypass or sneak up on.)

M = Moderate success: same as "L" result but the Perception check modifier is -30.

H = High success: same as "L" result but the Perception check modifier is -40.

C = Colossal success: same as "L" result but the Perception check modifier is -60.

Failure means the "victims" have normal chances to spot the character using the skill; they must pass a general Perception check, but suffer no modifiers.

Stunt Driving

Exclusive: Yes

Base: (Pcn+Agl)/2

Check: General

Characters with this skill can perform dangerous "stunts" while driving an automobile, pick-up truck, or any light motor vehicle—motorcycles included. Characters may make "bootleg" turns with a car: forcing the vehicle to turn 180 degrees at high speed in just one round. They may also ram other vehicles, forcing the other driver to make a driving check to stay in control. These are just two of the many possible stunts.

Characters can also use this skill to throw another character off a car, when he's clinging to the roof or hood. The character being thrown must pass a general Agility check with a -40 modifier to stay on the car.

Use of this skill requires a general check each round that it's used. The skill score is modified by -01 for every mile per hour of vehicle speed in excess of 50 miles per hour. If drivers fail the check, they have an accident (see Chapter 5).

Characters can substitute their Stunt Driving skill score for their general Driving score in normal vehicle action (see Chapter 5).

Swimming

Exclusive: Yes

Base: Current Sta

Check: None

Swimming skill enables a character to swim distances of more than one mile. Characters without this skill can only swim one mile before they are forced to rest. In addition, skilled characters can stay in the water for up to 24 hours, and still make forward progress. Find the character's current Stamina score on the ranges above the Action Table. Then multiply the number of the defense column below by 3. The result equals the number of miles that the character can cover while swimming and floating for 24 hours.

Characters who use this skill must make a general Luck check after 24 hours, unless they have reached land. Those who pass the Luck check find some means of support in the water (a log, floating debris, etc.) that will enable them to stay afloat and keep moving forward for another 24 hours. Those who fail this Luck check can only float and drift for another 24 hours, with no additional support.

After 48 hours in the water, the character must make a second general Luck check. Success means the character is rescued, finds land, or otherwise gets out of the water. Failure means the character drowns.

No character can swim for longer than one day without support (though he can still float or drift). Characters must rest on land for a full day after swimming for 24 hours or more.

This skill also grants knowledge and ability to use all gear associated with scuba diving.

Theft

Exclusive: Yes

Base: (Pcn+Dex+Wpr)/3

Check: Specific (secret)

Theft allows a character to pick pockets, filch items in plain view while standing in the middle of a crowd, and so on. Any character can attempt to steal things when no one's around or looking, however. Each time the character uses the skill, the CM must make a secret specific check. The defense column matches

the highest Perception score of the victim or onlookers, as long as they aren't distracted. Read results from the following key:

L = Limited success: the character gets the item desired, but someone immediately notices that it is missing.

M = Moderate success: for 1d10 minutes, no one discovers the theft.

H = High success: for 1d10 hours, no one discovers the theft.

C = Colossal success: no one discovers the theft for 24 hours, and no suspicion is directed toward the character who took it.

Failure, or course, indicates that the character is caught red-handed while attempting to take the item.

Tracking

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific (secret)

This skill allows a character to follow the tracks or trail of an animal or character outdoors. The skill requires a specific check when it is first used, and a new check each time the trail is interrupted and then found again. The CM should roll these checks secretly. Results are interpreted on the following key:

L = Limited success: the character can follow the trail for one mile, at which point it is interrupted. If the character searches carefully, he or she will find the trail again in 1d10 hours.

M = Moderate success: Same as the "L" result, but the character can follow the original trail for 2 miles and find the trail again in 1 to 5 hours.

H = High success: Same as the "L" result, but the character can follow the original trail for 10 miles and find an interrupted trail in only 1d10 minutes.

C = Colossal success: The character can follow the trail to its ultimate end.

Failure of the check indicates the character cannot find the trail. The CM may optionally rule at any time that bad weather or other factors cancel any result except a "C."

CHAPTER 4: PARANORMAL TALENTS

Paranormal talents (PTs) are special mental powers that some people possess. Even some (intelligent) zombies may have paranormal talents. This chapter explains everything you need to know about talents: when they work, how they work, and how long the effects last.

Characters can start with up to three talents. Some talents take only a round to work, but some take longer. All require complete concentration. Whenever a character wants to use a talent he or she can do nothing else. Any successful attack against the character will break his or her concentration and cause the talent to fail.

A full description of each PT follows in the next part of this chapter. The descriptions tell you how to figure out a talent score (always round fractions up), and

which kind of check the talent requires (general or specific). Specific checks occur on Column 2 of the Action Table, unless otherwise noted.

WILLPOWER AND PTS

Most PTs cost a certain number of Willpower points to use, which are subtracted from the character's current Willpower score.

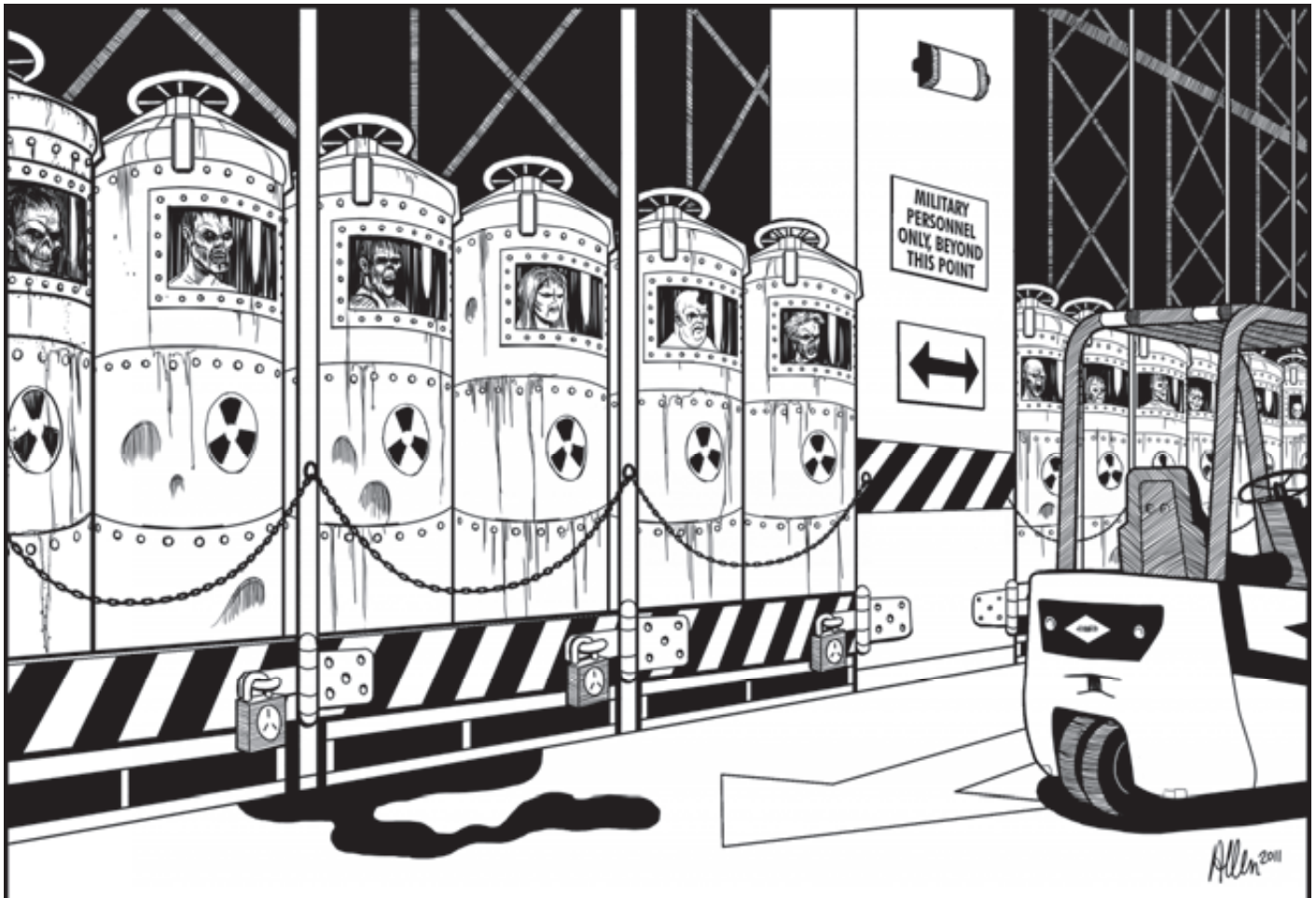
When characters use a talent that costs Willpower, they subtract the points from their current Willpower score during the declaration step, before they actually use the talent. If a character's current Willpower falls below 21, he or she cannot use a talent—in fact, the character refuses to fight, and tries to run for safety (see Chapter 5, "Willpower Loss"). Obviously, you shouldn't declare the use of a talent if the cost would bring your Willpower score below 21.

Characters can spend up to 20 extra Willpower points to use a talent, if they want to increase their chance for success. Each extra Willpower point temporarily raises the character's PT score by 1 point; when he uses the talent once, his score returns to "normal." Remember, no character can use paranormal talents when his Willpower score is below 21.

All Willpower spent to use a PT is lost immediately when spent, regardless of whether the PT succeeds or fails. It's not lost forever, though; sleep brings it back. All characters can recover 10 points of Willpower per hour of uninterrupted sleep—no matter how they lost the Willpower.

TALENT DESCRIPTIONS

Characters may begin with a few PTs if the CM allows them in his game.



Characters can acquire more PTs by spending Experience Points, as explained in Chapter 2. Again, this is at the CM's discretion.

In the descriptions below, "Time Required" tells how long the user must concentrate to make the talent work. "NA" means "Not Applicable."

Corpse Visage

Base: (Wpr+Pcn+Per)/3
Willpower Cost: 50
Check: Specific (secret)
Time Required: 1 round
Range: Unlimited
Duration: See below

This PT may be used in one of two ways. The first way is that the character may appear as an ordinary (unanimated) corpse. To all inspection the character will appear dead. Even zombies will be fooled and will behave accordingly.

Secondly, the character may appear as a zombie. To all outside appearances, including to zombies, the character will look, move, smell, and act as a zombie. This could be used to move safely among zombies for a period of time, for example.

A character feels all damage as normal, and must still have access to oxygen and be in an environment that supports life.

Use the key below to determine how long a character can maintain the guise. Note that the PC will not know how long the guise will last.

Failure: The effect does not work. However, the PC may not be aware of it until it's too late!

- L = *Limited duration:* 1 minute
- M = *Moderate duration:* 30 minutes
- H = *High duration:* 1 hour
- C = *Colossal duration:* 12 hours
- K = Not applicable.

Distance Viewing

Base: (Wpr+Pcn+Luck)/3
Willpower Cost: 30
Check: Specific
Time Required: 10 minutes
Range: Unlimited
Duration: Time of use

This PT is used to view a place from a distance. The specificity of the viewing depends on degree of success. Any distance may be viewed, but the degree of familiarity the

character has with the place influences the results. See the table below.

Familiarity	Check Column
Very	2
Moderately	3
Weakly	4
Unfamiliar	5

Very: The character has been to the location 5 or more times.

Moderately: The character has been to the location 1-4 times.

Weakly: The character has never been to the location, or has seen it only once from a distance, or the location has been described by someone who has been there.

Unfamiliar: The character has never been to the location and has little idea what the place looks like.

See below for interpreting results:

Failure: The character is unable to learn anything about the location.

L = *Limited information:* The character gets a vague idea about the appearance and happenings of the location. The appearance will be general, with no specific people or objects identified. For example, the place is in darkness or lighted, people are present (but no specific number, and unable to discern their nature), the room is large, etc.

M = *Moderate information:* As above, but specific room/location dimensions are known, and approximately 50% of the details of the location are understood. No specific identities are discernable but it is knowable if people are present and zombies may be distinguished from the living.

H = *High information:* As moderate, but approximately 75% of the details of the location are viewable.

C = *Comprehensive information:* The character can view the location and perceive what is happening there as if he were standing there. Limitations of visibility or light do not hinder the viewing, but the viewer does perceive if the area is in darkness, etc.

K = Not applicable.

Dream Walk

Base: (Wpr+Pcn+Per)/3
Willpower Cost: 30
Check: General
Time Required: 30 minutes
Range: 100 yards
Duration: Time of use

A character with this PT may enter the dreams of another person. Once there, he may observe the dream and interact with the dreamer. He may attempt to gain information or seek the answer to a question the dreamer knows. Because of the nebulous and symbolic nature of dreams, the character may only learn one fact or bit of useful information per use of this PT. The dream walker must be within 100 yards of the subject. He must know the location of the specific subject if the target needs to be specific, otherwise the character may enter the dreams of the nearest sleeping person.

Empathy with Undead

Base: (Wpr+Pcn+Sta)/3
Willpower Cost: 10
Check: General
Time Required: 1 round
Range: Line of sight
Duration: Round of use

This unsettling ability allows the character to "get in the head" of a zombie within line of sight. The character can feel and understand the creatures emotions and thoughts, if any, and its broad intentions. For example, if it is walking toward a specific location this information will be gained, or if it feels hate or is thinking a specific thought in words.

Precognition

Base: (Wpr+Pcn)/2
Willpower Cost: 50
Check: General (secret)
Time Required: d10 rounds
Range: Unlimited
Duration: Time of use

Precognition allows a character to sense the outcome of a future event. When using this ability the player must *be specific* in terms of what he or she is trying to see. For example, if he wants to know what will happen if a companion attacks a zombie, the CM may roll the attack dice secretly and reveal to the player what he is

able to discern. Alternatively, the player may be looking to see if the group will encounter zombies in a period of time or as the result of an action, and the CM can roll a random encounter check for a later time and reveal the result to the PC. The CM is entitled to use full discretion in deciding how much information is learned.

Note that the CM should roll the check for using this ability, and keep the results secret. If the check fails, the PC receives false information. The check will suffer a penalty depending on how far into the future the PC desires to see. Refer to the table below.

Time	Modifier
Up to 1 day	0
Up to 1 week	-15
Up to 1 month	-25
Up to 1 year	-35
Up to 5 years	-45
5+ years	-55

Note that there will always be a minimum of a 5% chance of success regardless of the modifier.

Telepathic Sending

Base: (Wpr+Pcn+Per)/3

Willpower Cost: 5

Check: General

Time Required: 1 round

Range: Unlimited

Duration: Round of use

Characters can use this PT to mentally communicate with others. Approximately the same information that can be spoken in one round may be conveyed each round, or mental images may be transmitted. The receiving character may be any distance from the sender, but the sender must know his location. The receiver hears the message as if a voice begins speaking in his or her mind—a "little" voice that matches the voice of the sender. Zombies or other undead may not be sent messages in this way.

Ignore Pain

Base: (Wpr+Per)/2

Willpower Cost: 50

Check: Specific

Time Required: 1 round

Range: NA

Duration: Variable

Successful use of this PT allows a character to ignore physical pain. The greater the result of the specific check, the longer he or she ignores the pain. A character who uses this PT successfully does not have to make a Willpower check in order to take action after being critically wounded.

Use this key to determine how long a character can ignore pain:

Failure: The character feels just as bad as before; the PT has no effect.

L = *Limited duration:* 1 minute

M = *Moderate duration:* 30 minutes

H = *High duration:* 1 hour

C = *Colossal duration:* 12 hours

K = Not applicable.

Read Thoughts

Base: (Wpr+Pcn+Per)/3

Willpower Cost: 10

Check: General

Time Required: 1 round

Range: Line of sight

Duration: Round of use

This PT is used to read the thoughts of others. The thoughts read are surface thoughts at the given moment only, not deeply buried knowledge. The receiver may also assess general mood and disposition toward the sender and others in proximity. Approximately the same information that can be spoken in one round may be received each round. If the subject is envisioning mental images those may be conveyed as well. The receiving character may be any distance from the subject, but the subject must be within the receiver's line of sight. The connection is broken if the subject is no longer in sight.

Sense Undead

Base: (Wpr+Pcn+Sta)/3

Willpower Cost: 10

Check: General

Time Required: 1 round

Range: 100 yards

Duration: Round of use

A character may use this PT to sense the presence of zombies within range. Successful use of this PT will give the character knowledge of how many are nearby, and in what direction and at what distance within range. Position only is indicated, not

necessarily specific rooms if in a building and the character is unfamiliar with the layout.

Speak with (Un)Dead

Base: (Wpr+Pcn+Sta)/3

Willpower Cost: 10

Check: Specific

Time Required: 5 minutes

Range: 10 feet

Duration: Time of use

A character may use this PT to communicate with the dead or a zombie within range. The head of the dead person or zombie must be mostly intact. The subject does not actually speak out loud, but communicates by the mind with the character. The amount of information gained depends on the degree of success of the check and the stage of decomposition of the body. The column used for the specific check may be modified depending on decomposition. Note that the character cannot communicate with skeletonized bodies. See the table and results key below.

Stage of Decomposition	Check Column
Fresh	3
Early	4
Advanced	5

Failure: No information is gained.

L = *Limited communication:* The answer to one yes/no question may be learned.

M = *Moderate communication:* The answer to a question that can be answered in one short sentence may be learned.

H = *High communication:* As Moderate, but two questions may be asked, or one question with a more complicated answer of no more than three main points.

C = *Colossal communication:* The character has a detailed conversation with the dead, learning as much as might be learned in 5 minutes of conversation.

K = Not applicable.

CHAPTER 5: BASIC ACTION

GAME TIME

Just as time passes for people in the real world, so it passes for characters in a ROTWORLD game. The CM must keep track of two different kinds of time: real time and game time. Game time reflects time that passes for the characters, while real time reflects the time that passes for the players.

Often, the amount of real time that passes is different from the amount of game time that passes. For example, players may take 30 minutes to plan their characters' attack against a horde of zombies, and then to put that plan into action. But only a few minutes of game time may pass for the characters during the fight.

The CM controls the passage of game time, depending upon what the characters are doing. If they spend a rather eventless day (for example, gathering provisions or traveling at sea) the CM can measure game time in days or hours. When the action gets tense, however, the CM has to measure game time very carefully—breaking hours into minutes, and minutes into rounds.

A round of game time equals 5 seconds of time for the characters. You must use rounds whenever the characters fight something, and whenever they try to avoid fighting something that wants to fight them. In other words, use rounds to measure time in any "fight or flight" situation.

At times, you might want to group the rounds together into minutes, to measure something less precisely than you would measure combat. For example, if characters are hot on the trail of an enemy, use minutes to handle the pursuit, and switch to rounds when they actually encounter him. One minute equals 12 rounds.

FEAR (OPTIONAL RULE)

Characters are routinely exposed to horrific sights in ROTWORLD. Because the entire premise of a zombie apocalypse assumes those people still around are able to cope to

at least some degree, an argument could be made that rules for fear are not appropriate. Therefore, the rules presented here are entirely optional, and at the CM's discretion they may be ignored, used, or modified as needed.

On the other hand, maybe survivors can only take so much. Simply seeing a zombie may no longer instill complete panic, but perhaps being confronted by a horde does. Or perhaps a particularly horrific encounter may induce fear. A fear check is a specific check versus current WIL. It is recommended that a check be required in the following situations, using the Defense Column indicated:

1. The character encounters a zombie or zombies feasting on a victim. Because this may occur often, it is suggested column 3 be used, or 4 if it is a particularly gruesome scene.

2. A horde of zombies is encountered equaling at least twice the number of characters in the group. Column 5 is recommended.

3. A horde of zombies is encountered equaling at least three times the number of characters in the group. Column 6 is recommended.

4. A horde of zombies is encountered equaling four times or more the number of characters in the group. Column 7 is recommended.

FEAR RESULTS

Failure: As soon as the fear check fails, the character loses 2d10 current WIL points and he runs away as fast as possible for one round. Alternatively, at CM discretion, the character may not run but instead attempts to hide if it seems most logical in the situation.

S = Scared: As a failure, but the character loses 1d10 current WIL points.

L = Loathing: As a failure, but the character subtracts 1d10/2 (round up) current WIL points.

M = Misgivings: As *Loathing*, but the character does not run away.

H, C = Heroism: All fear is overcome.

SURPRISE

Whether the characters throw caution to the wind or plot their every move in detail, they can never control the unexpected; sooner or later, something will take them by surprise. Surprise plays an important role in this game, especially during a fight. It can stop players dead in their tracks, and cause even the best of plans to fail.

SURPRISE CHECKS

A surprise check is simply a general check against Perception. It determines whether a character can respond immediately to an unexpected situation, or whether he stands there gawking and frozen in place.

Usually, characters only check for surprise in threatening situations; they don't have to make a surprise check every time a stranger passes on the street! A character must make a surprise check immediately whenever:

1. An unexpected person or animal suddenly comes into view, or is suddenly sensed by the character.

2. Someone—or something—ambushes the character, attacking him from concealment.

3. Unexpected circumstances arise, and the CM decides they require a surprise check.

The CM should make sure that all surprise checks are made the instant any of the above conditions are met. Immediately, all actions must freeze. If the character must check for surprise while he's moving, then he must stop moving until the surprise check is resolved. If he passes the check, he finishes the movement as if nothing had ever happened. If he fails the check, here's what occurs:

1. He "freezes" on the spot, remaining stationary in the location at which he failed the check. He can't take any other action for the rest of the round—that means no combat skills, no paranormal talents, no running away, ...nothing.

2. His Unskilled Melee score becomes zero for the rest of the round. Surprised characters can, however, make use of defense rolls during missile attack, and they can use Luck to modify that roll. You'll learn about all these things in a minute, when actual combat is explained.

FIELD OF VISION

In ROTWORLD game, your field of vision is defined as the area you can see under normal conditions without turning your body. It's important to be clear about this for two reasons: First, if you can't see something, you can't fire or throw a weapon and hit it. Second, if that "something" suddenly jumps into your field of vision, you must check for surprise. Darkness can make it hard to see much of anything. The CM should use his or her discretion to determine how much a character can see.

LIGHT SOURCES

Refer to the table below for light sources and their effective areas.

Light Source	Illumination
Candle	30-foot radius
Flashlight	100 feet
Headlights	500 feet
Lantern	60-foot radius
Moonlight	300 feet
Moonless Night	Cloudy, 30 feet Clear, 300 feet
Torch	60-foot radius

WATCHING BEHIND

If (as a player) you say that your character is "watching behind," you can increase your character's field of vision to a full circle (360 degrees). If your character is moving, he or she has to slow down, since characters must essentially stop and turn around to look behind themselves. Characters cannot run (or sprint) while watching behind, and if they're walking, they must deduct 10 feet from the distance they can normally cover each round.

The CM should allow "watching behind" only when characters (and not just the players) have reason to

keep close watch of the world all around them. Use a general Perception check to resolve any question of whether a character has a reason to watch behind: characters who pass the check can watch behind.

SEQUENCE OF PLAY DURING A ROUND

A lot can happen in a round: someone fires a weapon, someone punches an enemy, characters flee, characters fall, and others stand dumbfounded in surprise—the list can go on and on! Fortunately, the rules of the game provide a system for creating order from chaos: the Sequence of Play.

The Sequence of Play determines the order in which events must take place in a round. If you follow the Sequence of Play, you can determine the outcome of each action quickly, and players can concentrate on the adventure instead of worrying about the rules.

Three combat forms can take place in a round: paranormal, missile, or melee. Paranormal combat just means the character uses a paranormal talent. Missile combat means throwing or firing a weapon, and melee is hand-to-hand fighting. Each player may choose one (and only one) of these to use in a round. Once the player chooses one of these three, his or her character cannot use any other combat form that round.

The rest of this chapter fully describes how the Sequence of Play works. For now, look over the steps below, and try to keep them in mind. During play, you'll probably want to refer to the list on the back cover, below the Action Table.

THE SEQUENCE OF PLAY

1. CM declares NPC and animal actions, including movement, combat form, and first attack.
2. Players declare their PCs' actions, including movement, combat form, and first attack.
3. Both sides roll for initiative, to determine who goes first.

4. Side A (the side that wins initiative) uses paranormal talents.

5. Side A throws or fires missiles.

6. Side A moves.

7. Side B fires or throws missiles in defense. (To do so, they must have declared missile combat in Step 1 or 2.)

8. Side A melees.

9. Side B uses paranormal talents.

10. Side B fires or throws missiles.

11. Side B moves.

12. Side A fires or throws missiles in defense (To do so, they must have declared missile combat in step 1 or 2).

13. Side B melees.

14. Stamina Loss and Recovery.

Note: Surprise checks may be made during any step of a round, as called for by the situation.

COMBAT PROCEDURE

As you can see by looking at the list above, most of the Sequence of Play revolves around the three forms of combat: paranormal, missile, and melee. In any given round, a character may use only one form of combat, which must be specified during the declaration step.

Any time combat occurs, players must follow combat procedure. The combat procedure doesn't change the Sequence of Play; it expands it, allowing you to determine the outcome of any attack as soon as it is made. The following steps make up the combat procedure:

COMBAT PROCEDURE

1. Attack Declaration. This step only applies to characters who can make more than one attack each round—firing more than one shot, punching more than once, etc. Only skilled characters can make more than one attack. Every character's first attack is always specified during steps 1 or 2 in the Sequence of Play. When the character is making a subsequent attack (including defensive missile fire), he or she declares it now. Be sure to specify your target.

DEFENSE COLUMN CHART

Attack Type	Defense Column
Missile Attack	Defender Rolls 1d10 and adds any luck spent to the die roll. Resulting number is number of the Defense Column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round.	Use column beneath the range of numbers that contains the defender's skill score.
Melee Attack: Defender surprised.	Use Column 1.
Melee Attack: Defender doing none of the above.	Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

2. Base Chance Determination. In this step, you must figure out the attacker's base chance to attack successfully—his chance before modifiers are applied. The base chance depends upon the attack form:

- a. Paranormal Talent = PT score.
- b. Missile = Skill score or Dexterity. If the attacker is using a weapon skill, the base chance equals his skill score. If the attacker doesn't have skill with the weapon, use his Dexterity score.
- c. Melee Attacks = Skill or Unskilled Melee score. As with missile attacks, if the attacker is using a skill, his base chance for success equals his score for that skill. If the character isn't using a melee skill, however, his base chance for success equals his Unskilled Melee score.

3. Strike Number Determination. The strike number is the attacker's exact chance for success. It is simply the base chance with a few adjustments to reflect the attack at hand: how far the target is, whether the target is moving, whether the attacker is moving, etc. The upcoming sections list the modifiers for each combat form, which you must subtract from (or add to) the base chance to figure out the strike number. There are no modifiers for paranormal talents.

4. Defender Luck Use (for missile attacks only). If the defender is a player character, and a missile attack is in progress, the defender may now choose to "spend" up to 2 Luck

points from his Luck score. The points will lessen the injury he or she takes if the attack succeeds. Of course, at this point, no one has rolled dice to see if the attack succeeds, so the outcome is still in question. Even if the attack fails, the Luck points are gone. Step 5 explains how to use Luck points to reduce injury from a successful attack

5. Roll to Strike. Roll a specific check against the attacker's strike number. If the attack fails, combat procedure is over. If the attack succeeds, subtract the result of the roll from the strike number, and find the difference on the Action Table, under "Attack Margin." As with any specific check, this determines which row contains your combat result. The defense column varies according to the attack and how much Luck the defender spent in step 4. See the Defense Column Chart to figure out which defense column to read.

6. Apply the Results. To find the result of the attack, cross-index the attack row with the defense column. Then read the result on the appropriate key. If the character attacked with a weapon, use the Armed Combat Results Key. If he attacked only with his body, use the Unarmed Combat Results Key. Both of these keys are beneath the Action Table. Keys for paranormal talents are listed in Chapter 4. After you find the result, apply the effects immediately, including wounds and damage. Wounds and damage are explained later in this chapter, after the descriptions of each combat form.

CALLED SHOTS IN COMBAT

When characters "call a shot," they say what outcome they'd like their

actions to have. "C" results on the Action Table always indicate success. In missile and melee attacks, called shots usually tell two things: 1) location ("I'd like to shoot him in the leg"), and 2) approximate amount of injury. This does not mean that attackers may say, "He should lose six Stamina points and die." It only means that attackers may request that their attacks cause the damage listed under "S," "L," "M," "H," or "C" on the results key.

Here's an example: Let's say that Bob wants to stab a nasty NPC in the leg, but he only wants to inflict "M" ("Medium") damage, not "C" damage. He specifies all of this in his called shot. If the attack result is a "C" on the Action Table, then Bob's wish comes true. He stabs the leg, and the CM follows the instructions under the "M" result to find out exactly how much damage the stabbing caused.

Note: No character may make called shots for paranormal attacks.

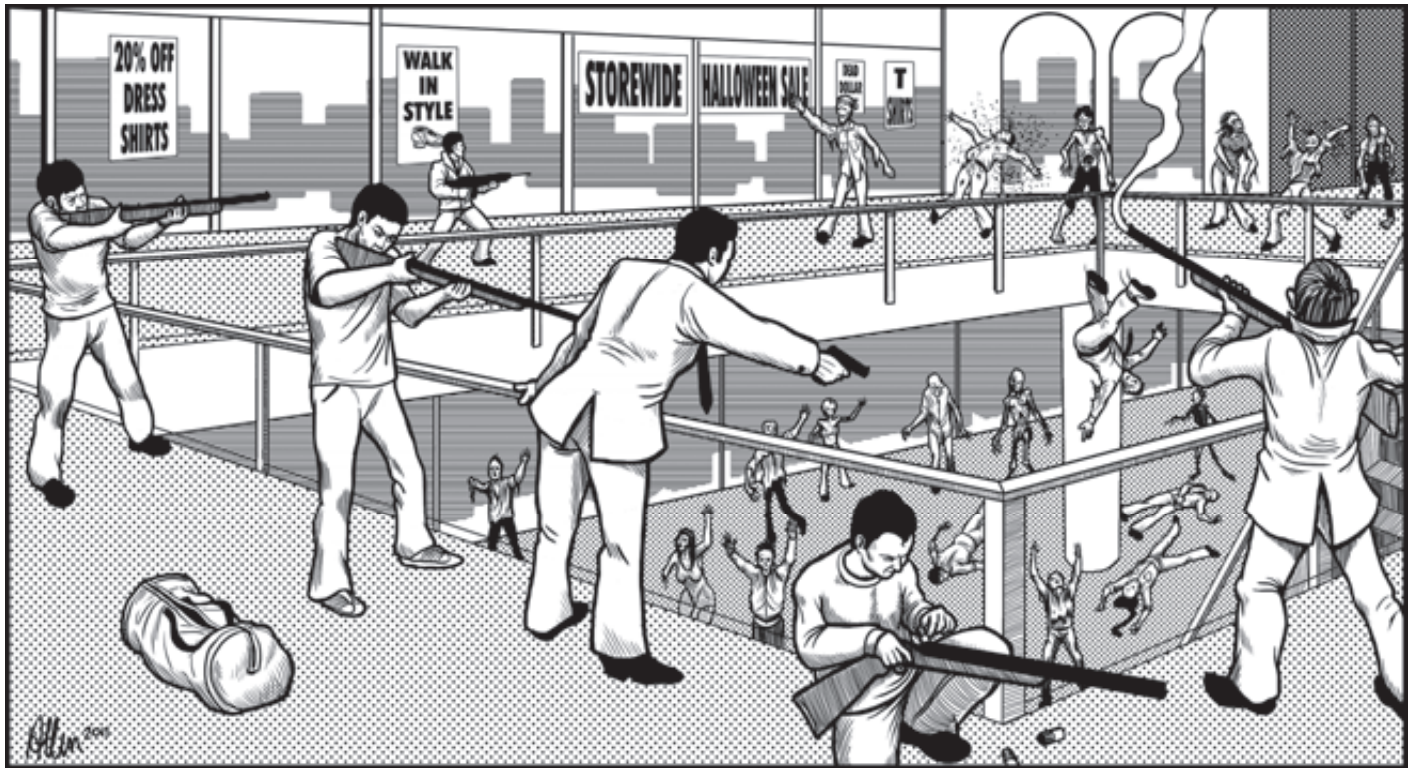
HELPLESS DEFENDERS

Sometimes, a defender is totally unable to defend himself: he is unconscious, bound, or otherwise helpless. In these cases, the attacker always succeeds with a missile or melee attack; no dice roll is needed. In this instance, and this instance only, characters may make "killing" a called shot.

If the defender is a PC, he can make a Luck check, as explained later in the section "Damage from Combat."

LEARNING THE SEQUENCE OF PLAY DECLARATION

Steps 1 and 2 in the Sequence of Play are called the "declaration steps" of the round. Both the CM and players must declare what movement and combat action they plan to take even though they still have no idea which side will get to go first. After the CM or a player declares an action, he cannot change his mind; characters must make every effort to carry out declared actions. Of course, an *opponent* may make a declared



action impossible later on—but then, that's the nature of combat.

Follow the instructions below during every declaration phase.

All players, including CM: Declare what movement, if any, your character will make, and declare which combat form your character will use, if any. Choose from paranormal, missile, or melee. Declare your first attack, and specify the target. Many characters only get one attack; but if they can make multiple attacks in a round, they can wait for the appropriate attack steps to choose and declare subsequent attacks. If your first attack includes a called shot, you must declare the called shot now.

CM only: Follow the instructions above, but describe only what the PCs will see, sense, or notice; don't give the players information that their characters wouldn't have during combat. Make mental or written notes of anything you don't describe; you still have to make a declaration and stick to it, even if part of your declaration is secret. If an opponent makes a paranormal attack, tell the players that the opponent is standing still, in a trancelike state. Don't say

who he's attacking, or which talent he's using.

WHO GOES FIRST? WITHIN EACH ROUND: INITIATIVE

Initiative determines which side gets to go first during a round—the characters controlled by the players, or those controlled by the CM.

To determine initiative, each side rolls 1d10. Players choose one "roller" amongst themselves. The side rolling the highest number wins. In case of a tie, roll again. In the Sequence of Play, the side that wins initiative is called Side A. The side that loses is called Side B.

WITHIN EACH STEP

During any given step of the round, the CM determines who goes first. For example, when the Sequence of Play calls for Side A to resolve missile combat and two players on Side A have declared missile combat for their characters, then the CM decides the order in which the characters fire or throw their weapons. If a dispute arises, the CM should declare that the character with the highest Willpower score goes first. If any character is firing (or throwing) more than one

missile that step, then he or she must fire them all before the other character acts. The rules in this example apply to all three combat forms: the CM determines the order in which the PCs attack, and each PC must finish his attacks in that step before the next PC begins.

PARANORMAL TALENTS IN COMBAT

Paranormal combat is special because it requires total concentration; characters cannot do anything else during the round—they cannot even move. Characters who elect to use a paranormal talent during a round do not declare movement.

WILLPOWER LOSS

Paranormal talents relate strongly to Willpower. Like Stamina, Willpower has a current value, which can rise and fall during play. Characters must spend Willpower points to use paranormal talents. Furthermore, some paranormal attacks cause the defender to lose Willpower. Like Stamina, Willpower can be regenerated, but a severe loss of

MISSILE ATTACK MODIFIERS

Target's Declared Action or Situation This Round		Attacker's Declared Actions or Situation This Round	
Walking	-10	Walking	-10
Running	-20	Running	-20
Sprinting	-30	Sprinting	-30
Falling/Diving	-40	Falling/Diving	-40
Going to cover	-20	Going to cover	-20
Behind cover	-30	In slow vehicle	-10
In slow vehicle	-10	In fast vehicle	-30
In fast vehicle	-30	Charged or meleed this round	-40
Prone	-10	Getting up, and/or turning more than 60 degrees	-20
Swimming	-30	Drawing this round	-20
		Firing more than one weapon	-20
		Aiming a single shot*	+10
		Second shot in a round	-10
		Third shot in a round	-20
		Fourth shot in a round	-30
		Unskilled riding	-40
		<i>Range modifier</i>	<i>Varies—see weapons chart</i>

* Applies only to characters skilled with the firearm, and who choose to fire only one shot this round.

Notes:

Falling/Diving: An attacker may fire only when leaping intentionally from a height of 10 feet or less; the attacker may not fire while unintentionally falling. In either case, the attacker suffers normal falling damage.

Going to cover: A character is "going to cover" if he or she does not begin the round behind cover and ends the round behind cover, or moves from one covered location to another covered location and is fully visible at any point along the move. Use the modifier for running or sprinting instead of this modifier if the character runs or sprints to go behind cover.

Behind cover: Use this modifier if the target keeps at least half of its body behind cover for the whole round.

In slow vehicle: Any vehicle moving 20 m.p.h. or less is a slow-moving vehicle. Note that a target in such a vehicle will probably also be behind cover. See "Vehicles in Action."

In fast vehicle: Any vehicle moving faster than 20 m.p.h. is a fast vehicle. Note that a target in such a vehicle is probably also behind cover. See "Vehicles in Action."

Prone: This modifier applies only if the attacker is not 10 feet or more higher in elevation than the defender. Otherwise, the defender gains no benefit for being prone.

Charged or melee attacked: Any character being charged or melee attacked this round, regardless of initiative or any other previous results, suffers this modifier on all missile attacks during the round.

Firing burst: A burst is a special type of fire from an automatic weapon. Bursts are explained in detail in the section "Automatic Rifles."

Willpower means problems for the character.

Characters whose current Willpower drops to 20 or below refuse to fight and try to move immediately to the nearest place of safety. This reaction must occur; the CM should never allow players to break this rule.

A character whose current Willpower drops to zero is completely confused. He or she cannot fight or interact with other characters. He or she can't do anything at all without simple directions from others which take no more than one round to complete, such as, "Get up," "Come over here," or "Sit in this chair."

Refer to Chapter 4, "Paranormal Talents," for more information on how these talents work.

MISSILE COMBAT

Any time a character throws or fires a weapon at a target, he is attacking with a missile. Missiles include bullets, arrows, laser beams, rocks, javelins, and shurikens—just to name a few.

SKILLED VS. UNSKILLED ATTACKS

Unskilled characters may only make one missile attack per round (the same applies to melee). Skilled characters can often make more missile attacks, each round, depending on their weapon and level of skill. For instance, characters with firearms skills gain one extra shot per level of skill, up to the maximum possible for the weapon. Skilled characters also have a better chance to hit their targets; they use their skill score, while unskilled characters use Dexterity.

SIGHTING

Characters cannot make a successful missile attack against targets they cannot see. It's that simple. During missile fire steps, characters can turn to face targets that used to be outside their fields of vision, with one provision: they must have a valid reason for turning. (Be careful, CM: players may know where a target is, while their characters do not! Use a general Perception check to resolve any doubtful cases.)

There is one exception to the "If you can't see it, you can't hit it" rule: hand grenades. Characters can throw hand grenades into an area where they know an enemy is lurking, even if the enemy is currently hidden from view.

In moving crowds or heavy traffic, characters may at best have fleeting glimpses of a target. Dense foliage can create the same effect. In these cases, the CM might wish to have the character pass a general Luck check to determine if the target is in view.

MISSILE ATTACK MODIFIERS

An attacker's chance of using a missile successfully equals a base score plus or minus certain modifiers.

MISSILE WEAPONS						Notes:
Type	Range Modifier (per 10 feet / per 100 yards)	Ammo	ROF	RL	Mounted Use?	
SHORT RANGE WEAPONS						
THROWN WEAPONS						
Axe/Tomahawk	-30	NA	1	NA	Yes	
Dagger/Knife	-20	NA	1	NA	Yes	
Javelin	-05	NA	1	NA	Yes	
Shuriken	-25	NA	4	NA	Yes	
Spear	-20	NA	1	NA	Yes	
Hand Grenade	-30	NA	1	NA	Yes	
SPECIAL WEAPONS						
Blowgun	-20	1	1	NA	No	
Bola	-10	NA	1	NA	Yes	
Sling	-05	UL	1	NA	No	
SHORT RANGE FIREARMS						
Antique Pistol	-15	1	1	4	Yes	
Revolver	-07	6	4	2*	Yes	
Automatic Pistol	-12	8	4	1	Yes	
Shotgun	-04/120	2	2	1	Yes	
(double barrel)						
Shotgun, pump	-04/120	5	4	2	Yes	
LONG RANGE WEAPONS						
Arquebus	-05/150	1	1	12	No	
Musket	-02/50	1	1	+++	No	
Dragoon	-05/120	1	1	+++	Yes	
Musket						
Rifle	-.5/15	1-10**	1-4**	1	Yes	
Automatic Rifle	-.5/15	1-20	4***	1	Yes	
Photon Rifle	-.5/10	1-50	4***	1	No	
BOWS AND ARROWS						
Crossbow	-02/50	1	1	++	No	
Shortbow	-05/150	1	1	++	Yes	
Longbow	-02/50	1	1	++	No	
BEAM WEAPONS						
Laser Pistol	-05/150	20	4	1	Yes	
Laser Rifle	-.5/10	50	4	2	No	

Range modifiers for short-range weapons apply for every 10 feet of range beyond the first 10. To calculate the actual modifier, therefore, divide the range in feet by 10, rounding up any fraction, and subtract 1. Multiply the number obtained by the modifier shown on the table.

Long range weapons (and shotguns) have two modifiers separated by a slash. The number to the left of the slash is for every 10 feet beyond the first 10. The number to the right of the slash is the modifier for every 100 yards when players are using maps with 10-yard or 100 yard-scales. These maps are discussed in Chapter 5 and Chapter 6.

Ammo - The number of rounds of ammunition carried in the weapon. Do not confuse this with the number of rounds carried by the person using the weapon, which can vary from scenario to scenario.

ROF - Rate of Fire, the maximum number of times the weapon can be fired in one round. Characters without skill with a weapon can fire the weapon only once per round (at most) regardless of the rate of fire.

RL - The number of rounds required to reload the weapon.

Mounted Use - This column tells whether or not the weapon can be used while the character is mounted on horseback.

* - Can be reloaded with 3 bullets in one round.

** - Rifles vary a great deal in the number of bullets carried in their clip and in their maximum rates of fire. Specific values are given in each adventure scenario for the types of rifles available in that scenario. An average 20th Century World War II combat rifle had a clip of five bullets and a maximum ROF of 4.

*** - Automatic rifles and photon rifles can fire either a maximum of 4 single shots per round or one automatic burst per round. A burst depletes the ammo of the weapon by 10 rounds.

++ - Reload rates for these weapons vary with the skill of the user. See the Bow skills in Chapter 7: "Skills."

+++ - Reload rates for these weapons vary with the skill of the user. See the Firearms skills in Chapter 7: "Skills."

UL - Unlimited.

NA - Not applicable. When applied to reload rates, this means the weapon can be used every round.

Modifiers are numbers that show how the characters' actions in combat affect their chances of success. For instance, if the target is moving, the attacker's chance to hit it should decrease. Therefore, a modifier is

subtracted from the base chance, to reflect the target's movement.

The table below lists all the modifiers for missile combat. To figure out an attacker's Strike Number (Step 3 in Combat Procedure), look over this table and pick out the

modifiers that fit the missile attack at hand. The modifiers are cumulative; if you find more than one that applies, add (or subtract) all of them together.

DEFENSIVE MISSILE ATTACKS

Steps 7 and 12 in the Sequence of Play are reserved for defensive missile attacks. Characters who make attacks during these steps must have declared missile combat as their action for the round. They must also have at least one attack remaining. Unskilled characters, who are allowed only one attack in a round, may choose to hold that attack until their defensive missile attack step.

Characters may make one, and only one, defensive missile attack, regardless of their skill or lack of one. This attack does count against the number of attacks they are allowed in a round.

MISSILES INTO MELEE

Melee is hand-to-hand fighting, which can occur when characters are within 5 feet of one another. Firing or throwing a weapon into that kind of scuffle is risky business; you can miss your target and hit another fighter who may be the one you want to help!

Whenever an attacker fires into melee, a "hit" on the Action Table indicates only that someone in the melee was hit—it doesn't tell who the victim is. Roll percent dice to determine the victim: a roll of 0-50 means it's the right target; 51-100 means it's the wrong one. If the wrong victim is indicated by the dice, and there is more than one wrong victim to choose from, the CM should assign an equal chance to each victim and roll to see which one is hit.

Note: "C" results are handled differently; the attacker can make hitting his target a called shot, in which case any "C" would indicate that he hit the correct target in whatever manner specified.

AUTOMATIC RIFLES

Automatic rifles (including submachine guns and photon rifles) have two modes of fire: single-shot and burst. Characters firing these rifles must declare which mode they are using in each round.

Automatic rifles can fire one to four single shots per round: unskilled characters can fire one shot;



characters with Master Level weapon skill can fire four.

A burst is a spray of 10 bullets. Characters can fire only one burst in a round, regardless of their skill level. This attack receives a +30 modifier, and all modifiers listed on the Missile Attack Modifiers Chart under the heading "Target's Declared Action or Situation This Round" are ignored. All other modifiers are applied normally. A burst covers a 45° arc from the attacker.

When firing a burst, the attacker rolls only once against his or her strike number. If the attack is successful, each defender in the area covered by the burst makes his or her own separate roll of 1d10 for a defense column.

SHOTGUNS

Shotguns fire a spray of pellets which can hit more than one target in an area. A hit with a shotgun means all characters in the spread have been hit. The spread is 5 feet wide to 20 feet, after which it is 15 feet wide for its remaining range.

Notice that a shotgun doesn't distinguish between friends and foes. Each character in the spread pattern makes a separate defense roll, just as in the case of automatic rifle fire.

When firing a shotgun, the attacker uses the set of modifiers for the character most likely to be hit (out of all possible targets in the spread pattern).

An attacker who misses with a shotgun misses all targets in the spread pattern.

There are two types of shotguns commonly used: double barreled shotguns and pump action shotguns. Any character, skilled or unskilled, can fire both barrels of a double barreled shotgun with one, single missile attack. The damage caused by this attack is doubled. Pump action shotguns fire one shell per attack, and have a maximum rate of fire of 4 shots per round.

HAND GRENADES

Hand grenades are small, hand-thrown explosive devices. Although characters can acquire a skill for grenades, they don't need this skill to throw one. As with all missile weapons, unskilled characters just use their Dexterity score as their base chance for success. Thrown hand-grenades hit their target on any successful check result. If the character fails the check, the grenade lands 1 to 5 (1d10/2, round up) squares beyond the target on a 5'

HINDERED MOVEMENT	
Obstacle	Effect on Walking Distance
<i>Normal Obstacles</i>	
Doors, closed	-10 feet
Stairs	-10 feet per flight
Entering or leaving a vehicle	-20 feet
<i>Dangerous Obstacles*</i>	
Vehicles	-15 feet
Furniture	-10 feet
Placed Obstacle	-10 feet
* Modifiers do not apply if characters walk around the obstacle. If characters climb over, or jump across, they need to make a general Agility check. If they fail, the characters fall down.	
Terrain	Effect on Walking Distance
Heavy Woods	-10 feet
Light Woods	-5 feet
Broken (rough terrain)	-15 feet
Swamp	-20 feet
Action	Effects/Comments
Firing firearm or throwing missile	Deduct 5 feet from total walking movement for each missile fired or thrown before movement. Deduct triple this amount from running distance.
Firing bow	No movement allowed in same round.
Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement.
Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.

Notes:

Placing obstacle: Quickly grabbing something (such as a chair) directly ahead and flipping it behind to foil pursuit.

Watching Behind: Keeping a watch behind while moving forward.

scale. The CM may roll dice for the direction in which the grenade misses, or simply assign it according to the circumstances.

Regardless of where a hand grenade lands, it causes 15% catastrophic damage to each character within a 15' radius. (See "Special Damage" below.)

MISCELLANEOUS THROWN WEAPONS

Resourceful characters can—and will—throw just about anything in combat if they have to. Rocks, mugs, lamps, small chairs,—all of these can be missiles. To determine success, the CM should use the character's Dexterity score as his base chance to hit, and modify it for the bulk or clumsiness of the object use the situation itself as guide. In general, characters should not be able to hit a

target with a miscellaneous thrown object at ranges of greater than 30 feet.

**MOVEMENT
KEEPING TRACK OF MOVEMENT**

Depending on the preferences of the CM and the players, maps can be used to keep track of everyone's location during combat. This becomes especially important during the movement step of a round. No character likes to find out—too late—that the opponent he intended to punch is just beyond his reach, sporting a gun and a grin.

If maps are used, each character is represented by a counter on the map. Just move the counters on the map whenever the characters move. In this way, you will always be certain where

your character stands—and where his enemies stand, too.

Experienced players may want to use miniature figures instead of counters to represent their characters. And, when playing scenarios of the CM's own design, such players may want to use their figures on a tabletop instead of a map, using any handy items to stand for buildings, trees, walls, and so on. When using miniatures, a scale of 1 inch = 5 feet is typical.

MOVEMENT RATES

Characters may have special mental talents, but they are still bound by the restrictions of their bodies. They can only move so far, so fast—and that's it. The chart below shows the limits to character movement during a round, according to the type of movement declared.

CHARACTER MOVEMENT IN ONE ROUND		
Declared Move	Distance in feet	5' Squares
Crawling	15	3
Walking	25	5
Running	75	15
Sprinting	150	30
Swimming	15	3
Climbing	5	1

Sprinting indicates all-out running. Its use costs the character 3 Stamina points per round. Characters who sprint may take no other action. Characters in metal armor cannot sprint.

Swimming rates may vary if the CM wants to adjust them according to currents, tides, etc.

Climbing in the chart above refers to mountains, cliffs, ladders, and ropes—not stairways.

HINDERED MOVEMENT

Often, a character wants to take some kind of action while moving: he throws garbage cans at the feet of his pursuer, or turns around from time to time to fire his gun, for instance. Actions such as these slow movement.

Obstacles and terrain may slow a character, too. Characters can't walk up stairs or over furniture as quickly as they cross the dance floor. And they can't cross a swamp as fast as they cover flat ground.

The chart shows how actions and obstacles can hinder movement. Use the chart as a guideline to determine a character's actual movement rate during combat.

MULTIPLE CHARACTERS IN ONE SPACE

When using a map with a 5-foot scale, it's best not to allow more than two characters in one space. Characters engaged in melee can occupy adjacent 5-foot squares. Sometimes, special movements may force opponents to be in the same space, but that's uncommon.

Any conscious character who isn't held or helpless can automatically force another character to stop upon entering his space (or coming within 1 inch when using miniatures). No dice roll or declaration is required. This rule only applies when players use the 5-foot scale.

LEAPING AND JUMPING

When a character wants to leap over an obstacle or jump up and grab something, his base chance to do so equals his Agility score. Most humans can't reach an object higher than 10 feet, and they can't make a running leap much over 15 feet without losing their balance. As a general guideline, subtract 25% from the character's Agility score for each foot over these maximums the character is attempting to jump or leap. The check is a general Agility check.

MELEE

Melee, or hand-to-hand fighting, occurs in two forms: armed and unarmed. Melee with weapons—such as swords, clubs, and knives—is called armed melee. Melee without weapons—teeth (human), fists, and feet, etc.—is called unarmed melee.

To engage in melee, the attacker must be within 5 feet of his or her target at the beginning of the Melee step of the round.

Characters without a melee skill can make only one melee attack per round. Some, but not all, melee skills allow a character to make more than one attack per round.

SKILLED MELEE

Characters can acquire skills in both armed and unarmed melee. (See

Chapter 3 for a complete list and description of skills.) Armed melee skills are usually defined by a particular type of weapon; for instance, Dagger and Sword are two different skills. Unarmed melee skills reflect a particular class of fighting; Boxing and Wrestling are also separate skills. Whenever a character uses a skill in melee, his or her skill score is the base chance to strike an opponent successfully.

UNSKILLED MELEE

Characters don't need melee skills to hold their own in hand-to-hand fighting. Nearly everyone can do something in a scuffle—kick, bite, punch, scratch—even slash or club. Such actions may be crude, but that doesn't mean they're ineffective. Both armed and unarmed attacks are possible.

Whenever a character uses unskilled melee, his base chance for success equals his Unskilled Melee score.

UNSKILLED HOLDS

If a character without a Wrestling skill wants to secure his opponent in a hold, then he must declare that he intends to grab or jump on his opponent, and make the hold a called shot. A "C" result indicates a successful hold with normal "C" damage possible.

A defender who is held cannot do anything until he breaks the hold. To do so, the defender must gain initiative and make a successful melee attack in a subsequent round. He cannot declare a called shot for the attack, but any successful attack will break the hold and inflict normal damage.

The attacker doesn't have to make a check to maintain the hold; it's automatic from round to round, until the defender breaks it. During the first round, the hold inflicts normal "C" damage on the defender, according to the results for unarmed combat. In each subsequent round, the hold inflicts 1d10 points of Stamina damage.

All of the above assumes that no one intervenes with the two wrestling characters we've described. If anyone,

or anything, scores a successful attack of any kind on the character maintaining the hold, the hold is automatically broken. The character who lost his grip takes normal damage from the attack.

STRANGLING

Treat strangling as a special kind of hold in which the attacker has the defender by the throat (see above). The results and rules are the same, with one addition: at the end of every round, the defender must pass a general check against his current Stamina. If he fails the check, the defender falls unconscious and his current Stamina drops to zero immediately.

Remember that the CM can declare called shots to be impossible, if they're too far-fetched. This rule could be applied whenever the character wants to strangle a large animal. For instance, most characters could strangle a monkey or a dog, but very few of them could strangle a hippopotamus!

MELEE MODIFIERS

Melee modifiers are numbers which are added to or subtracted from a character's base chance to hit his opponent in melee. They work in melee just like missile combat modifiers work in missile combat. To find a character's strike number for a melee attack, go through the following list of melee modifiers and add or subtract those that apply to the melee at hand.

ESCAPING FROM MELEE

The following rule applies when any characters start the round within 5 feet of one another, and melee is declared. If one of the characters says he intends to run instead of melee, then follow these rules:

As long as the fleeing character was not fleeing in the previous round, no attacker may run after him and engage in melee in the current round. The attacker can declare "I'm chasing," or "I'm hitting," but not both. If the fleeing character wins initiative, all is well; he runs before the attacker can hit him. But if the fleeing character loses initiative, and

the attacker declared melee, the attacker strikes before the defender can move. Furthermore, the attacker strikes with two impressive modifiers: First, the attacker automatically adds +10 to his base chance to hit, just for winning initiative against someone who declared flight. Second, the attacker adds +20 (for a total of +30) if the defender declared he was running away; this modifier is applied because the fleeing defender is automatically being struck from behind. As you can see, running from melee can be risky business.

MELEE RESTRICTIONS

1. Multiple Attackers. No more than three attackers can strike one human-sized defender during the same round.

The CM must determine what's appropriate for defenders of other sizes, but these examples should help: during a single round, up to six humans can strike a horse, and up to a dozen rats can strike a human.

2. Knockouts. Knockouts are not allowed as called shots in melee unless the attacker is using Boxing or Blackjack skills. A defender does fall unconscious, however, whenever his current Stamina reaches zero. See "Damage and Healing."

DAMAGE FROM COMBAT

In game terms, damage is physical injury to any character or animal. Damage always causes the character's current Stamina to drop; that shows that he's tired, and maybe bruised or battered. If damage is more severe, then the character may also have to check a "wound box" on his character sheet; that shows that he's suffered some kind of serious injury, too. So we know that damage results in two things: Stamina loss and, sometimes, wounds.

Notice there are two different results keys below the Action Table: one for unarmed combat, and one for armed combat. Weapons are more dangerous than fists; consequently, the armed combat key always calls for wounds. The unarmed combat key only calls for wounds in the most severe cases ("H"

MELEE ATTACK MODIFIERS	
Situation	Modifier
Attacker on ground	-40
Attacker getting up	-20
Attacker moved to close this round	-20
Attacker charging with long weapon	+20
Attacker attacking from behind	+20
Defender lost initiative and is fleeing	+10
Charging on horseback	+30
Mounted, charging against polearm	-30

Notes:

On ground: This modifier applies when the attacker begins the round on the ground and does not stand before making the attack.

Getting up this round: This modifier applies when the attacker began the round on the ground and stands before making the attack.

Moved to close this round: This modifier applies if the attacker did not begin the round within 5 feet of the defender and the defender did not declare any movement for this round. Ignore this modifier if the attacker is charging with a long weapon.

Charging with long weapon: This modifier applies if the attacker moved at least 25 feet in the same round before attacking. The attacker must be armed with a spear, lance, polearm, rifle with a mounted bayonet, or other thrusting weapon at least 6 feet long. If the defender won initiative and is fleeing faster than the attacker is charging, do not apply this modifier. Mounted characters use the modifier for "Charging on horseback" instead.

Attacking from behind: This modifier applies to any attack from behind the defender (The CM should resolve any questions about whether the attack comes from behind.) If the attacker wins initiative and begins the round next to a defender who declares he or she will flee, the attacker can automatically use this modifier. A defender who wins initiative can only be attacked from behind if surprised, or if trapped by two or more attackers.

Defender lost initiative and is fleeing: This modifier applies when the defender declares he or she will flee and loses initiative. Note that in many cases this modifier and the modifier for attacking from behind will both apply. Unless specified otherwise, all melee attack modifiers are cumulative—added or subtracted together.

or "C" results). Both keys call for Stamina loss.

How to record Stamina loss:

1. Determine the amount of Stamina lost by rolling one or more ten-sided dice. The results key will tell you how many dice to roll. Add up the numbers rolled. (Many results call for this sum to be multiplied by two.) The result is the amount of Stamina lost.

2. Subtract the lost Stamina from your current Stamina score—the original Ability score for Stamina stays intact.

How to record wounds:

1. See how many wounds are indicated in the results key. There may be none, or there may be as many as five.

2. Check off the appropriate number of wound boxes on your character sheet.

EFFECTS OF DAMAGE

Damage can lead to two things: unconsciousness and death. When a character's current Stamina drops to zero, he passes out. When he has no wound boxes left to check off, he dies.

Unconsciousness: As soon as a character's current Stamina drops to zero, he passes out for 1d100 minutes (the CM rolls a secret percent). Unconscious characters cannot take any action.

If someone douses an unconscious character with cold water, or shakes him gently, the character awakens immediately. As soon as the character comes to, he regains one current Stamina point

Death: As soon as a character has taken all the wounds he can take (so that he has no wound boxes left to mark on his character sheet), he dies.

Player characters can make a Luck check against death. A successful check means the character falls into a coma instead of dying. The character may immediately erase one wound box to show that he has one wound box left. He remains unconscious for 1d10 days (CM rolls secretly), with a current Stamina of zero. While in a coma, the character heals normally, but he does not awaken and cannot be awakened.

CRITICAL WOUNDS

Characters are critically wounded when they have three or fewer wound boxes left to mark. As soon as they reach this level of wound damage, they must make a general Willpower check. Those who fail the check can take no further action that round; the pain is just too great. If they pass the check, they can continue to fight.

Critically wounded characters must continue to make a general Willpower check before the declaration step of each round until: 1) they receive 2 rounds of treatment from a character with Medical skill, or 2) they use the paranormal talent "Ignore Pain" successfully, or 3) they heal wounds and have four boxes unmarked.

RECOVERY AND HEALING

Characters heal damage in two ways. One, they must rest briefly to recover lost Stamina. And two, they must have bed rest to heal wounds.

RECOVERING STAMINA

To recover lost Stamina, a character simply rests for a few rounds—"taking a breather." To determine a character's recovery rate, find his original Stamina score in the ranges along the top of the Action Table. The number of the defense column below equals the number of Stamina points he can recover during each round of rest. (You should mark that number on your character sheet, next to "Recovery Rate.")

For example, John's original Stamina score is 70. That number falls in the 61-75 range, above column 5. Therefore, John can regenerate 5 points of current Stamina for every round of rest.

A character can take no action during rounds of rest. If anyone attacks a character during a round, the character has not rested, even if the attack fails. Lost Stamina is regenerated at the end of every round.

HEALING WOUNDS

It takes more time to heal wounds than it does to recover Stamina. The character must spend one day in bed to heal two wounds. After a day of bed rest, the player can erase the marks in two wound boxes on the character sheet. If a character with Medical skill treats the wounded character daily, then the character can heal four wounds a day instead of one.

SPECIAL DAMAGE

Most damage comes from combat—but not all. Characters can be their own worst enemies: like real people, they fall off cliffs, fall asleep in bed with a cigarette, or forget to run before the bomb goes off. Mother Nature can be even more dangerous: she brings on storms, zaps the earth with lightning, and causes the cities to shake. All of these things can damage a character, just as combat does.

FIRE

Fire causes two kinds of damage: burns and smoke inhalation. When a character catches on fire he takes three wounds per round until the flames are extinguished. Characters catch on fire when exposed to open flames for one round, or in other circumstances at the CM's discretion. If a character must breathe while in a smoke-filled area, he takes two wounds per round.

FALLING

Characters take damage if they fall more than 10 feet. Follow combat procedure to determine the amount of damage, treating the fall as a missile attack against the character (the character can spend Luck points). The strike number equals 90 plus the number of feet fallen. For example, if the character fell 15 feet, the strike number is 105; (90 + 15 = 105). Characters never suffer more

than "C" damage from falls of less than 100 feet. Unfortunately, falls from elevations of 100 feet or more will always kill characters. (Luck checks still apply.)

CATASTROPHES

Catastrophes include explosions, collapsing buildings, avalanches, natural disasters, and the like. Follow combat procedure, treating the catastrophe as a missile attack just as you would in a fall. The strike number is calculated differently, however: use a base chance of 100, and add modifiers according to the guidelines below.

Modifiers: Keep in mind that a strike number of 100 is likely to inflict heavy or crippling damage. If you think that characters have a reasonable chance of surviving, subtract a few points from the base chance. (A forest fire, for instance, could have a strike number of 95.) If characters have blundered into a situation where death is highly probable, add some points to the base chance. (For instance, if they're standing on top of Hoover Dam when it collapses, use a strike number of about 175.)

EXPOSURE

Characters without appropriate clothing or equipment suffer exposure damage when they spend 24 or more hours outside in very bad weather or other harsh conditions, such as desert heat. To determine the exact amount of damage, roll a specific check against 99 (the strike number), and use column 5 as the defense column. Use the armed combat key to read the results. Make one check for every 24-hour period spent outdoors. Outdoor Survival skill can help characters avoid exposure damage.

CRAZY STUNTS

Most characters can't resist trying stunts. Remember our man who swung on a chandelier and crashed through the window in Chapter 3? In cases such as these, the CM must use his own discretion to apply damage. The combat results keys and the examples above should offer useful guidelines.

POISONS

In ROTWORLD, there are two methods for handling poisons. One method does not have to be chosen to the exclusion of the other in the game, depending on the situation, at the discretion of the CM. However, only one method should be used per instance of poisoning.

POISON GENERAL CHECK

All characters must make a general check against current STA when they come in contact with a poison. If they pass the check, they're unaffected. If they fail the check, they die, or suffer other damage as specified in the scenario. Player characters may still make a Luck check against death, and characters with Medical skill may administer an antidote to keep the victim alive if there is time.

POISON SPECIFIC CHECK

Poison may be assigned a potency from 1-10, with 10 being the strongest. These numbers correspond to the same number on the Defense Column of the Action Table. As with the General Check method, PCs may make a Luck check against death, and characters with Medical skill can attempt to administer an antidote to keep the victim alive (time permitting).

Failure = The poisoning results in death after 1d10 rounds.

S = *Serious*: The victim will die in 1d10 minutes.

L = *Limited*: The victim becomes terribly sick and may not engage in any activity for 1d10 days.

M = *Moderate*: The poisoning results in incapacitating illness for 1d10 hours.

H = *Harmless*: The poisoning results in incapacitating illness for 1d10 minutes.

C = *Combated*: The victim's body resists the poison and it has no effect.

SICKNESS AND DISEASE

Sickness and disease is handled in a similar fashion to poisons. There are two methods that may be employed to resolve whether a character catches a disease or other illness. Either method may be used, depending on

the situation, but only one method should be used per exposure to a particular illness.

DISEASE GENERAL CHECK

Characters must make a general check against current STA when they are exposed to a disease. A successful roll indicates that they are unaffected. If the check fails, they suffer other effects and/or damage as specified in the scenario. As with poisons, PCs may still make a Luck check against death, and characters with Medical skill can administer care that will prevent loss of STA and/or possibly mitigate other effects depending on the symptoms defined by the CM.

DISEASE SPECIFIC CHECK

Diseases may be assigned a potency from 1-10, with 10 being the most aggressive or virulent. The Disease Potency corresponds to the same number on the Defense Column of the Action Table. As with the General Check method, PCs may make a Luck check against death, and characters with Medical skill can attempt to administer care to prevent loss of STA.

Failure = The victim is rendered incapacitated from the illness within 1d10 hours. He loses 3 wound boxes, and 4d10 points of STA immediately. An additional 1d10 STA are lost per day until he dies. Further, he suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN. These adjustments will affect skills that rely on these abilities. The illness will pass 2d10 days after the victim begins receiving medical care. All ability losses are recovered when the illness passes.

S = *Serious*: The victim loses 1 wound box, and 2d10 points of STA immediately. An additional 1d10 STA are lost per day until he reaches 0. At 0, he will die in 1d10 minutes unless attended to by a character with the Medical skill. Further, he suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN. These adjustments will affect skills that rely on these abilities. The illness will pass 1d10 days after the victim begins receiving medical care.

All ability losses are recovered when the illness passes.

L = *Limited*: The victim loses 1d10 points of STA immediately. An additional 1d10 STA are lost per day for 1d10 days. If the victim reaches 0 STA, he falls unconscious for 1d10 days. The victim suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN (up until unconsciousness occurs). These adjustments will affect skills that rely on these abilities. When the character awakens the illness has passed.

M = *Moderate*: The victim loses 1d10 STA and may not regenerate STA for 1d10 days. Successful medical care can reduce this period of time by 50%.

H = *Harmless*: The victim suffers from symptoms of the illness (fever, cough, aches and pains, etc.) but is otherwise able to perform as normal.

C = *Combated*: The victim's body resists the disease and it has no effect.

RADIATION

Radiation exposure may occur particularly in worlds where the zombie uprising is due to terrestrial or alien radiation. Radiation is handled almost exactly as Sickness and Disease, with differences as noted below. Either of the following methods may be used to resolve radiation exposure, but only one method should be chosen per exposure/situation.

RADIATION GENERAL CHECK

Characters must make a general check against current STA when they are exposed to radiation. A successful roll indicates that they are unaffected. If the check fails, they suffer other effects and/or damage as specified in the scenario. As with poisons or disease, PCs may still make a Luck check against death, and characters with Medical skill can administer care that will prevent loss of STA and/or possibly mitigate other effects depending on the symptoms defined by the CM.

RADIATION SPECIFIC CHECK

Radiation doses are assigned an Exposure Severity of 1-10, with 10

being the most harmful. These numbers correspond to the same number on the Defense Column of the Action Table. PCs may make a Luck check against death, and characters with Medical skill can attempt to administer care to prevent loss of STA. However, with severe radiation exposure medical care is not always helpful.

Failure = Deadly radiation renders the victim incapacitated within 1d10x10 minutes. He loses 5 wound boxes, and 6d10 points of STA immediately. An additional 1d10 STA are lost per day until he dies. Further, he suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities.

If the Exposure Severity is 9 or 10, a failed check always eventually leads to death. In this case Medical care can reduce STA loss by 50% per day, but death is inevitable. If any ability reaches 0 before STA reaches 0, the victim dies. Otherwise, Medical care can arrest STA loss and ability penalties, and the character will require 1d10 weeks of bed rest. If the victim recovers, a random ability is chosen and 2d10 points are subtracted from the previous maximum score permanently.

S = Serious: The victim loses 3 wound boxes, and 3d10 points of STA immediately. He is completely incapacitated 1d10 hours after exposure. An additional 1d10 STA are lost per day until he reaches 0. At 0, he will die in 1d10 minutes unless attended to by a character with the Medical skill. The victim also suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities. After medical care is received, the victim will require 2d10 days of bed rest. If the victim recovers and the Exposure Severity was 8, 9, or 10, a random ability is chosen and 1d10 points are subtracted from the previous maximum score permanently.

L = Limited: The victim loses 1d10 points of STA immediately. An additional 1d10 STA are lost per day for 1d10 days. If the victim reaches 0 STA, he falls unconscious for 1d10

days. The victim suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities. When the character awakens the illness has passed.

M = Moderate: The victim loses 1d10 STA and may not regenerate STA for 1d10 days. Successful medical care can reduce this period of time by 50%.

H = Harmless: The victim suffers from mild symptoms of radiation sickness (fever, nausea, aches and pains, etc.) but is otherwise able to perform as normal.

C = Circumvented: The victim's body either resists the radiation, or he has been lucky and avoided the worst of the exposure.



ARMOR IN COMBAT

This section of the rules explains how body armor affects basic combat.

HOW ARMOR WORKS

Armor doesn't change how combat takes place, but it may change the outcome—how much damage a character receives. When characters fight in armor, follow normal combat procedure. If a strike against an armored character fails, then you can ignore the armor. If the strike

succeeds, find the result as usual and follow these steps to see if the armor protects the wearer:

1. First, find out where the blow (or shot) hit. Armor rarely covers the whole body, and it offers no protection to areas that it doesn't cover. If the attack result is a "C" or "CK," and the attacker made a called shot against a particular spot, then that's where the blow landed. If some other result occurs, roll dice and use the Hit Location Chart to find the hit location.

2. Now you know where the blow or shot struck. If the attacker hit a location that wasn't protected by armor, then the defender takes normal damage. If the attacker hit armor, that's another story.

HIT LOCATIONS	
Dice Roll	Location Hit
01-09	Head
10-27	Upper torso
28-44	Abdomen/lower back
45-53	Right leg
54-62	Left leg
63-71	Right arm
72-80	Left arm
81-85	Right hand
86-90	Left hand
91-95	Right foot
96-00	Left foot

All armor protects characters against damage from unarmed attacks ("K" results—knockdowns—still apply). Kicks and punches, for example, do nothing against armor. Armed attacks may have an effect, however, if they can penetrate the armor.

3. To penetrate armor, an attack must be "stronger" than that armor. All armor has a value called the Armor Rating, or "AR." The higher the rating, the stronger the armor. The table below lists the AR for general armor types and notes any exceptions to the penetration rules.

The strength of an attack equals the amount of Stamina loss called for by the results key. Roll for Stamina loss as usual. If the number of Stamina points lost is equal to or higher than the Armor Rating, then the attack penetrates the armor. The defender takes full damage—wounds

and all. If the amount of Stamina points lost is less than the Armor Rating, then the attack has no effect (see "Hits to the Head").

GENERAL ARMOR GUIDE		
Category	AR	Immunity
		Type
Leather	10	A
Studded Leather	15	A
Mail	45	A
Metal Plates	60	B
Helmet	30	B
Bulletproof vest	15	C
Combat suit	45	C

Notes:

AR: Armor Rating

A: withstands all sling-fired missile attacks.

B: withstands all attacks from slings, short bows, and thrown missiles.

C: withstands all missile attacks, but not beam or melee weapons.

Firearms automatically penetrate any type of armor except C.

CRUMPLED ARMOR

After armor is penetrated, it becomes worthless against future attacks to the same hit location.

PENETRATION BONUSES

Strong characters get special bonuses to penetrate armor when they attack with normal melee weapons or thrown missiles. Look at the table below, and add the correct bonus to the Stamina damage before you determine if a hit has penetrated. If the hit penetrates, drop the bonus and apply normal damage. The bonus makes it easier to penetrate, but it does not change the amount of damage that a successful hit inflicts.

Note: Penetration bonuses do not apply to attacks with slings or fired weapons.

STRENGTH AND PENETRATION BONUS	
Character's STR	Penetration Bonus
50-59	+5
60-69	+10
70-79	+15
80	+20

HITS TO THE ARM OR HAND

Characters may be in trouble if they receive a wound in an arm or hand that carries a weapon: if the wound is less than "crippling," (a "C" result according to the armed combat results key) they must make an immediate general Dexterity check. If they fail the check, they drop the weapon. If the wound is "crippling," they must make a general Willpower check to continue using the hand or arm at all. They must make a new Willpower check at the beginning of each round until: 1) a character with Medical skill treats them for 2 rounds; 2) they use the talent "Ignore Pain" successfully; or 3) they heal one wound box and are not critically wounded.

Note to the CM: You can use the Hit Locations Chart to add spice to regular combat, too. In missile attacks, ignore the modifiers for targets "behind cover." If the hit location is behind cover, the shot misses.

HITS TO THE HEAD

No armor offers full protection against blows to the head. When a character is hit in this location, he takes normal Stamina damage, even if the blow doesn't penetrate his helmet. Many helmets only cover part of the head, or leave the face unshielded. If a hit against this type of helmet occurs, roll a percent. 01-50 indicates that the attack struck the defender in an unshielded area; the defender suffers full damage, including wounds. 51-00 indicates that the blow struck the helmet; the defender suffers normal Stamina loss, but no wounds; if the attack was a zombie bite, the bite was unsuccessful and no damage is inflicted.

CALLED SHOTS AGAINST ARMOR

Characters may make hitting an armored character in the head, or in a body location not protected by armor, a called shot. Characters in melee may also call a shot to hit an armored character in a location where the armor is jointed; a favorite tactic against heavily armored knights

was to try to stab them with a dagger beneath the arm, where the dagger could slip between the joints in the armor and penetrate the chest cavity.

SHIELDS

There are two categories of shields: large and small. Characters who use a small shield may shift their defense column one column to the right. If they use a large shield, they can shift it two columns to the right. For example, a character who would normally defend in melee on column 4 and who is using a small shield would defend on column 5 instead. With a large shield, he'd defend on column 6.

Restrictions: Shields only protect a character against two attacks per round; on the third attack, the victim defends normally. Like all metal armor, shields (whether medieval or modern riot shields) never offer protection against a firearm, or a paranormal attack. However, heavier large or small ballistic shields will block firearms.

STAMINA COSTS OF ARMOR

Most armor is heavy and cumbersome, so characters who wear it tend to tire more easily during battle. For each round in which they melee, throw a missile, or run, they lose a few Stamina points.

To determine how many Stamina points an armored character loses, find the Armor Rating for his heaviest attire in the ranges on top of the Action Table. (Don't include helmets or shields.) The number of the defense column below the appropriate range equals the number of Stamina points lost each round.

Note: Bodysuits and bulletproof vests do not cause Stamina loss. Furthermore, characters cannot sprint in metal armor.

VEHICLES IN ACTION

Not all characters fight their battles while standing in the open air; quite a few of them take to the road. When a character takes off in a vehicle traveling 10 mph or faster, use the table below to determine the distance that he covers each round.

VEHICLE SPEED CHART		
Speed	Ft/round	5' Squares
10 mph	75	15
20 mph	150	30
30 mph	225	45
40 mph	300	60
50 mph	375	75
60 mph	450	90
70 mph	525	105
80 mph	600	120
90 mph	675	135
100 mph	750	150
110 mph	825	175
120 mph	900	190
130 mph	975	205
140 mph	1050	220
150 mph	1125	235

If a vehicle is traveling less than 10 mph, it covers 1.5 hexes per round per mile per hour on a 5-foot-scale map. For example, let's say two characters are engaged in a "high-speed" rickshaw chase through the crowded streets of Indonesia. The vehicles are traveling 8 mph, so they move 12 five-foot hexes each round (8 x 1.5=12).

DRIVING CAPABILITY

Most NPCs can drive common land vehicles. Player characters can drive most conventional transportation, including cars, pickup trucks, jeeps—but tanks or other armored vehicles will require a skill. A character's basic capability to drive a vehicle equals the sum of his Perception and Agility scores, divided by 2. Characters with the Stunt Driving skill have more exceptional talents behind the wheel.

ACCIDENTS

Accidents do happen, especially in shoot-outs and high-speed chases. The characters have accidents when they fail a driving check (against their basic capability or a Stunt Driving skill score). The CM should call for a general check against a character's driving capability when:

1. The character fails a surprise check while operating a vehicle.
2. The character operates the vehicle at an unsafe speed (including horse-drawn vehicles). Make one check for every fifth round of unsafe speed. See the chart below for speed

guidelines which apply in most time periods.

3. The character receives more than one wound from a single attack.

SAFE VEHICLE SPEEDS	
Condition	Max. Safe Speed
Rush hour, or downtown	20 mph
Moderate city traffic	30 mph
Sharp curves	40 mph
Highway drive	60 mph
Light fog	40 mph-day, 30 mph-night
Heavy fog	20 mph
Dense fog	10 mph

When characters fail driving checks, use the situation at hand to determine what kind of accident occurs. Perhaps the driver hits another car, or swerves to miss it and runs off the road. Or perhaps the driver runs into a building. Regardless of the accident each character in the vehicle must check for damage as follows:

1. Roll a percent and subtract it from 100. This determines the attack margin on the Action Table.
2. Use the speed of the vehicle to determine the defense column. Column 10 is for 10 mph, 9 is for 20 mph, 8 is for 30 mph, and so on. (Shift one column to the left for every 10 mph. This way, column 1 is for 100 mph and faster.)
3. Find the result. Use the armed combat results key to determine damage.

VEHICLES AND COMBAT

Vehicles will often be employed by survivors in ROTWORLD. Both civilian and military vehicles may be available. This section presents different vehicle types, their characteristics, and how heavy weapon combat is resolved.

VEHICLES

Armored Personnel Carrier (APC)

<i>Melee Value:</i>	NA
<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	50
<i>Type:</i>	Soft
<i>Distance:</i>	300

These truck-like armored vehicles can carry 20 people, excluding the driver and another in the front. It has a mounted machine gun fired from the vehicle itself.

Car (Armored)

<i>Melee Value:</i>	50
<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	80
<i>Type:</i>	Soft
<i>Distance:</i>	300

An armored car is a lightly armored car that may be of the civilian type typically used to transport money and other valuables, or it may be the military type that can also be mounted with heavy machineguns

Car (Civilian)

<i>Melee Value:</i>	NA
<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	120
<i>Type:</i>	Soft
<i>Distance:</i>	400-600

This represents a basic car. The CM can alter the maximum speed for different types as desired. A typical car can seat up to 5. Cars will have different potential distances depending on gas mileage.

Helicopter

<i>Melee Value:</i>	NA
<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	130
<i>Type:</i>	Soft
<i>Distance:</i>	300

A helicopter may be civilian or military. A military helicopter may be mounted with a machinegun.

Jeep (Civilian or Military)

<i>Melee Value:</i>	NA
<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	70
<i>Type:</i>	Soft
<i>Distance:</i>	300

A jeep may carry up to 4 people if armed, and 5 if unarmed. Military jeeps may be armed with a heavy machinegun.

Military Truck

Melee Value: NA
Missile Value: NA
Defense Bonus: 0
Speed: 60
Type: Soft
Distance: 300

Military trucks carry up to 20 people, excluding the driver and an assistant in the front.

Motorcycle

Melee Value: NA
Missile Value: NA
Defense Bonus: 0
Speed: 150
Type: Soft
Distance: 200

Motorcycles range in size from one-person to two-person. Larger motorcycles may have small storage compartments for gear.

Pickup

Melee Value: NA
Missile Value: NA
Defense Bonus: 0
Speed: 110
Type: Soft
Distance: 450

Pickups come in a range of sizes and may be customized by the CM. The standard pickup may seat three in the cab, but extended cabs may seat up to 5. A pickup may carry a load of 1/2 ton to 1 ton.

Tank

Melee Value: 65
Missile Value: 85/100/125
Defense Bonus: +4
Speed: 30
Type: Hard
Distance: 300

A tank is a heavily armored vehicle. It carries a large gun in its turret, and one machine gun as well. Tanks have three grades—light medium and heavy—distinguished by their missile value. The tank can fire either its main gun or its machine gun. Tanks have a 360 degree field of fire with both weapons.

VEHICLE LISTING EXPLANATIONS

Melee Value: The driver's or weapon's percent chance to succeed in melee combat.

Missile Value: The base percent chance the driver or weapon has to hit when using missile combat. This represents the average scores of a vehicle's or heavy weapon's crew: PCs must use their own skill scores in the weapon when firing it.

Defense Bonus: Added to the roll of 1d10 used to determine the defense column of the weapon when attacked by missiles. Only armored vehicles like tanks have a defense bonus.

Speed: This is the vehicles maximum speed in miles per hour.

Type: The overall strength of the vehicle. Hard weapons are usually heavily armored and may only be harmed by certain weapons. Soft vehicles are usually unarmored and lighter, and may be damaged by a wider variety of weapons.

Distance: This is the distance in miles a vehicle may typically travel on a tank full of gas.

HEAVY WEAPONS

Anti-tank guns (ATG): It takes 2 to 4 people to man an anti-tank gun. Anti-tank guns can't move unless towed by a truck or tank. The guns will damage Hard vehicles.

ATWs: These are antitank weapons, like the bazooka, which are carried by individual soldiers. This weapon will damage Hard vehicles.

Machine guns: It takes two people to man a machine gun. These weapons fire bursts, just like automatic rifles. Machine guns can only fire to their front unless they are on tanks, jeeps, armored cars, or APCs. Machine guns on vehicles have a missile value of 80.

Mortars: Mortars are small, hand carried rocket launcher tubes which launch small bombs. The mortar has a two-man crew. Mortars fire in a special way explained later in this section. This weapon will damage Hard vehicles.

Flamethrowers: Flamethrowers are special weapons carried by one man and fired much like a rifle. They shoot out streams of flame. Special rules for using flamethrowers are explained later in this section. They will damage Hard vehicles.

FIRING HEAVY WEAPONS

Heavy weapons are fired just like the personal weapons already covered earlier in this chapter. The firing character declares a target, a strike number is calculated by adding or subtracting modifiers from the character's skill score with the weapon. Then a specific check is rolled, and the check is cross-indexed on the Action Table with the defense column indicated by the defender's roll of 1d10 to determine a result. In the case of burst weapons, like machine guns, or weapons like mortars, each defender caught by the fire rolls a separate 1d10 to determine the effect of the fire.

HEAVY WEAPONS MODIFIERS

The modifiers used when heavy weapons are fired are not the normal missile combat modifiers given earlier. Instead, when heavy weapons are fired, the firing characters use the heavy weapons modifiers on the following chart.

Situation	Modifier
Vehicle firing while moving same round	-5 per 10 mph of movement declared
Target is vehicle moving same round	-5 per 10 mph of movement declared
Defender in light woods at instant of fire	-20
Defender in heavy woods or broken terrain at instant of fire	-30
Defender in building	-40
Firing machine gun	+50
Range	As per Range Modifiers Table

HEAVY WEAPONS SUMMARY TABLE

Type	Range Mod.	HE Radius	Min. Crew	ROF	RL
Machine gun	-15		2	1	NA
Light tank, main gun	-05	50	3	1	2
Medium tank, main gun	-04	75	4	1	3
Heavy tank, main gun	-03	120	4	1	4
Light ATG	-05		2	2	NA
Medium ATG	-03		2	1	3
Heavy ATG	-02		4	1	5
Flamethrower	-100		1	1	NA
ATWs	-80		1	1	2
Light mortar	-10	50	2	2	NA
Medium mortar	-08	75	2	1	NA
Heavy mortar	-05	120	2	1	NA

Notes:

Range Mod. is the range modifier per 100 yards or fraction of 100 yards. At ranges less than 100 yards, the weapons suffer no modifier.

HE Radius is the radius in feet affected by HE shells fired from the weapon.

Min. crew is the minimum number of characters needed to operate the weapon normally.

ROF is the maximum number of shots allowed in one round with the weapon.

RL is the number of rounds required to reload the weapon before it can be fired again.

NA means "not applicable"; when applied to reload times, it means the weapon can fire every round. Ammunition supply is not a factor; most of these weapons entered battle with sufficient ammo to last through any normal combat

VEHICLE TARGETS

Fire against vehicle targets of any type is resolved by interpreting the results of the fire on a different results key, the Vehicle Fire Results Key.

VEHICLE FIRE RESULTS

S = Vehicle destruction check required.

L = Vehicle destruction check required with -10 modifier.

M = Vehicle destruction check required with -15 modifier.

H = Vehicle destruction check required with -20 modifier.

C = Vehicle destruction check required with -30 modifier.

K = If the check is successful, the target must move back 5 feet, still facing in the same direction.

Vehicles that fail the required check are destroyed. NPC crews are destroyed with their vehicles. PCs and important NPCs in a destroyed vehicle are not automatically killed; instead, they each check against catastrophic damage with a rating of 100%. See Catastrophes earlier in this chapter.

VEHICLE DESTRUCTION CHECKS

A vehicle destruction check is a general check made by a vehicle against its melee value. If a PC is the driver or pilot, the check is either against the Pilot skill, Stunt Driving skill, or general driving ability. This value may be modified, as shown in the Vehicle Fire Results Key. A failed check indicates the vehicle is destroyed.

FIRING MORTARS

Mortars can be fired at target hexes which the mortar crew cannot see. The crew, however, must be able to see or communicate with a character who can see the intended target hex. Mortars fire HE bombs, which have a blast radius depending on caliber, light, medium, or heavy. Blast radius can be 50 feet, 75 feet, or 120 feet.

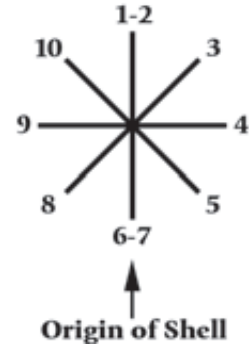
HE BLAST

Each target in an affected area is allowed a separate roll of 1d10 for its own defense column. Results against characters are normal armed combat results; results against vehicles are interpreted on the Vehicle Fire Results Key.

Vehicles that have a defense bonus on their counter are not

affected by HE shells unless they are within 20 feet of the impact area.

Shots that miss the declared impact area still land and blow up somewhere. To find out where, the CM rolls 1d10 and consults the Miss Diagram to determine the direction in which the shot went astray, then rolls 1d10x5 to find out how many feet in that direction the shell lands. The resulting explosion on a miss should always be treated as a "0" Attack Margin.



OPTIONAL TANK HE FIRE

If the firing player or CM chooses, tanks may fire HE shells just like.

FLAMETHROWER FIRE

Any character hit by a shot from a flamethrower is on fire and takes burning damage as explained earlier in this chapter

The flamethrower has several drawbacks as a weapon: as shown on the Heavy Weapons Summary Table, its range extends beyond 100 yards only in rare circumstances. Furthermore, whenever a flamethrower is hit by gunfire, there is a 50% chance that its tanks will explode, causing 100% catastrophic damage within 10 feet. To determine whether a tank is hit, if an attack strikes the upper torso or abdomen/lower back there is a 50% chance the tank was also hit.

MELEE AGAINST VEHICLES

Characters can melee other characters aboard vehicles normally. In trucks, jeeps, and armored cars, the entire crew can defend in melee. In trucks carrying troops, and in armored personnel carriers, it takes a few rounds for any troops being carried to join the melee. The amount of time is left to the CM's discretion,

with a recommendation that the troops begin to respond at a rate of 1d10 troops every fourth round of melee.

Characters attempting to melee tank crews in their tanks can enter the vehicle only one at a time; at least two crew members are available to defend at all times.

Vehicles themselves do not normally melee. However, a vehicle may attempt to run over a hostile character. If this situation happens, the character must make a general Agility check to avoid being run down. Those who fail this check suffer 100% catastrophic damage if the vehicle does not have a defense bonus, 130% catastrophic damage if it does.

HORSES IN ACTION

All characters can ride horses at a basic level; their score equals Agility divided by 2. Characters can also acquire Equestrian skill, which gives them many more advantages on horseback.

Use the following table to determine movement for horses each round:

MOUNTED MOVEMENT PER ROUND			
Type of Move	Distance in feet	5' spaces	25' spaces
Walk	50	10	2
Trot	100	20	4
Canter	175	35	7
Gallop	250	50	10

Fatigue: Horses in combat can gallop (move at charging speed) for no more than 6 consecutive rounds. At the end of this time, they must slow to at least a canter for 12 rounds.

Horses in continuous combat action for more than 20 minutes are winded and must rest for 30 minutes before they can be used in combat again.

OBSTACLES TO MOUNTED MOVEMENT

Numerous obstacles can impede mounted movement: ditches, ravines, fences, walls low enough to jump, rough terrain, and so on. Generally, horses cannot gallop over terrain that isn't flat, and thus they cannot charge over any type of obstruction.

Horses can jump obstacles, but their success is measured by the Equestrian skill of their rider, not their own physical build. Normally, horses can jump over an obstacle up to 5 feet high. For each foot over this height, subtract 25 from the skill score of the rider. This means that no horse—no matter how good his rider is—can jump obstacles over 10 feet high.

Horses can normally leap across ditches, ravines or chasms up to 10 feet wide. For each additional foot of width, subtract 25 from the riding score of the rider.

Riders may sometimes be surprised by the sudden appearance of obstacles. In such cases, their horses will automatically balk, and the riders must make a riding check. If they fail the check, they fall off.

FIGHTING ON HORSEBACK

Use the chart below whenever horses are involved in active combat:

Horse	Capacity	Wounds
Light	AR 30; one rider	10
Medium	AR 45 or 2 riders	13
Heavy	AR 60 or 2 riders	15

Notes: AR refers to the Armor Rating of the rider which may be

carried. Medium and Heavy horses may carry two unarmored riders. "Wounds" is the number of wound boxes a horse can have checked off before being killed.

Characters with Equestrian skill and mounted combat skills fight mounted as explained in those skill descriptions (see Chapter 3). Characters without these skills may still attack from horseback, but do so with a -40 missile and melee modifier (in addition to all other modifiers).

Losing your seat: Mounted characters with Equestrian skill use the defense column that corresponds to their riding score when other characters try to drag or push them to the ground. (Look for the skill score in the ranges above the column numbers.) If the mounted character has no skill, he defends on column 1. Characters on the ground can pull a rider from his mount by making the action a called shot.

Charging: Mounted characters are charging when their horses gallop for at least 30 feet toward a target. Charging characters usually get a +30 melee modifier. They lose this bonus if another character wins initiative and charges them first.

Mounted characters suffer a -30 modifier when charging characters who face them with a polearm.

Wounded riders: Characters who are wounded while fighting on horseback must make a general riding check to keep from falling off the horse. Characters without Equestrian skill must use their basic riding score.

CHAPTER 6: PEOPLE YOU MEET

Aside from zombies, non-player characters (NPCs) may feature in an adventure. Some have starring roles; others act in support. They are the villains and their victims, the strangers on the street, the mysterious woman, the helpful police officer...in short, everyone the PCs meet. The CM must breathe life into all these characters. He must give them distinct personalities. This chapter explains how the CM can keep track of the many NPCs in the world—and how he can play them to the best advantage.

MAJOR AND MINOR NPCs

Major NPCs are characters whose roles are essential to the plot of an adventure. They are the villains, or the important victims of those villains. The PCs may interact with these NPCs frequently.

Minor NPCs include everyone else that the PCs meet: they are the people in the streets and shops, the servers at a restaurant, the cops on the beat...all

the people the PCs would expect to find in a realistic setting, but who have little to do with the actual plot of the adventure.

Sometimes, a minor NPC gets "promoted" to major status because of something the characters do. For example, if the PCs befriend a person who initially tries to steal their food or supplies, he may wind up fighting by their side and helping them survive the zombie apocalypse!

NPC STATISTICS

NPCs have the same Basic Abilities that PCs do, with one exception: Luck. Future published adventures will give full descriptions of major NPCs: what their scores are, what they look like—even how they act. The numbers in this information are called "statistics," or "stats" for short. When the CM creates his or her own adventures, he or she should be sure to make up the statistics for major NPCs before play begins.

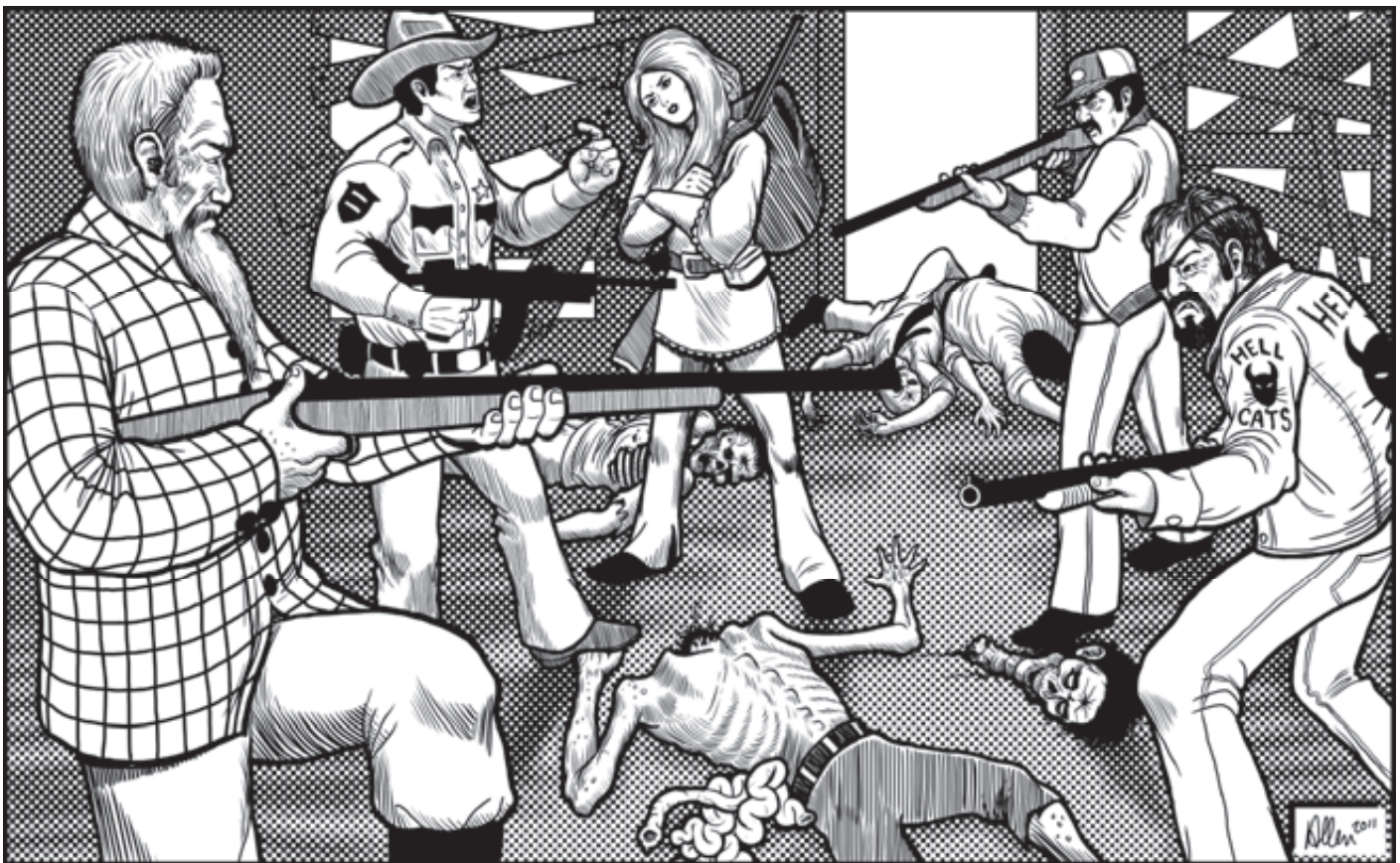
Minor human NPCs may or may

not have individual statistics. Sometimes, one set of statistics can cover several of these at once. If the CM decides to give them individual statistics later, he or she can roll up their Basic Ability scores (in the way done for PCs) as they are needed during play. In any case where a "quick" NPC is needed, the CM should assume that all human minor NPCs have a score of 50 in each Basic Ability.

Many skills and talents include Luck in their score formula. In these cases, you can use 50 for Luck, even though NPCs don't really have that Ability.

STATUS RATINGS

NPCs who hold political, military, economic, or other forms of power have a status rating. The ratings range from 1 (least powerful) to 5 (most powerful). NPCs who hold no official power may still have a status rating if they've got an influential family, or know the right "connections." Or



course, the vast majority of NPCs have no status rating.

Future published scenarios will provide status ratings for NPCs whenever it's appropriate. The following guidelines should help the CM create status ratings for NPCs in his or her own scenarios:

STATUS RATINGS (Pre-apocalypse)	
Position	Rating
Head of State	5
Minister, cabinet member, high general, royal family	4
Senator, counselor, high bureaucrat, general, high nobility, extremely wealthy	3
Feudal lord, wealthy, state governor	2
Servants or associates of the above	1

After a zombie apocalypse is underway, these status ratings may mean very little. Status within a survivor group, or access to resource stockpiles may mean more to status than previous societal ranks. The chart below may be used if desired once things have thoroughly changed.

STATUS RATINGS (Post-apocalypse)	
Position	Rating
Leader of a survivor gang	5
Second in command, relative of the leader	4
Trusted friend of the leader, proven himself in a tough situation	3
Average person, not highly placed, possibly respected	2
Unproven people, possibly have failed the group at some time	1

NPC REACTIONS

In the worlds overrun by undead in ROTWORLD, it's not just who you meet that's important. It's what they do when they meet you! Do they help you, or try to kill you? The three guidelines below should help the CM decide how NPCs react. The first one has top priority: the CM should follow it above all others. The third one has lowest priority: the CM

SITUATION CHECK RESULTS		
Die Roll	Result	DAC Modifier
1	<i>Angry and Hostile:</i> The NPC is angry about being disturbed right now.	-20
2	<i>Angry but not hostile:</i> the NPC is angry about something but is not necessarily angry at the PCs.	-15
3	<i>Scornful:</i> The NPC feels himself too important to waste time with the PCs.	-10
4	<i>Hurried:</i> the NPC will grant very little time to the PCs; he or she has more important matters at hand.	-05
5	<i>Uninterested:</i> The NPC will grant the PCs time, but is really not interested in what they have to say.	0
6	<i>Open:</i> The NPC will be open and courteous with the PCs.	0
7	<i>Curious:</i> The NPC will be open, courteous, and very curious about the PCs, asking lots of questions which may be embarrassing.	0
8	<i>Friendly:</i> The NPC will be initially friendly to the PCs, providing reasonable service or information.	+5
9	<i>Comradely:</i> As Friendly, but may be willing to provide a service or information that puts him/her out or is somewhat inconvenient.	+10
10	<i>Eager:</i> The NPC is eager to hear what the PCs have to say and may put themselves to great inconvenience to meet a request.	+15

should follow this guideline only if the other two seem inappropriate.

Priority One: The adventure. In most cases, the adventure itself will dictate the reactions of major NPCs. Major NPCs are just like people; they have their own plans, goals, and feelings, which dictate their reactions. Sometimes these goals are one of the main driving forces of the adventure's plot, other times they are the backdrop to deciding how they will react as the PCs interact with the place or events in a scenario. For example, if a survivor of the zombie rise has barricaded himself and his family in a house, he may be determined not to let any living people in to better ensure his family's safety. Even if he is a good person generally, this goal may cause him to react negatively to any overtures by the PCs.

Priority Two: The personality (or position) of the character. The CM should have a decent grasp of the personality of NPCs. One way to do this is to write down several personality traits to keep in mind when an interaction occurs. In this

way, the CM can guess how an NPC would react to most situations. For example, impulsive people react impulsively, while cowards put their own safety above all else.

Priority Three: Situation checks, and direct action checks. Although it may be clear from a particular situation how an NPC will react, sometimes the CM will want to use situation and direct action checks to determine the character's behavior. This leaves some of the play to chance, which is a great way for a situation to unfold in ways no one could have designed or predicted.

SITUATION CHECKS

A situation check tells the CM how an NPC feels at any given moment. To make the check, the CM secretly rolls 1d10 just before the PCs begin to talk to or interact with the NPC. If the NPC has a status rating, the CM subtracts it from the result of the roll. Treat results less than "1" as "1". The chart marked "Situation Check Results" describes how to use the result to discover the mood of an NPC. (Ignore the column marked "DAC Modifier" for now.)

DIRECT ACTION CHECKS

A direct action check is a specific check against a player character's Personality score. It shows how NPCs react when the player character does something that warrants a response: asks for help, makes a threat, attempts a con, etc.

Usually, the direct action check immediately follows a situation check. For instance, let's say a character approaches a stranger. The CM rolls a situation check to find out what kind of mood the stranger is in. Perhaps the two characters talk for a moment. Then the character asks for help, and the CM rolls a secret direct action check to find out what the stranger does in response.

The Situation Check Results key has a column marked "DAC Modifier." That stands for "Direct Action Check Modifier." When the CM makes a situation check, he notes the modifier indicated with the result. If he later makes a direct action check for the same meeting, he adds or subtracts the modifier from the PC's Personality score.

Direct Action check results lie on the defense column corresponding to one of the NPC's Basic Abilities (refer to the number ranges above the column number). The chart below tells which Ability score to use, depending on the PC's action.

DIRECT ACTION CHART	
PC Action	NPC Ability (Defense Column)
Routine request	Personality
Request for aid, no danger	Personality
Request for aid in danger	Personality
Lying, conning	Perception
Persuading	Willpower
Threatening	Willpower

Failure of a direct action check means the NPC reacts negatively. He or she refuses to help, or sees through a lie. If the PC has made a threat, the NPC may grow hostile, even violent, in response.

Direct Action check results are interpreted on the following key:

DIRECT ACTION RESULTS

S = Slight positive reaction: The NPC doesn't say "Yes" to the PC, but doesn't say "No" either. Further discussion is in order.

L = Limited positive reaction: The NPC takes limited action as desired by the PC, so long as such action does not involve danger or harm, cost the NPC money, or require much time.

M = Moderate positive reaction: The NPC helps the PC as long as no risk is involved.

H = Highly positive reaction: The NPC gladly does exactly as the PC requests, within reason, as long as no risk is involved.

C = Charmed: The NPC is quite taken with the PC (or quite frightened by a threat) and even takes some risks to help the PC.

K = Not applicable.

The CM should adjust these reactions if they don't fit a given situation.

BRIBERY

There are times when a bribe seems like the only way to reach a goal. The PCs may follow the guidelines below to resolve this kind of interaction.

1. Roll percent dice to determine whether the NPC is honest and cannot be bribed. Under ordinary circumstances, most people who are honest cannot be bribed. But desperation can make even the most honest person more agreeable to a bribe. See the table below for the probability that an NPC can be bribed. The CM may roll to determine the NPC's current state.

Roll	d10 Personality/State	Chance
1-2	Honest/Secure	30%
3-4	Reputable/Comfortable	35%
5-6	Reliable/Content	40%
7-8	Fraudulent/Discontent	50%
9-10	Dishonest/Desperate	75%

Note that the CM should feel free to alter the die roll if randomly deciding the personality/state of an NPC, depending on current circumstances. In addition, the CM may choose to roll twice, averaging the result. For example, the first roll

can be used to determine personality, and the second their state of being. One possible result could be dishonest/secure, for an average chance of being bribed of 53% (round fractions up). This can reflect the fact that even a secure person may accept a bribe when he is content with his life, but fundamentally dishonest or greedy.

2. If the NPC will accept a bribe, determine the minimum bribe the NPC will accept. The CM will need to decide what is appropriate based on the status rating of the NPC. It is possible that the NPC has no status rating, in which case the CM will decide the current circumstances of the NPC. The guidelines below can be used in making these determinations in the zombie apocalypse, and may be adjusted to fit the specific circumstances. When times are tough a lower bribe may be accepted. This is also influenced by the scope of the favor being asked.

Bribe Required	Status Rank
Food or medical supplies for 1d10 people.	1
As 1, including ammunition or weapons for a like number of people.	2
Food for a month or medical supplies and equipment, or ammunition and/or guns to equip 2d10+10 people.	3
A major haul of the supplies mentioned above, or some vital piece of equipment.	4
A major favor, or some other service/goods that increases the safety of the group the leader maintains.	5

3. Roll a direct action check for the player character making the bribe. Failure, of course, means the NPC refuses the bribe totally; a touch of honesty has overcome him or he decides his situation isn't so desperate after all. Only a "C" indicates that the NPC accepts the bribe; on any other successful result, the NPC haggles for more, and the PC must make a better offer and try again. The CM may end this haggling at any point, at his or her discretion.

CHAPTER 7: THE DEAD RISE

Fans of zombie movies know that there are many different rationales for how and why the dead rise to feast on the living. This chapter is meant to be used in developing your world of zombie horror, with discussion of typical themes and options for establishing the how and why of your zombie outbreak.

Having said that, as the CM don't feel like you are under any obligation at all to explain why the dead rise in your game. Sometimes the fun is in not knowing. The "mystery" approach is particularly suited for one-shots or short-term campaigns where the focus is mostly on survival. On the other hand, knowing the cause of the zombie outbreak can help for longer campaigns as a plot device for developing scenarios.

YOUR WORST ENEMY: THE LIVING

One of the common themes in zombie movies, particularly those by George A. Romero, is that the real danger in a zombie uprising is only secondarily the living dead. The living dead are, well, dead, and after the initial shock of the outbreak those who survive begin to figure out the nature of the zombies and how to kill and/or avoid them. In other words, the dead are predictable.

Not so the living. You understand the motives of the dead. Usually they want to eat your brains (or other tasty morsels) and the dead are not good liars or deceivers. They're pretty upfront about what they want. Living humans are messy and unpredictable. The best and worst of humanity can emerge in a crisis, and it's those of the worst that you really have to keep an eye on.

Therefore, it is important for the CM to design the motivations of NPCs just as closely as the abilities and nature of the undead. In addition to the information in the previous chapter about how PCs interact with NPCs, CMs may find it useful to assign general personalities and motivations to NPCs. The charts

below may be chosen or rolled on as the CM deems necessary when a new NPC is introduced.

Roll d10	General Personality
1	Sadistic
2	Cruel
3	Narcissistic
4	Selfish
5	Unkind
6	Courteous
7	Kind
8	Generous
9	Loyal
10	Selfless

The CM is free to interpret these broad personality traits depending on the situation. Note that the personality rolled above may or may not have anything to do with an NPC's overall motivations. A cruel person might be more likely to take all of your ammunition and run as the zombie horde closes in, but it's also possible that the same cruel person is simply mean, not murderous. Similarly, someone who

is loyal *may not be loyal to you*. The table below can be used to help determine an NPC's broader motivations, and the CM is encouraged to be creative in deciding how that motivation mingles with general personality.

SCIENCE OF THE OUTBREAK

This section includes a discussion of different possibilities for the "how and why" behind a zombie outbreak. The CM may roll to randomly decide or he may use these as inspiration. Note that some of these scenarios may be suggestive of certain "types" of zombies. See Chapter 8 for additional discussion about zombie types.

Roll d10	Source of Outbreak
1-2	Chemicals or Toxic Waste
3-4	Bacteria or Virus
5-6	Mutation or Genetic Engineering
7-8	Radiation
9-10	Supernatural

Roll d10	Motivation
1	Searching for a loved one who is (roll 1d10) 1-5, dead; 6-10 a zombie.
2	Has a sick loved one hidden and is out looking for supplies. The loved one is (roll 1d10) 1-5, ill from infection, virus, other; 6-10, infected with the "zombie plague" and will become a zombie.
3	Looking for security and companionship. Wants to work as a team to survive.
4	Is only interested in personal survival. Will betray in the short term to get what he/she wants.
5	Is mostly interested in personal survival. Will betray in the long term to get what he/she wants.
6	Is a follower to a fault. Will take orders, but is not good at independent problem solving. Likely to make a mistake that hurts others.
7	Wants to take charge to feel in control of something, but is an incompetent leader who tends to (roll 1d10) 1-3, put others in unnecessary danger to achieve a goal; 4-7, look out for his/her well-being ahead of those he/she leads; 8-10, rule with an uncompromising militaristic hand; will kill to dominate or achieve order.
8	Can be a good leader but also gets along well with a group and can take orders.
9	Is broken inside. Will eventually do something to destroy himself and the group.
10	Is a scout/spy for a rival gang of survivors; will betray at the earliest opportunity.

CHEMICALS OR TOXIC WASTE

Chemicals or toxic waste causes the reanimation of dead flesh. The military may have developed such an agent to create super-soldiers, as in the movie *Return of the Living Dead*, or as a way of regenerating flesh for a radical healing treatment.

Toxic waste from manufacturing may either reanimate flesh or cause a mutation that creates zombies. Chemical agents may be infectious by the following means:

Contact: Skin contact alone is sufficient for infection.

Ingested: The agent must be consumed orally, or by direct contact to the bloodstream.

Inhaled: The agent can be absorbed through the lungs or direct to the bloodstream.

Injected: The agent is only effective if introduced directly to the bloodstream.

BACTERIA OR VIRUS

Bacteria or a virus is responsible for the rise of the dead. It may actually kill the host, bringing him back as an undead flesh-eater. Alternatively, the illness may not fully kill the victim, and he is still "technically" alive, if murderously insane. The origins of such infectious agents may be any of the following:

Man-made: The agent has been engineered or selectively bred for a purpose; the zombie outbreak is likely an unforeseen side-effect.

Natural Mutation: The infectious agent is a product of chance, a mutation with horrible consequences. A new kind of flu for example, or a bacteria that ordinarily has some other affect or is otherwise benign.

Alien Origin: The virus or bacteria has come from outer space. It may have been brought from a planetary probe, or possibly shed from a comet as it passed near the Earth's atmosphere.

Biological contaminants may be contracted in the following ways:

Contact/ingested: Just skin contact, or contact through the mouth transmits the illness.

Blood-borne: Only direct contact with blood or other sensitive bodily fluids will transmit the infection.

Airborne: Inhalation, and possibly contact with the eyes if a pathogen is particularly infectious, will transmit the disease.

Fluids: Any bodily fluid exchange will transmit the illness, including means that are often benign, such as through saliva or mucus.

MUTATION OR GENETIC ENGINEERING

Mutation or genetic engineering conducted on a person(s) has caused the zombie outbreak. A random or intentional mutation could cause a person to become a flesh-eater. Alternatively, genetic engineering, often by military organizations to improve upon soldiers, has resulted in the creation of a monster.

In order for this form of zombie to reproduce, either the source of mutation is continually being applied to new hosts, or the mutation has become infectious in some way. One possible means of infection can be through exotic proteins transmitted by a bite which reproduce the effect in a new host (like "Mad Cow" disease). Other possibilities include nanotechnology and retroviruses.

RADIATION

Radiation could be the original source of the zombie outbreak, possibly leading to some of the previous origins already mentioned. The radiation can cause any of the mutations mentioned above, or perhaps the radiation itself has a unique "energizing" affect on necrotic tissue. Radiation will be either terrestrial in origin, or alien.

Terrestrial: Terrestrial radiation could include natural radiation sources, or man-made sources such as that from nuclear power plants or devices like X-ray machines.

Cosmic: This kind of radiation would originate anywhere off Earth. Comets could contaminate Earth's atmosphere with an alien radiation type, or crash to the surface to contaminate drinking water. Radiation might be brought back to Earth from a probe, or astronauts could be infected with radiation

while in orbit, only to bring it back where it can spread. Possibly even a device of alien origin causes the outbreak from its strange emissions.

SUPERNATURAL

As suggested in the original version of the movie *Dawn of the Dead*, maybe there is "no more room in Hell, and the dead walk the Earth". A divine curse or dark magic could also be responsible. Maybe the rapture was completely misunderstood, and when the End Times come those who are Good die a peaceful death, but others are doomed to a (near) eternity of suffering as a walking corpse.

Another possibility is that the true cause of the zombie outbreak can be explained scientifically (even if it never actually is explained or discovered) but nonetheless most remaining humans believe the outbreak to have supernatural origins. This is no different than some beliefs that weather or other events are divinely guided. This belief could lead to any number of superstitions surrounding how to avoid being infected, or ideas about how zombies think or behave, and why.

COMMUNICABILITY AND ONSET TIME

Whichever type of zombie outbreak is chosen, the CM must decide how communicable it is and how long it takes to have an effect once exposed.

In the zombie movies by George A. Romero (*Night of the Living Dead*, *Dawn of the Dead*, *Day of the Dead*, and *Land of the Dead*), once someone is bitten he progressively sickens and dies within a short period, soon to rise as a zombie. In addition, anyone who dies by any other means will rise as a zombie soon after death. There are no exceptions. Here we have a case of 100% communicability with a short but slightly variable onset time, depending on the means of death.

The communicability rate and onset time can have implications for how a zombie apocalypse unfolds. In the example above, the outbreak happens fast because suddenly everyone who dies, everywhere, rises

as a zombie. In addition, everyone initially bitten becomes a zombie. The plague spreads incredibly fast before anyone realizes what's happening.

On the other hand, if the outbreak is slow, society may have a chance to react and adjust. For example, in the movie *Fido* the undead are enslaved by means of a restraining device that makes them docile. Society has survived, but zombies now form a new (second) class of citizen. In the case of a slower rate of communicability, the zombie outbreak may actually have a chance of being stopped or controlled.

In the movie *Dance of the Dead*, the dead only rise from direct exposure to toxic radiation or via a bite. If a person dies by other means, he doesn't rise from the dead. In this scenario the outbreak may be contained by eliminating the sources of infection.

There are two possible broad environmental categories the CM should consider when deciding how the zombie plague is transmitted:

Ubiquitous: The contaminant is everywhere; anyone who dies by any means may potentially rise.

Direct Exposure: Only people directly exposed or in immediate proximity to the infection might rise.

There are three primary ways to handle character exposure to the zombie plague, and the different methods can also be mixed and matched if some ways of contracting the plague behave different than others.

THE ROMERO METHOD

All exposure is 100% infectious. No defense roll of any kind is allowed. Once a character is bitten, exposed to a chemical, or simply dies if the infection is ubiquitous, for example, the character will rise again as a zombie every time.

THE GENERAL CHECK METHOD

The CM may allow a general check against current Stamina to determine whether a character is infected when exposed to the zombie plague. The player rolls d00 and if the result is

equal to or less than current STA, the character escapes infection.

THE SPECIFIC CHECK METHOD

The above methods assume a plague in which you either have it or you don't. If the CM desires a plague with gradations of infection, allowing everything from slightly craving brains, for example, to full-on ravenous and out-of-control cannibalism, then the STA check will not simply be fail versus succeed.

This method allows for different kinds of zombies using the same infection, and will have to be tailored by the CM to fit the situation. For example, does greater control of impulses also imply more retention of intelligence? Or is it just a well-behaved corpse? The plague must be assigned a Plague Severity ranging from 1-10, with 10 being the most severe. These numbers correspond to the Defense Column of the Action Table for a specific check against current STA. The results are described below.

S = Slaving: The character becomes a full-on ghoul along with everything that implies, depending on the type of zombie.

L = Lusting: The resulting zombie is almost completely a monster, with only some small shred of humanity remaining. The zombie must succeed in a current Willpower general check every round he is in proximity to the living to avoid attacking them. If he fails this check he will continue to attack until the combat is resolved.

M = Manic: A manic zombie is truly tortured, for he has enough humanity to understand that he is a monster, but nonetheless craves the cannibalistic delights of the flesh. This zombie must succeed in a current willpower general check every minute (12 rounds) he is in proximity to the living to avoid attacking them. Failing this check means he will continue to attack until the combat is resolved.

H = Harried: This zombie retains a great deal of its humanity. In most situations it can control itself; it will usually refrain from indulging its bloody impulses. But not always. It

must succeed in a current Willpower general check every 24 hours it is in proximity to the living (or when first encountering a new person) to avoid attacking them. Even if this roll fails, the zombie may have another Willpower check each round to regain control of itself.

C = Controlled: This zombie has the mind of a (dead) human without the flesh-eating tendencies, but it is trapped in a rotting undead body. It has no real cannibalistic impulses, or at least no desire to act on them.

ONSET TIME

The zombie plague should be assigned a degree of Onset Severity from 1-10 to reflect its onset time. A 10 is a highly infectious agent with a short onset time, and a 1 has a longer onset time. The degree of severity corresponds to the Defense Column of the Action Table.

Once a character is infected, the CM should roll a specific check versus *base* STA on the Action Table under the Defense Column for the Onset Severity. The CM rolls this to keep the onset a secret to the player and group.

S = The zombie rises 1 round after death.

L = The undead resurrection occurs 1d10 rounds after death.

M = The zombie is animated 1d10 minutes after death.

H = The zombie rises 1d10 x 6 minutes after death.

C = The corpse becomes animated 1d10 hours after death.

TIMELINE TO COLLAPSE

Most games in ROTWORLD involve the eventual collapse of society. The speed with which society as we know it ends depends on how fast the zombie outbreak spreads.

Guidelines are presented below so that the CM can develop a timeline to collapse, and as the zombie apocalypse unfolds the timeline will affect how events are structured in the game.

If the spread is fast people will not be able to prepare. For example, in the 2004 remake of *Dawn of the Dead*, the zombie plague spreads fast.

Essentially overnight society is crippled, and within only a few days there is complete collapse.

In contrast, in *The Last Man on Earth* the plague seems to spread gradually. It begins in Europe and eventually lands in the U.S. The contagion takes time to spread, and even once it does people fall ill and over the course of several days to a week transform into zombie-like vampires. In this scenario the plague is spread only via the contagion, not by bite, and presumably when people die by other means they do not rise from the dead.

When people can prepare and alter routines things like emergency services and power can stay running longer, though inefficiently. People prepare to be short-handed. This, combined with a slower spread of the plague, will slow the collapse of society.

The guidelines below are divided into two simple categories, Fast Spread and Slow Spread to describe how fast the zombie plague is transmitted. They are approximations for game purposes, and the CM should feel free to alter these to fit the needs of the campaign.

The underlying assumption is that no matter how fast the spread of the zombie plague, once society has collapsed the living population is a fraction of what it once was.

EMERGENCY SERVICES

This includes police, ambulance, hospital, and fire station services and response. In a Slow Spread, these services will restructure to account for fewer hands, but as a consequence some areas still may not receive service due to high need.

Expect complete collapse of these services after 5+1d10 days for a Slow Spread, and after 4+2d10 hours for a Fast Spread.

FEDERAL GOVERNMENT

The federal government may remain in existence, no matter how skeletal, for a long period of time after the zombie rise. But it will become totally ineffectual long before it's gone. In a Fast Spread, key government officials will be sent to remote bunkers within

4+1d10 hours. Military will be mobilized to protect important figures, and those military personnel in the U.S. will be sent to occupy cities to try to bring things under control. Martial Law will be established after 4+1d10 hours, or at the same time as high level officials go into hiding, whichever comes first. All sign of any significant military presence will disappear after 4+1d10 days, and when present toward the end it will be primarily only in large urban centers.

During a Slow Rise all of what has been described above will come to pass, but at a slower rate. In addition, some effort may be made to assemble research teams to try to find a cure for the plague, which will be sent to isolated facilities after 7+1d10 days. High level government officials will seek refuge after 5+1d10 days, but martial law will be established after 1+1d10 days.

Whether the rise is slow or fast, it is likely that government officials will survive in bunkers for an extended period. The time period depends a great deal on the nature of the zombie rise. If the rise is caused by an environmental element that is *not* ubiquitous, then the government may persist in hiding as long as the CM finds it convenient for his game.

However, if the zombie plague is ubiquitous, the frailty of the human psyche and the fear of those in the next bunk rising as a zombie at any time will cause a collapse of that last island of civilization eventually. It is suggested that after 4+1d10 months the last remnants of government are gone. Individual government officials may survive in groups just like other survivor groups, but organized government is over.

GAS STATIONS

Anyone who has lived through the threat of a natural disaster, such as a hurricane, when given a few days warning knows that people flock to the gas pumps a day or two before the hurricane is due to hit. The reasoning is sound. The area may be without power for days, even weeks, and if there is gas in the car you are

still mobile. Gas can also be stockpiled for generators.

In a Slow Spread we would expect to see this same behavior 1d10 days after it begins, and almost immediately gas stations will be out of gas in major urban areas. There still may be gas in underground gas station tanks in rural areas where the population simply was not high enough to drain it all. The repercussions of this for survivors is that aside from the occasional gas station tank with fuel, most fuel in urban areas will need to be scavenged from abandoned cars.

In a Fast Spread people will start hoarding gas 2+1d10 hours after it begins. However, because the zombie plague is so abrupt people don't have time to bleed all gas stations dry. Survivors may scavenge gas from cars and gas stations.

GROCERY STORES

Behavior at grocery stores mirrors that of gas stations. In a Slow Spread most non-perishable food items will disappear from shelves after 1d10 days. In a Fast Spread, shelves will be heavily depleted 2d10 hours after the rise begins, particularly in urban areas, but there will usually be something to scavenge later.

GUN STORES

Use similar assumptions as for grocery stores except in a Slow Spread the shelves will be mostly cleared out or picked over in 2d10 days. In a Fast Spread, shelves are depleted but still partly stocked after 3d10 hours.

LOCAL GOVERNMENT

Most people in local government (city and county) will not enjoy the protection of elite status, so will not be ferried away to isolated compounds for protection. Some people in state government may join federal government people in bunkers, but this only speeds up how quickly state government becomes ineffectual.

Local government is assumed to crumble at the same time emergency surfaces collapse. In this situation emergency services are the real face of local government, and once they're gone so is local civilization.

NEWS SERVICES

There are many different ways to consume news today, and each may have a different timeframe before it is no longer accessible.

Television news may remain operational for 10+2d10 hours in a Fast Spread, but as long as 10+2d10 days in a slow spread. Note that for longer durations this assumes they are operating with power from generators, and people with televisions and no power must also have generators to pick up and watch the signal.

However, even though television news may remain broadcasting for a relatively long period of time, it will become increasingly inaccurate before it ceases. Facts will be out of date quickly, and any news about the nature of the zombie plague will be riddled with unsubstantiated rumors and panicked assertions or hypotheses. Toward the end of broadcasting, particularly if it has been maintained for a relatively long duration, news casts become more and more rambling and repetitive.

The CM decides what information is accurate, and what information people have access to in the first place, but the table below can give a rough estimate of the probability that *new* information is accurate over a period of time depending on the timeframe of the spread.

News Accuracy Over Time		
Fast Spread (Hours)	Slow Spread (Days)	Percent Accurate
12-13	12-15	90%
14-15	16-17	80%
16-17	18-19	70%
18-19	20-21	60%
20-21	22-23	50%
22-23	24-25	40%
24-25	26-27	30%
26-27	28	20%
28-29	29	10%
30	30	5%

Radio will follow an identical pattern to television news, with the same timeframe until it ceases function in most areas. Use the same degree of accuracy over time. Not all TV or radio stations will cease at the



same time; these timeframes are set for when the last station stops broadcasting.

Finally, the internet is a major source of news. Because of blogs and websites it can paradoxically be the source of the most detailed and accurate new information, but also the worst and least accurate. The difficulty is in sorting the two apart. At the CMs discretion, PCs can use the Investigation or Journalism skills to help determine what seems plausible or implausible.

Assuming PCs can sort mad ramblings from those of people trying to convey accurate information, the same timeframe and accuracy probability presented above may be used, but with +10% accuracy (never over 95%). This reflects the fact that bloggers are posting some information from firsthand accounts.

The accessibility of the internet is a slave to the power supply. Because different areas will lose power at different times, and not all servers have backup power, there will be many server outages as time goes on before widespread power loss happens nationally. Even those servers with access to a generator will

often be inaccessible due to failure of the power infrastructure grid.

We assume that as long as local power is functioning there is a chance that local internet is still accessible. The chance starts at 100% for both Slow and Fast Spreads, but drops by 5% per hour for a Fast Spread and by 10% per day for a Slow Spread. Once local power is lost, so is any chance of internet access even if a survivor is in a location with a generator.

POWER

There are many different variables involved in how long it takes to lose power. Most of the U.S. is powered by coal plants, with a smaller amount from nuclear, natural gas, and hydroelectric plants. Whether an area retains power is not necessarily dependent on whether the local plant remains functioning. The power grid may fail, causing nearby areas to lose power.

In a Slow Spread people can prepare ahead of time to load coal burning plants or set equipment to perform with little maintenance. In a Slow Spread power will be lost after 1d10 days. In a Fast Spread expect power to be lost after 2d10 hours.

CHAPTER 8: ZOMBOLOGY

No two zombie plagues are exactly alike. As discussed in Chapter 7, the dead may rise for a variety of reasons, and pass the plague on in different ways. So too zombies from one plague to another may have different characteristics. This chapter presents a discussion of possibilities for zombie types, and how zombie anatomy and physiology may be affected by time and decomposition.

In the world of zombie fandom there are several schools of thought in terms of how zombies should behave. The "classic" school is in favor of slow moving, mostly unintelligent and rotting cannibals. Tool use, if any, would only be the most rudimentary. They are dangerous primarily because there are so many of them.

Another school of thought holds similar principles, but the ante is raised by making the zombies fast-moving (lifelike) and possibly more cunning. There are probably as many "schools" as there are zombie stories, movies, and fans.

The way zombies look and function may depend partly on who is eligible for the transformation. In *Return of the Living Dead*, long-dead corpses exposed to the animation chemical will animate. Thus, they will vary in decomposition. In *Night of the Living Dead*, only the recently dead will rise. Another contributing factor is whether the undead resurrection includes enhancements to abilities or functions that you otherwise wouldn't expect a decomposing body to have.

ZOMBIE CONSTRUCTION

It's useful to start constructing the specific characteristics of your zombies using a foundation, or set of assumptions, and building up from there.

The template below uses the standard ability abbreviations, with four additional ones.

UMS: Unskilled melee

WND: Wounds

ATT: Number of attacks per round

MV: Movement, listed in the following order: Crawling / Walking / Running / Sprinting / Swimming / Climbing

The listings for abilities assume an "average" zombie. Most abilities will have two numbers listed, one number followed by another in parenthesis. The first number is used if the CM wants to customize a zombie. The number corresponds to the same number on the Defense Column of the Action Table. Each Defense Column has a range of numbers associated with it. For example, column 3 has 31-45 listed. The CM takes the lowest number in the range, in this case 31, and adds 2d10. The sum is the ability score. If the CM prefers to save time (it takes a while to generate abilities for a horde...), the number in parentheses corresponds to the highest number in the range, in this case 45, and that number is used for the ability score. Note that if abilities are customized, USM and WND will change accordingly.

Zombie, Basic

STR 3 (45) DEX 2 (30) AGL 2 (30)
 WPR NA PER NA PCN 1 (15)
 STA 6 (90) USM (33) WND 15
 ATT 1 MV 5/15/0/0/0/0

These zombies are assumed to be freshly dead. There is no significant decay, but dead flesh being what it is they are not very bright, they're slow, and a little clumsy. However, they have a great deal of STA as they can keep walking, pounding at the door, etc. virtually indefinitely. They are about as strong as your average person, but the CM could alternatively use the STR of the person when he was alive. All-in-all, these are your typical walking dead.

Attacks dealt by these zombies are handled as unarmed combat on the Action Table. However, they do not typically strike with their hands or feet, since they are single-minded in wanting to feast on flesh. They're not interested in bludgeoning, only biting. Even though a human bite can

deal only so much damage, if bites transmit the zombie infection it only takes a small bite to pass on the love. Zombies may attempt an unskilled hold, and if successful the subsequent damage (1d10 stamina) each round is assumed to be bite damage.

The CM may wish to alter the standard assumptions when creating the typical zombie. The following sections may be consulted.

ABILITIES

Zombie abilities reflect the assumptions of less-efficient necrotic tissue. However, the following possibilities exist.

Dead Meat: All abilities are as the basic zombie.

Lifelike: All abilities, possibly including PER and WPR if intelligent zombies are desired, initially are equal to when the zombie was living. Ability scores would follow those of a specific individual, or can be assigned a low average of 3 (45) or higher average of 4 (60) for each ability.

Necrohanced: The undead state has enhanced the zombies' abilities, typically only physical abilities, but a special kind of zombie could also be gifted with supernatural intelligence or cunning. All or some abilities may be enhanced, following any range above average: 5 (75), 6 (90), 7 (105), 8 (120), 9 (135), or 10 (136+).

MOVEMENT

Typical zombies are slow-moving creatures, moving at a slow walking pace. Other possibilities include:

Lifelike: Movement like the living.

MV: 15/25/75/150/15/5

Necrogized: Death has provided an unusual quickness. Necrogized zombies should have a minimum DEX and AGL of 3 (45).

MV: 25/75/150/250/25/15

ATTACKS

Zombies will usually attack once each round with a bite. Zombies with additional attack forms or those that are simply faster may be given 2 or 3 attacks per round.

ATTACK DAMAGE

Zombies receive the ordinary bonuses to penetration due to high STR. The standard zombie attack is resolved as unarmed combat. The following enhancements may be added.

Ferocious Bite: the zombies may have grown large fangs or may open their mouths wider than usual for a stronger bite. Attacks and damage are handled as for melee weapons.

Beastlike Claws: The zombies may have actually grown claws, or their fingertips are deadly due to sharp and exposed finger bones. Attacks are handled as melee attacks. If the zombies have additional attacks, they may attack twice per round, either with two claws or one claw and a bite, or three times with two claws and one bite. Depending on the nature of the zombies all of these attacks may potentially be infectious.

WEAKNESSES AND DAMAGE

Many zombies have a weakness. There may be a rational explanation for the particulars, or none at all. When considering how zombies may be killed, the default assumption is that zombies only take damage from current Stamina, and have no wound boxes. When a zombie reaches zero stamina it will be inactive for 1d10 minutes, after which it will be replenished to its full Stamina potential. Below are some examples of zombie weaknesses.

Brain: This is the classic weak spot of the zombies dreamed by George A. Romero. If a character achieves a called shot to the head when using a gun, crossbow, or bow (any penetrating projectile), the brain has been damaged enough to result in destruction regardless of current Stamina. If bludgeon weapons are used, they must be directed against the head as a called shot, and STA damage inflicted in this way cannot be regenerated. Note that if this type of zombie is decapitated it may or may not do the job depending on whether the brain can maintain control of the body from afar. In either case, the severed head will still

attempt to bite anyone who picks it up.

Decapitation: Only separating the head from the body will end a zombie's existence. Unfortunately, this is not easy to do in combat. However, if a zombie is completely immobilized (tied up or otherwise restrained) the head can automatically be removed from the body.

Dismemberment: Complete dismemberment will usually end the threat of any zombie, even if the body parts are still technically animated. Severed from the main body, arms or hands have no leverage and cannot be a threat, unless the CM is taking a more cinematic approach.

Exotic: Some zombies may only be harmed by specific materials, or may be repelled by some substances. For example, maybe pure iron deals permanent damage to current Stamina that can't be regenerated. Maybe the zombies are repelled by the scent of a particular herb or the sight of fire.

None: There is no weak spot. The only way to stop these types of zombies is to immobilize and completely destroy them. Incineration, strong acid, prolonged exposure to lime, all of these methods may work. These are the most dangerous zombies, because ending them will almost always require close proximity and greater exposure to danger.

Organ: The heart, liver, or some other internal organ is the weak spot for these zombies. Perhaps the heart still circulates needed fluid, or it is the source of the electrical activity keeping the dead body running. Maybe the liver has absorbed the zombie chemical and is leaching it into the body to maintain the zombie's macabre animation. Similarly, the thyroid may be the new center of life from the alien radiation it has absorbed. Follow the same rules as for the brain when trying to do a called shot to organs, but piercing weapons may also do the job while blunt weapons will not.

HUNGER PAINS

Zombies are here for the buffet. Whatever brought them back from the grave instilled a hunger in them to feed upon the living. Their particular delicacy can vary. Below are some examples. Note that unless the CM desires a brief zombie apocalypse, the idiosyncratic preferred diet should probably not correspond to the weak spot of the zombies. For example, if the zombies consume brains none of their victims can rise if their weakness is the brain.

Blood: The zombies are not so interested in eating flesh as much as they want to drink a victim's blood. They may have claws or teeth designed to do this, or they simply may bite and drink or lap up whatever comes out.

Brains: These zombies are only interested in brains. Although they may grapple with characters, all of their attacks will be called shots for the head. The CM may want to combine the brain hunger with Ferocious Bite, but it isn't necessary.

Flesh: Give them flesh and lots of it; they're not picky. These zombies consume everything, like Romero's zombies. They'll bite at any exposed body part.

Fluids: The undead are interested in some other bodily fluid aside from blood. This could be bile from the gallbladder, spinal or cerebral fluid, vitreous humor from the eyes, etc.

Organ: The zombies crave a particular organ other than the brain. They will typically center attacks on the chest or abdomen when possible, but because their preferred treat is well within the body cavity they are pretty much going to need to kill a target before the feast begins.

ZOMBIE ABILITIES

The following zombie abilities may be added to the normal zombie bite and shamle repertoire. These abilities may reflect how the zombies were animated, or they may be odd emergent properties that no one expected.

Acid Spittle: The zombies are able to spew forth modified digestive fluids once every other round to

inflict damage. The range is 10 feet, and the attack is treated as a melee attack.

Disease Carrier: The zombies carry disease that they can transmit through a bite or claw. The CM will roll or assign a Disease Potency of 1-10.

Poisonous: The bite and/or claws of the zombies are poisonous. The CM may roll or assign a Poison Potency of 1-10.

Radioactive: The zombies are radioactive, and may expose characters to radiation either via a successful attack or simply by being in proximity to the living. If the latter, a distance of within 10 feet is suggested. The CM rolls or assigns an Exposure Severity of 1-10.

ZOMBIE INTELLIGENCE

Zombies usually don't have the same capabilities as the living. Therefore, use of many mental abilities is inappropriate for low intelligence zombies. Zombies with Zombie Talents (see below) and low intelligence will have an additional ability called Undead Vitality (UV). They also have current UV points just as characters and zombies of higher intelligence have current Willpower points. There is no need to use UV if the CM is not using Zombie Talents.

The UV of a zombie is dealt with the same as any other ability. There are four broad intelligence classifications presented below. Roll or choose to determine the UV score for low intelligence zombies. Zombies with higher intelligence will have ability scores for Willpower, Personality, and Perception that are higher than your basic zombie. Roll on the table below for each of those abilities.

Intelligence or UV						
Roll	Low		Med		High	Genius
d10	1	(15)	2	(30)	4	(60)
1-5	1	(15)	2	(30)	4	(60)
6-8	1	(15)	2	(30)	5	(75)
9-10	2	(30)	3	(45)	6	(90)
					9	(135)

The Intelligence Categories above are loose classifications for how to interpret zombie behavior. See below for general guidelines.

Low Intelligence: This is your classic mindless zombie. It does not

use tools regularly, and on the rare occasion it does it will only be to use something as a bludgeon. They are incapable of figuring out the use of devices, though they may be able to figure out a door knob.

Medium Intelligence: These zombies may be as intelligent as your average person. They retain a life-like intellect. Unlike basic zombies, these zombies will have WPR and PER scores, and higher PCN.

High Intelligence: These zombies have above average intelligence even for humans. Not only are they capable of human reasoning, but they can figure out any technology, and maybe even design new technology themselves! These are cunning enemies, and if they exist in great number living humans are doomed.

Genius: The reanimation process has created super-intelligent geniuses with a sinister intellect. These zombies are more than just flesh-eating hordes. They will have grander goals. There may be many of them, or perhaps just a few among hordes of unintelligent masses.

ZOMBIE TALENTS

If the CM allows a supernatural component to the game, zombies may also be granted talents akin to Paranormal Talents, Zombie Talents (ZT). For zombies of Low Intelligence, the Base will be equal to UV and Willpower cost will be UV cost. Since zombies do not sleep, they recover current UV or current Willpower at the rate of 10 per hour without the need to rest.

For more intelligent zombies, the Base listed for ZTs is calculated normally. At the CM's discretion, intelligent zombies may also possess Paranormal Talents that are normally restricted to PCs. Note that if the Willpower (UV) cost is higher than the pool available to a zombie, the ZT is unavailable to that zombie.

Absorb Vitality

Base: $(Wpr+Sta)/2$
Willpower (UV) Cost: 50
Check: General
Time Required: 1 round
Range: Touch
Duration: Round of use

A zombie can use this horrific ability to absorb life energy from a victim in order to reverse its own degenerated (rotted) condition. The zombie must make physical contact with the victim by a successful hand-to-hand attack in the same round this ZT is used. If successful in the attack and in the Base check, the zombie absorbs 3d10 ability points from all abilities of the victim, and a like number are added to all abilities of the zombie. This may not raise the zombies' abilities above its normal maximum. Depending on the number of points leached from a victim, zombies will effectively "reverse decay." If any one of a victim's abilities reaches zero, he dies. Victims recover 1 point from each ability per day.

Living Visage

Base: $(Wpr+Pcn+Per)/3$
Willpower (UV) Cost: 15
Check: Specific
Time Required: 1 round
Range: Unlimited
Duration: See below

This ZT may be used by a zombie to appear living. The zombie will look, move, and smell like a living person. The deception may be more or less convincing in some situations, since it grants no illusion of personality. A mindless zombie still behaves like a mindless-looking human.

Use the key below to determine how long a character can maintain the guise:

Failure: The effect does not work.

L = Limited duration: 1 minute

M = Moderate duration: 30 minutes

H = High duration: 1 hour

C = Colossal duration: 12 hours

K = Not applicable.

Rattling Moan

Base: $(Wpr+Per)/2$
Willpower (UV) Cost: 20
Check: Specific
Time Required: 1 round
Range: 30 feet
Duration: Round of use

Successful use of Rattling Moan allows a zombie to emit a deafening wail that sends shivers of agony. The

victim must be within 30 feet of the zombie. Successful use requires a specific check; the victim "defends" on the column below his or her current Willpower score. Use the Unarmed Combat key to interpret the results.

Sense Living

Base: (Wpr+Pcn+Sta)/3
Willpower (UV) Cost: 10
Check: General
Time Required: 1 round
Range: 100 yards
Duration: Round of use

The zombie may use this ZT to sense the presence of living humans within range. Successful use of this ZT grants different understanding depending on zombie intelligence. Low Intelligence zombies just know there are living beings nearby and in what direction or general area in range. Zombies of higher intelligence know how many humans are nearby, and in what direction and at what distance within range. Position only is indicated, not necessarily specific rooms if in a building and the zombie is unfamiliar with the layout.

Whisper Sweetly

Base: (Wpr+Per)/2
Willpower (UV) Cost: 20
Check: Specific
Time Required: 1 round
Range: 50 feet
Duration: Round of use

Successful use of Whisper Sweetly allows the zombie a limited form of mental communication with the living, not unlike telepathy. If the zombie is unintelligent, the communication is meaningless moans, whispers, and feelings, not actual words. If the zombie is intelligent, communication is more specific, and can be words and images. However, characters are unable to communicate back with the zombie.

The zombie is communicating its longing and desperation to get at the victim and consume his flesh (or what-have-you). This an incredibly horrific and demoralizing experience. The victim must be within 50 feet of the zombie. Successful use requires a specific check; the victim "defends"

on the column below his or her current Willpower score. Use the Unarmed Combat key to interpret the results, but current Willpower is lost instead of Stamina, and no wound boxes are lost.

ZOMBIES AND DECOMPOSITION

Dead bodies go through various processes that alter their appearance and substance. Discussion of these processes follows, with notes on how they affect zombies and how they can be incorporated in the way zombies are depicted. Also note that what follows is a simplification, and is presented in a way that makes it workable for the game, not necessarily for real-life application.

BODY CHANGES

The following changes occur in the body relatively quickly.

Algor mortis: This is the process of the body cooling after death until it reaches ambient temperature. Determining the amount a body will cool in a given period of time is a notoriously inaccurate process due to many variables, but on average the body will cool 1.6 degrees Fahrenheit per hour. The cooling process will have little functional effect on a zombie. Possible repercussions could be that if survivors have thermal vision gear, zombies become less visible as they cool.

Livor mortis: After blood circulation ceases, blood pools following gravity. Skin and other tissues fill with blood, giving a red stained appearance. This process is livor mortis, and it may begin anywhere from 30 minutes to 4 hours after death. Up until about 12 hours postmortem, the blood is not "fixed" in its location, meaning that if the skin were pressed, it would momentarily turn white but would refill. After this 12 hour period the blood may be pressed but will not rush back to fill the place again.

The effect this process has on the undead will be largely cosmetic. If zombies are mobile very soon after death, blood will pool primarily in the feet and legs, making those areas

red. If zombies reanimate several hours after death, blood will pool in low areas of the body depending on the position of the body after death. These zombies may have red splotches over their faces and other areas to reflect this, when still fresh, but these areas will blacken as the zombie passes into the early decomposition phase.

Rigor mortis: The natural chemical reaction that allows muscle to contract and relax in life breaks down in the recently dead. This process, rigor mortis, leads to an initial stiffening of all muscles in the body that is maintained for a period, and then gradually passes leaving the muscles progressively flexible again.

Small muscles lock up first (only because they have less muscle mass), which is particularly noted in the face. Likewise, small muscles become flexible again first.

Rigor mortis is primarily of interest for zombies in the way it may affect their ability to move. Before rigor mortis has reached its "peak" of stiffness, one can take an arm, for example, and "break" the rigor, forcing the joint loose, and after a time the muscle will stiffen again. If the peak has already been reached, it will not stiffen again.

If an animate zombie is constantly moving around during this process it will experience no real stiffness that will cause any penalties, since the stiffness never has a chance to settle in. However, if a zombie is motionless for an hour or more while this process is underway (or becomes animated after the process has begun), there will be an initial period of stiffness until its movements have worked the muscles loose. This reduces movement to 1/3 normal, and causes a penalty of -40% to STR and AGL. These effects last for 1d10 rounds. After that time if the zombie remains motionless again for an hour or more these penalties are repeated. Consult the table below to determine how long the process of rigor mortis takes.

Stage	Time
Onset	60 minutes +6d10 minutes
Peak	6.5 hours +6d10 minutes
Rigor Persists	20 hours +1d10 hours
Rigor Passes	30 hours +2d10 hours

These timeframes can be used to calculate the process for one zombie or many that may have died about the same time. Note that all times should be interpreted as time postmortem.

DECOMPOSITION STAGES

The process of decomposition will affect zombie performance, and can influence the path of a zombie outbreak. Decomposition takes place by two main processes. The body essentially digests itself from fluids, chemical breakdown, and enzymes (autolysis), and outside microorganisms or organisms always present but no longer kept in check begin consuming the body (putrefaction). In addition, insect activity (primarily maggots) can have a significant affect in reducing a corpse to bone.

The following stages and timeframes are typical for decomposition in a relatively warm and humid environment. Increase times by a multiple of 10 for a cold climate (but above freezing), and decrease times for a "hot" environment by dividing by 4.

Fresh: This stage begins immediately after death. The body is complete and shows little to no sign of decomposition. Insect activity may be starting toward the end of this stage but it is relatively minor, and focused around wounds or other moist areas like the eyes. This stage lasts 1d10 hours.

Early: The body has become greenish, particularly in the abdomen, from proliferation of bacteria, and the body its bloating. Tissues darken, and areas of livor mortis turn black. Skin may slip off as fluids increase in the tissues from decomposition. Toward the end of this stage mold may appear and the face may become partially skeletonized around the mouth and eyes because maggots eat these soft

tissues first. Maggot activity in general has increased and reaches its peak toward the end of this stage. This stage lasts 1d10 days from the end of the Fresh stage. Because of tissue degeneration, all abilities are at -15% in this stage.

Advanced: At this stage internal organs of the chest and abdomen are gone. Skin is very loose, and most hair will be absent. In many places the skeleton is exposed, but the skeleton retains well over 50% of its tissue. Since tissue is severely deteriorated at this stage, all abilities are at -25%. This stage lasts 3d10 days from the end of the Early stage. Note that zombies with a weakness involving the internal organs of the chest and abdomen will cease functioning at this stage.

Skeletonized: At this stage over 50% of the skeleton is exposed, and tissue is severely decomposed. Most insect activity has ceased since there is little tissue left to scavenge. What tissue remains is mostly desiccated. The zombie will have no usable senses and for all intents and purposes it will be immobile. Zombies in this stage are primarily jerking, quivering sacks of meat and bone; not even that if their weakness is the brain. This stage lasts 1d10 months, after which all that is left is bone that will gradually bleach and deteriorate in the environment.

DECAY RATE

Zombies are dead flesh. A dead body can go from fresh to skeletonized in a fairly short period of time. That can be a bummer for the zombie apocalypse, if all of the flesh eaters are reduced to goop too quickly.

Therefore, it can be useful to decide the decay rate of the zombies, which need not be as normal. The strange energies, chemicals, or what-have-you that animate the dead may also slow the decomposition process. The CM can choose one of the categories below to define how the zombies perform in this way. It is also possible that the zombies decay at one rate until a certain stage, and then at another rate after that.

Normal: The zombies decay at the ordinary rate expected based on the environment.

Hindered: The undead decay at 75% percent of the normal rate.

Slowed: Zombies decay at 50% of the normal rate.

Delayed: Zombies decay at 25% of the normal rate.

Arrested: The undead do not discernibly decay beyond a particular stage. This could begin immediately at the fresh stage or later.

FOR EVERY SEASON

Based on the previous discussion, the time of year can influence the course of the zombie apocalypse. Since dead flesh freezes readily, survivors may receive a respite from the hordes during winter months. It's possible that when winter comes people may scavenge for supplies in relative safety, and perhaps even hunt the frozen dead to eliminate as many of their number as possible before the thawing sun of spring revives them.

On the other hand, the CM may decide that there is just enough warmth generated by the necrotic feeders to prevent them from freezing in the winter.

ZOMBIES AND EXPERIENCE

Experience points are awarded to characters for zombies slain. Refer to the table below for calculating XP for your zombies.

Trait	XP
Basic Zombie	300 (base)
<i>Abilities</i>	
Lifelike	+50
Necrohanced	+100
<i>Movement</i>	
Lifelike	+50
Necrogized	+100
<i>Intelligence</i>	
Medium	+50
High	+100
Genius	+200
Weakness	-50 per weakness
Attacks	+50 per additional attack
Damage	+50 if melee
Zombie	+50 each
<i>Abilities/Talents</i>	

CHAPTER 9: CORPSE MASTER TOOLS

This chapter provides some final tips and resources for the CM to help run games in ROTWORLD. Many situations will arise for which the rules in this book don't cover—but don't sweat it! Once you are comfortable with the rule system and genre of play, the rules in this game can be used as a guide for deciding how to handle new situations. What follows are some suggestions for how to deal with certain topics not already covered.

RANDOM ENCOUNTERS

As the PCs are rummaging around to scavenge for food, or shooting a gun, or generally making noise and being seen, it is useful to determine the chances that these activities will attract zombies into the area.

When the PCs are in a building or in the streets of a town, check for a random encounter once each ten minutes of game time. This time period may be altered depending on the situation. If the general density of rotters is higher in this particular neighborhood, or it's in a big city versus a small town, the check can be made every five minutes of game time.

When outside of town this check may be made at less frequent intervals. See the table below.

Encounters Outside Town	
Miles from town	Check Interval
1	1 per hour
3	1 per 2 hours
5	1 per 4 hours
10	1 per 8 hours
20	1 per 12 hours
40	1 per 24 hours
60	1 per 2 days

Note that *miles from town* assumes the closest town is that distance away. Places that are particularly remote may have very long intervals between checks, at the CM's discretion.

In addition to time intervals, the CM should make a check anytime the PCs do something that would logically draw attention to

themselves. Firing a gun, yelling, hammering nails to barricade a window, or similar activities may call for an extra random encounter check.

The check is made by rolling a d10. On a roll of 1-2 on 1d10, a random encounter occurs. In buildings or other structures, the zombies will be encountered (appear) 2d10x10 feet away, or where it seems logical based on the floor plan and situation. In the wilderness or outside of town, they will appear 3d10x10 yards away.

NUMBER ENCOUNTERED

Once a random encounter is determined, the CM must decide how many walkers appear. When the PCs are in a building, 1d10 rotters are encountered. In a street, 3d10, and in the wilderness or outside of town 2d10.

FOOD SCARCITY EFFECT

This is an optional rule that the CM may include at his discretion. Just like deer will wander to lower ground in search of food in the winter, zombies may begin to wander out of town in search of fresh meat as the zombie apocalypse carries on.

It is suggested that each month for three months after the zombie rise, the check interval be decreased by 50% on the Encounters Outside Town table. No check would become more frequent than twice per hour. For example, one month after the dead rise, a distance of three miles from town will be checked once per hour, and five miles will be checked once per two hours. There will only be so many zombies, so it is suggested that these adjustments only be applied out to three months to simulate the fact that as the zombies spread out there density also decreases.

SCAVENGING

Broad guidelines were presented earlier for determining the sequence of events that occur once the zombie apocalypse is underway. This section

presents some mechanics for determining what PCs are able to scavenge.

EQUIPMENT

Whether the rise is fast or slow, it is likely that there will be a lot of basic camping equipment available in stores. High demand items may be more questionable. These items include generators, dehydrated food, batteries, electric or gas lanterns, fuel, and other items for compensating when power is out. The CM may assign a flat 60% chance for each one of these items that they are available in a particular location. Note that generators are loud and the CM may make frequent Random Encounter checks when one is running.

FOOD

As discussed earlier, grocery store shelves will be depleted differently in a Slow Spread versus a Fast Spread.

For a large or well-stocked grocery, survivors will be able to find 1d10 days of food for 1d10 people after a Fast Spread. After a Slow Spread, reduce the results of these rolls by 50%, rounding down. Other sources like convenience stores will have 25% of the food available from larger groceries. All of these calculations assume dry, mostly nonperishable foods. If power is still on or was on recently enough for food not to spoil, increase available food by 50%. It can take many days for frozen food to thaw, particularly in enclosed freezers. If survivors attempt to consume spoiled food, the CM may use the rules for poisons or disease, as appropriate.

GAS

In a Slow Spread most gas stations in large cities will already be bled dry. A percentage of 90% may be applied that any gas station is completely out of gas, or 60% in small towns or other rural areas.

In a Fast Spread, there will be a 60% chance that gas stations are dry in larger towns, or 30% in rural areas and small towns. The CM should feel

free to adjust all of these odds as he sees fit.

When gas is found, roll 2d10 to determine how many gallons of gas is left at a gas station. On a roll of 10 on either die, roll an additional d10 and add this to the sum.

For scavenging gas from cars or other vehicles, there is a base 75% chance of finding gas. This value may be increased or decreased at the CM's discretion. For example, a car abandoned on a freeway 30 miles outside of town may have a penalty of -60%. In the center of downtown in a large city there might be a +15% chance there is gas in the tank. When gas is found in a car, roll 1d10 to determine how many gallons are found. For a large pickup or truck roll 2d10.

GAS GONE BAD

Gasoline only lasts so long before it evaporates some of its volatile elements, oxidizes, or takes on water. This can become very important as the zombie apocalypse exits its early days and people are looking at long term survival.

Consult the table below to determine whether gas found from a particular source (a car, a tank at a gas station, etc.) has gone bad. Note that this means the gas will not efficiently burn at all inside a car, generator, or what-have-you. As gas ages it may become less efficient but still burn, and the CM may apply penalties to gas mileage or burning duration in generators at an equal percentage to the percentage chance the gas is spoiled, or at his discretion.

Time	Spoilage
2+ months	15%
6+ months	20%
1+ years	30%
2+ years	45%
3-5+ years	60%
6+ years	75%
7+ years	80%
8+ years	85%
9+ years	90%
10+ years	95%

Note that there are gas stabilizing additives that may be mixed with gas to help reduce spoilage. A rule of

thumb could be one bottle of gas stabilizer may be applied to 20 gallons of gas. However, stabilizer will only delay the chances of spoilage for 1d10/2 years, rounding up.

GUNS

Guns are high demand items in the worlds of walking rotters. In a Fast Spread there is an 80% chance any particular gun store has guns and ammunition. In a Slow Spread this probability is reduced to 50%. The CM may roll 2d10 to determine the number of guns, and 1d100x5 to determine how many rounds are found. Alternatively, if the CM wants to break down rounds available for each caliber or type (i.e. shotguns versus hand guns) then 3d10 may be rolled for each type. The CM may roll on the table below to determine specific types of guns found, if desired.

Roll 2d10	Gun Type
2	Revolver, .22
3	Revolver, .32
4	Revolver, .38
5	Revolver, .357
6	Revolver, .44
7	Revolver, .50
8	Pistol, .22
9	Pistol, 9 mm
10	Pistol, 10 mm
11	Pistol, .40
12	Pistol, .45
13	Rifle, .22
14	Rifle, 9 mm
15	Rifle, 30-30
16	Rifle, .306
17	SKS
18	Shotgun, .410
19	Shotgun, 12 gauge
20	Shotgun, 10 gauge

ZOMBIE FEATURES

It might become tedious for the CM to attempt to describe every rotter in detail. "Ho-hum, another maggot-filled face."

When dealing with hordes of zombies not only would it become tedious to describe them all, but it would take a while. A hundred walkers is a lot describe. Instead it is suggested that the CM only describe

certain unique specimens at important times. If a lot of random encounters occur, the CM may want to offer a unique description, but only so often and to help set the mood. Consult the tables below for ideas.

1d10	Sex
1-5	Male
6-10	Female

2d10	Zombie Outfit
2	Naked
3	Nurse
4	Police Officer
5	Firefighter
6	Mail Carrier
7	Baseball uniform
8	Football uniform
9	Clown
10	Swimsuit
11	Nightgown/Pajamas
12	Hospital gown
13	Suit
14	Hawaiian shirt
15	Military uniform
16	Religious (Nun, Priest, etc.)
17	Cheerleader
18	Mascot (gorilla, chicken, etc.)
19	Fast-food uniform
20	Biker leather

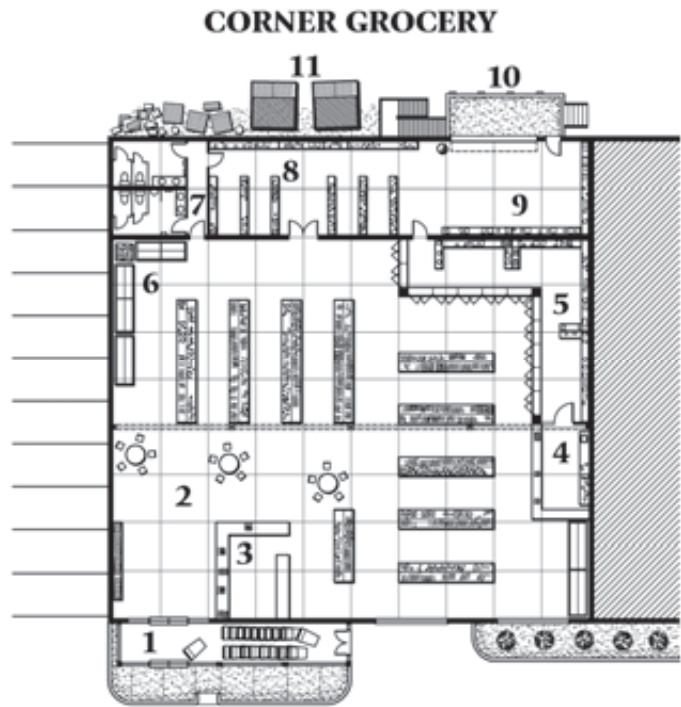
2d10	Zombie Special Feature
2	Eyeball hanging from socket
3	Face full of maggots
4	Hair slipping off
5	Tongue hanging out
6	Jaw missing
7	Throat ripped out
8	Hand mangled
9	Arm missing
10	Entrails dangling
11	Brain exposed
12	Badly burned
13	Legs broken
14	Foot missing
15	Leg missing
16	Torso only
17	Severely bloated
18	Staples from autopsy
19	Weapon protruding (knife, hatchet, etc.)
20	Oozing fluid profusely

PLACES OF REFUGE

The following maps and brief descriptions can be used in gaming sessions. These locations may be the focus of an entire session where the PCs take refuge, or areas for looting, or the headquarters for rival survivor groups. The scale on all maps is 1 square = 10 feet, and the top of the page is north, the right side east, and so on. If these are drawn on a larger map for the use of figures, the scale should be doubled for 1" squares so that 1 square on the maps below is equal to 2 inches (2 squares) on larger maps.

CORNER GROCERY

This is your standard well-stocked corner grocery. It would have the most common foods, and would also serve as a neighborhood hangout for local kids, teenagers, and retired folks.



1) ENTRY: This is the entry into the store, with an area for shopping carts.

2) LOUNGE: Local people can hang out here to drink coffee, eat sandwiches, etc.

3) REGISTER: This area is the register for paying, buying lottery tickets, and so forth.

4) MEAT CASE: A butcher is normally on hand here to cut meat, and several meat items are available in the case, including steaks, sausages, lunch meat, and other items. A small selection of deli items (sandwiches, potato salad, etc.) are also available in the refrigerated case immediately to the south.

5) REFRIGERATED WALK: This is the walk area for storing and restocking refrigerated goods behind the fridge case. Milk, beer, soda, and other items are found here.

6) SELF SERVE: This area has coffee, a microwave, soda fountain, hotdog rotisserie, and other quick food items.

7) BATHROOMS: The male bathroom is on the north wall, the female bathroom is immediately south.

8) STORAGE: This area is for storing extra stock of non-perishable grocery items.

9) RECEIVING: This is the receiving area for items that arrive by truck.

10) LOADING DOCK: This is the dock for unloading trucks.

11) DUMPSTERS: These dumpsters are accessible to the nearby stairs.

2) BREAK ROOM: This room has a vending machine for chips, cookies, candy, etc. There is a refrigerator, microwave, and a few nonperishable meals (dehydrated soups) in a cupboard.

3) OFFICE/WAITING ROOM: A desk is on the east side of the room for doing paperwork and processing payments. The west side of the room is a waiting area with a coffee table and magazines (at least 3 months old).

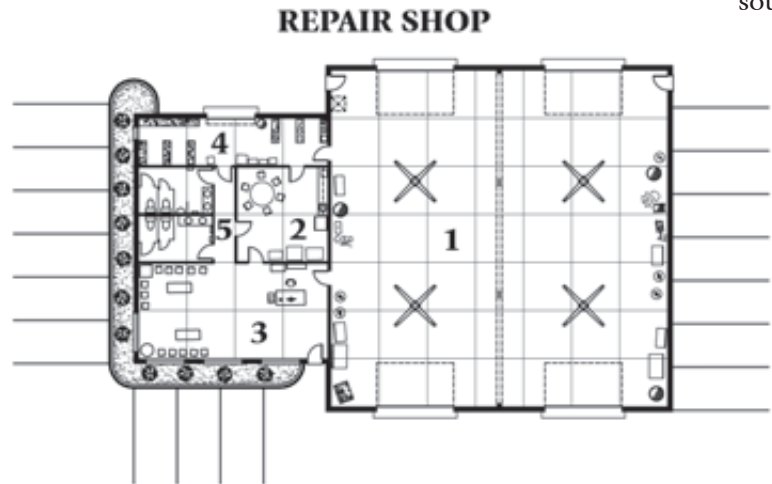
4) STORAGE: This area is for storage of various auto parts.

5) BATHROOMS: The male bathroom is on the north side, the female bathroom is immediately south.

REPAIR SHOP

This shop is a typical repair shop that handles everything from oil changes to engine overhauls.

1) GARAGE: This large area is the workshop. There may be cars still present. The walls are lined with spare parts and tools.



COUNTY AIRPORT

This is a small regional airport that probably does not have international flights, except possibly to Canada. Most flights are to major nearby cities, with a few flights of high volume to more distant large cities. There may be planes near the gates at the CM's discretion, either docked or sitting nearby.

1) AIRPORT OFFICE: This is the main office for airport management. Airline supervisors may also be found here.

2) TICKETING: Each booth will be a separate airline.

3) INFO BOOTH: General airport information, and information about local hotels and other attractions is found here. This booth will also have maps of the airport.

4) AIRPORT POLICE: This is the police area. Keys to various airport doors may be found here, but there will be no guns or ammunition. This area may also have maps of the

airport, and at the CM's discretion there may be maps to tunnels under the runway if the CM wishes to expand the map.

5) BAGGAGE CLAIM: All baggage from all flights is routed here. The back room to the right is for unloading luggage, which would be placed on the conveyor.

6) GIFT SHOPS: These shops have various trinkets, clothing, and snacks.

7) CAR RENTAL: These booths will contain keys to cars that are waiting on a lot near the airport.

8) COFFEE HOUSE: Coffee, snacks, and sandwiches can be obtained here.

9) SNACKS: This shop specializes in snacks, drinks, and reading material.

10) WAITING AREA: This waiting area is for passengers who have not yet gone through the checkpoint, or for people waiting for the arrival of a flight.

11) SECURITY: This area is for searching passengers in private, and may be used as a holding area for suspects.

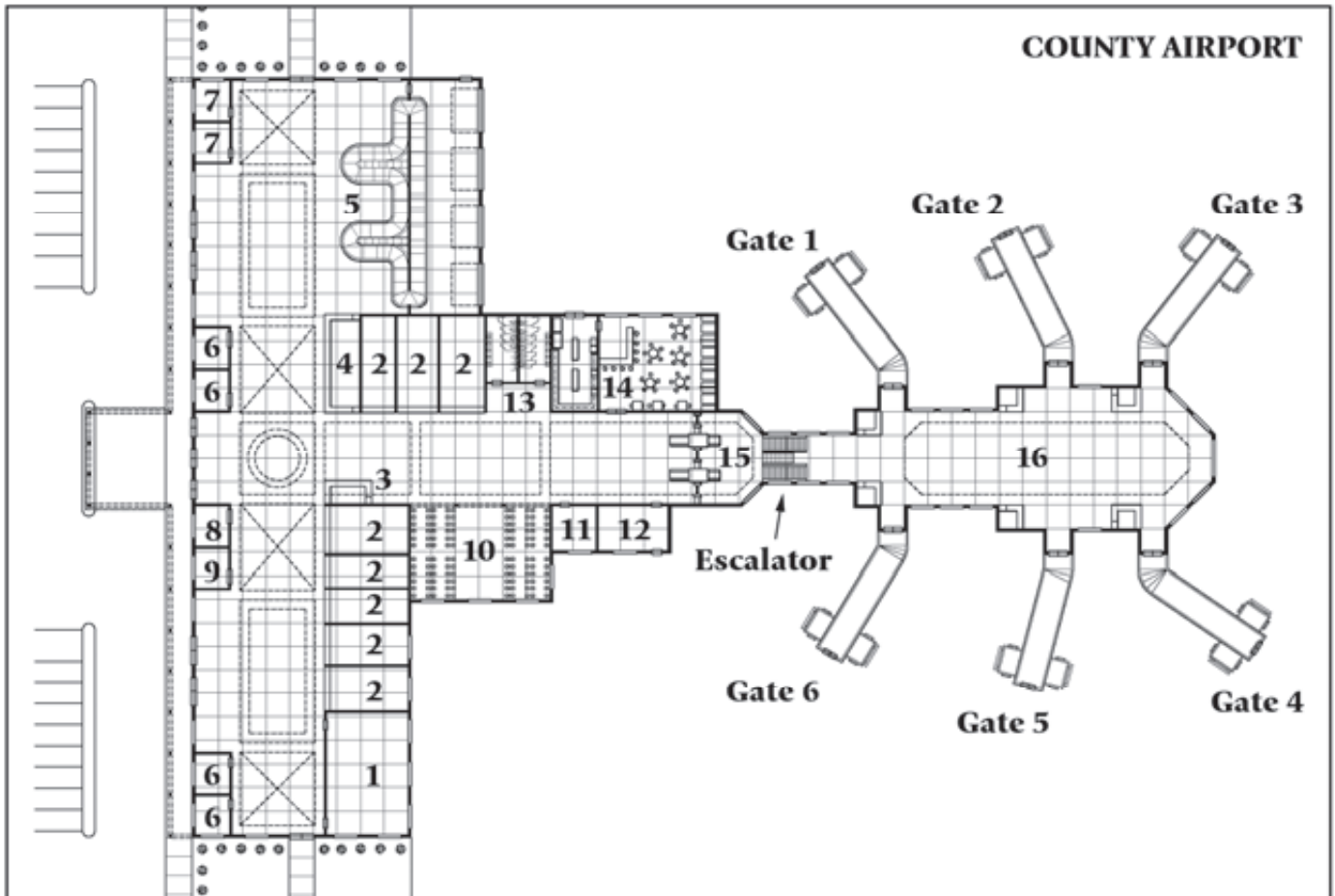
12) SECURITY OFFICE: This is primarily an office for the supervisor at the checkpoint.

13) BATHROOMS: The women's bathroom is in the left, the men's on the right.

14) BAR & GRILL: This is a place passengers will stop for drinks and a meal before traveling. Locals come here for drink specials. The kitchen is to the left.

15) CHECKPOINT: This is the security checkpoint with x-ray machines and metal detectors.

16) TERMINAL: This is the airport terminal. Each gate has a small booth for airline personnel to announce boarding, handle last minute seating, and deal with other passenger issues.



SHOPPING MALL

This is one of those older, small, rundown, low-traffic malls that are across the country and have suffered from the construction of larger fancy malls.

1) MAIN ENTRANCE: This is the main mall entrance.

2) SECOND ENTRANCE: This secondary entrance to the mall leads directly to the food court.

3) FOOD COURT: This area has seating and a number of fast food restaurants. Rooms facing the food court are for serving and taking orders. Secondary rooms are the kitchens.

4) WINGS & BEER: This is a restaurant and sports bar. The smaller room to the left is the kitchen. A large flat screen TV is above the bar for watching sporting events.

5) BATHROOMS: These areas are bathrooms. The CM may choose which are for men and which are for women.

6) DEPARTMENT STORES: These

are larger department stores. The CM may choose an appropriate store. Small unlabeled rooms will either be offices or additional storage.

6a) RECEIVING: These areas have a small dock for receiving trucks. Some goods may be stored here before sorting.

7) STORES: These are smaller mall stores. The CM may choose the type or roll below. Note that sporting goods stores in malls will not ordinarily carry guns or ammunition, though since they sometimes do in movies the CM can allow it at his discretion.

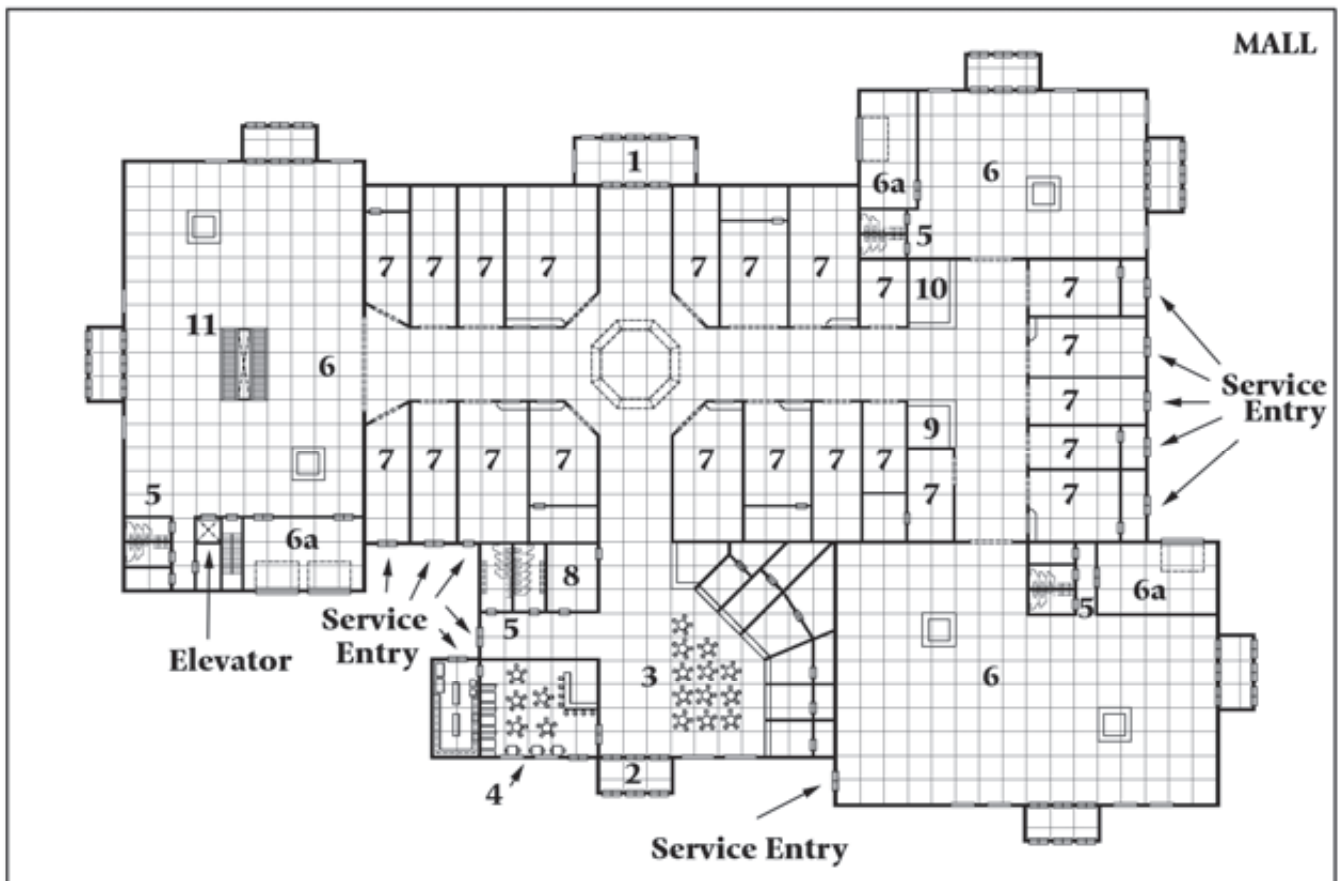
2d10	Store
2-3	Candy/Popcorn
4-5	Shoes
6-8	Men's clothing
9-11	Women's clothing
12	House wares
13	Art
14	Sporting goods
15	Toys
16-17	Books/Music/Movies
18-19	Coffee shop
20	Pet store

8) MAINTENANCE: This room primarily contains cleaning supplies and equipment.

9) INFORMATION: This booth has a map of the mall, information about current sales, and coupons for stores.

10) MALL SECURITY: This booth is the central point for mall security. Normally it would have one person in attendance at all times while 2 (or 4 near the holidays) other security people patrol the mall or respond to calls for security.

11) ESCALATOR: This escalator leads up to a second level of the department store. The CM may omit this and the elevator if he wants the store to be one level. Otherwise the top level will have the same layout, minus exterior doors, as the lower level. The area that would be receiving becomes additional storage.



ROTWORLD™

Action Table

Defense Column

Attack Margin	Ability Checks		Skill Checks		46-60	61-75	76-90	91-105	106-120	121-135	136+
	1-15	16-30	31-45	46-60							
	1	2	3	4	5	6	7	8	9	10	
0	LK	L	L	L	L	S	S	S	S	S	S
1-4	M	M	L	LK	L	LK	L	S	S	S	S
5-9	H	MK	M	L	L	L	L	L	LK	S	S
10-29	C	H	MK	M	M	M	LK	L	L	L	L
30-49	C	C	H	M	MK	M	M	MK	L	LK	LK
50-69	CK	CK	C	H	H	H	M	M	M	M	M
70-89	CK	CK	CK	CK	H	H	H	H	M	M	M
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H	H
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H	H
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H	H

ARMED COMBAT RESULTS

UNARMED COMBAT RESULTS

Code	Result	Code	Result (Defender loses points from current STA)
S	Scratch: Lose 1-2 points (see above), and mark one wound box.	S	Scant Damage: Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.	L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.	M	Medium Damage: Lose 4-40 points (2d10x2).
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.	H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes.	C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes (or called shot, if specified otherwise).
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.	K	Defender knocked down and back 5 feet; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE

1	Declare attack	4	Defender declares luck use (PCs, missile attacks only)
2	Determine base damage	5	Attacker rolls specific check against strike number
3	Determine strike number	6	Apply results

SEQUENCE OF PLAY FOR ONE ROUND

1	CM declaration	8	Side A melees
2	PC declaration	9	Side B uses paranormal talents
3	Initiative determination	10	Side B fires or throws missiles
4	Side A uses paranormal talents	11	Side B moves
5	Side A fires or throws missiles	12	Side A defensive missile fire
6	Side A moves	13	Side B melees
7	Side B defensive missile fire	14	Stamina loss and recovery

Permission granted to photocopy this form for personal use.

Copyright 1984, 2011 Daniel Proctor. ROTWORLD and ROTWORLD logos are trademarks of Daniel Proctor.

ROTWORLD™

CHARACTER SHEET

Character:

Player:

BASIC STATISTICS

BACKGROUND

Strength (STR): _____ Willpower (WPR): _____ Date of Birth: _____

Place of Birth: _____

Dexterity (DEX): _____ Perception (PCN): _____ Profession: _____

Age: _____

Agility (AGL): _____ Luck (LUCK): _____ Education: _____

Nationality: _____

Personality (PER): _____ Stamina (STA): _____ Height: _____

Sex: _____

Penetration Bonus: _____ Unskilled Melee: _____ Weight: _____

Eye Color: _____

(STR+AGL)/2 Features: _____

Hair Color: _____

Current Stamina: _____

WOUNDS

Experience Points: _____

Current Willpower: _____

□□□□□□□□

Stamina Recovery Rate: _____

□□□□□□□□

Armor: _____

AR: _____

Stamina Loss/Round: _____

Items Worn: _____

SKILLS

PARANORMAL TALENTS

Name	Base	Level	Score	Name	Base	Score
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

WEAPONS

Name	Range Mod.	Base
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Gear/Notes: