

LEFTOVERS

Post-apocalyptic survival in a horrific world –
but with a heart

by
Mike Olson

December 2009 Game Fu Ingredients:

1. Post-apocalyptic and Mythos
2. Punk
3. Character creation does not allow characters to have access to all attributes. They must choose which ones not to have values in.
4. Must include an emotional connection mechanic binding characters together.
5. Images:
 - i. LoveCraft2.jpg by Tony Hsu was drawn specifically for this game and is used with permission of the artist. It is not available online.
 - ii. Cthulhu_and_R'lyeh.jpg by Dominique Signoret is used under a Creative Commons license and is available online at http://commons.wikimedia.org/wiki/File:Cthulhu_and_R%27lyeh.jpg.
 - iii. Shoggoth_by_pahko.jpg by Pahko is used under a Creative Commons license and is available online at http://commons.wikimedia.org/wiki/File:Shoggoth_by_pahko.jpg.

TABLE OF CONTENTS

Things Used To Be Different	3	THE WORLD	
Points of Interest	5	The Real Story	30
The Basics	8	The Horrors	31
SURVIVORS		Random Horrors	33
Natures	9	Other Dangers	35
Traits	10	Character Sheet	38
Bonds	13	Images	39
Tools	16		
Grafts	18		
Defenses	19		
SURVIVAL			
Tasks	20		
Time and Distance	22		
Movement	22		
Environmental Dangers	22		
Conflicts	23		
Contests	23		
Combat	24		
Healing and Recovery	25		
On Tools	27		
Parts and Grafts	28		

THINGS USED TO BE DIFFERENT

You're too young to remember, but it wasn't always like this. Hell no. Those big ruined buildings used to be full of people – that's where we lived, instead of in this glorified ditch like animals. Used to be bright during the day, not all sickly overcast and drizzly all the time, like it is now. And we used to be in charge, or at least in charge enough that you could take a walk in the woods or hills or mountains or whatever without being hunted by something that shouldn't even *exist*.

That was before they came, you understand – before the Horrors.

We shoulda seen it coming, I guess. They warned us. That's the crazy thing. All these big celebrities, they'd go on the talk shows – I don't really know how to explain talk shows – they were on TV – don't really know how to explain that, either, but never mind that for now. Big-time movie actors, and talk-show hosts, and famous musicians, and that fella who'd lost a bunch of weight eating sub sandwiches – they saw it coming, somehow. Babbled on and on about the end of the world, about something *awful* that was gonna happen, that we all had to get ready for “them.”

Well, we thought they were bonkers, naturally. Sounded like a bunch of Scientology or Kabbalah or Mayan prophecy or some other nonsense that people start spouting when they get too rich and famous for their own good.

But we shoulda listened, because they were right. The stars were *right*.

I saw 'em come up out of the ocean, y'know. Had a front-row seat, right out of my living room window. Used to live in a place called Boston, with a view of the bay. It's gone now, of course, but I lived there all the same.

First there were the earthquakes – huge earthquakes, all over the world. Then the tidal waves. Flooded or crushed everything along the Eastern Seaboard, and along every other seaboard, I imagine. My high-rise was one of the only buildings in Boston to stay standing. That's how I saw 'em.

I never knew a living thing could be that big. Funny – I saw it, and I can see it in my head even now, but damn if I can give it any justice in words. Sea-colored. Not so much scaly as slimy, like a snail. Tentacles and wings, and those eyes – flat and black, unblinking, each the size of Fenway Park, and more than I could count. I don't know how the hell it moved on those tentacles. Like it was walking on a dozen legs, but *slithering* at the same time. Unnatural.

Like I say, never knew a living thing could be that big... until I saw the second one. And the third one. And more. They just kept comin'. And all around 'em, crawling on their backs or swimming alongside, were the Horrors. Lots of 'em we came to have names for, later. You know, hookfaces, gut-rippers, thousand-claws, squidheads, and a hundred more besides. Like the mutant children of the giant ones. God knows what they call themselves.

Of course we fought 'em. Well, the Army did, I mean – tanks and planes and bombs... they blew the hell out of this place. Somebody dropped nukes, too. No way of knowing who. Could've been us, I guess – doesn't matter now. Didn't matter then, either. None of it did any good against the big ones. But man... so much death.

When the dust settled, we had this: grey sky, barren land, most everything dead, all in only a few weeks. And then they just... left. The giant ones, I mean. Nobody knows where they went. Back to the ocean, probably. I don't think anyone had the presence of mind to watch 'em all that closely. I know I didn't.

Mostly there was just a lot of running and hiding and just trying to stay alive. But when that was over – they were gone. So was most of humanity.

Except for us – the leftovers.

And the Horrors we still have running around, but you knew that. Thousands of those still, all over the damn place, each one freakier than the last. Don't ask me how many of us are left – I doubt anyone knows. And even among us, plenty are... not... *us*. Not anymore. Y'know? I know you've seen 'em, even here in the Trench. Not enough of us humans left to turn too many away, even if they're—

Well. Gotta stick together, right?

Outside the Trench? You don't wanna know, kid. The Trench is awful, sure, but at least we have law here. It's the closest thing to civilization we got left. Now, some folk don't like that – they don't want law and order. They want chaos and madness. And they get it in spades out there. There's gangs of Grafters who knows what all else. You don't wanna mess with those Grafters. They're crazy, outta their heads. They'd have to be, to stick so parts of so many Horrors on themselves. Even the little stuff makes my skin crawl, but cutting your own arms off to stick some Horror's tentacles on instead? Ugh.

Y'know, your parents probably wouldn't want me telling you this, for fear of giving you nightmares, but... some of 'em... *they eat people*.

All right, most of 'em do.

That's not the worst of the lot, though, if you ask me. That'd be those whackos who think the Horrors are some kinda messengers from God – “the next step for life on Earth,” they say. They think becoming more like the Horrors makes them more divine somehow. At least they're not cannibals, I'll give 'em that. But being that crazy and thinking that turning yourself into a monster is somehow the Lord's work? That right there is *way worse* than being a Grafter. You steer clear of them when you go scavenging out in the ruins. In fact, steer clear of everyone – never know who you might meet, but it probably won't be anyone you'd want to.

Not that it's all one big happy here in the Trench, neither. There's still thieves and killers and worse, just like there always have been. Still plenty to fight over here in the Trench – some'd kill you over a rifle or a set of tools. So you gotta get with some people you can trust, more or less. Safety in numbers. You got their back, they got yours. It's the only way any of us are gonna get back on our feet.

Sorry – of course you know that. You're too young to know any different.

POINTS OF INTEREST

Here's a quick rundown on some prominent people, places, and Things From Beyond you should probably know about. Your game may contain more or less than what's listed here, but these are the ones you'll see referenced in the pages to follow.

PEOPLE

Grafters: Roving gangs of the Wasteland and serious Graft enthusiasts. Violent, cruel, and more than a little insane, many of them are cannibals; all of them are trouble.

The Order of St. Eurosia: Severely delusional religious fanatics who believe that the Horrors are agents of God. Adherents replace their limbs, eyes, and anything else they can with Grafts in an effort to become closer to the divine. And they're eager to convert the unenlightened.

Humanists (or Purists): Militants committed to eradicating all "impure" humans – that is, all humans with Grafts. This isn't an entirely unreasonable position to take, all things considered.

PLACES

The Trench: A great gash in the Earth more than a mile long created by an unknown event during the apocalypse, the Trench is called the Trench because it looks and smells like one. It's become the home of a huge human settlement and the closest thing to civilization to be found anymore. The Authority rules with something of an iron fist, but that's to be expected, given what they're up against (the chaos of the Wasteland, Grafters, wandering Horrors, etc.). Those with Grafts are cosigned to a ghetto, and those with Greater Grafts are evicted by force. The Trench is located wherever it's convenient for your particular game – Kansas, Suffolk, Toronto, Beijing, whatever – as long as it isn't too far from the shattered remnants of pre-Horror society.

The Ruins: Wherever you put the Trench, it's near some of these. The Ruins are your one-stop shop for food, raw materials, weapons, machine parts, potable water, and anything else you can scrounge from the rubble. For some, it's also a place of freedom – the feel of the city they once knew, but without the heavy-handed laws of the Trench Authority. But it's far from safe; Grafters and reclusive nutjobs stalk the rubble-strewn streets or hide out in its shattered skyscrapers, and the Horrors can usually get a good meal here.

The Bunker: Somewhere out there in the Wasteland, far underground, is a fortified bunker full of heavily armed survivors – a mix of military personnel, "militiamen," and survivalists. They have enough water and rations to last another decade, plenty of medical supplies, electricity, heat, and enough firepower to equip a small army. In other words, every luxury a survivor could imagine – and no Horrors. Of course, no one can actually claim to have *seen* the Bunker, but everyone's sure it's out there.

The Wasteland: Flat, featureless plains, barren hillsides, dried-up lakebeds, flattened forests – the vast expanse of blasted-out nothing in between all other points of interest is the Wasteland. Haunted by Horrors and frequently irradiated, only the desperate or suicidal attempt to traverse it.

THINGS FROM BEYOND

These are the Horrors – the *things* that stayed behind. No one knows what they’re really called; instead, people have given them descriptive nicknames. Below are some of the more common types of Horrors, but there are plenty more out there.

Creepers: Nothing more than a ball of tentacles that travels by rolling along the ground, the creeper is the fastest of the Horrors, making it a dangerous predator, despite its diminutive size. Worse, creepers tend to congregate in packs; there’s little more horrifying than seeing a dozen of them take down a fleeing human. They lack mouths, eyes, or any sort of orifice. Somehow, that doesn’t stop them from devouring their prey.

Fangfist: Though only about six feet tall, each of the fangfist’s four gangly arms is easily seven or eight feet long. More distinctive still is that each arm ends in a toothy maw and a single eye. Technically, it lacks a head; its neck opens into a Venus flytrap-like mouth that secretes powerful digestive acids, as the corpses of its many headless victims can attest. Lean and mean, the fangfist runs swiftly on two small feet.

Fly-By-Night (AKA “Flying Vee”): It never gets too bright anymore, even in the daytime, but still this flying, black-skinned Horror only comes out at night. Its 12-foot wings come together to form a distinctive “V” shape; directly beneath the join are two wide black eyes and a mouthful of sharp teeth. A barbed prehensile tail trails behind, and each wing terminates in wicked-looking talons.

Gut-Ripper (AKA “Frog”): Picture a greatly oversized toad with four eyes on eyestalks and powerful tentacles in place of its forelegs. That’s a gut-ripper in a nutshell. It even has a sticky, toad-like tongue, although it seems to prefer using its tentacles to disembowel its prey. About six feet high at the shoulder, the gut-ripper is an impressive jumper, able to leap 20 feet or more with apparent ease.

Hookface (AKA “Four-Eyes”): Like “butterfly,” “hookface” is a bit of a misnomer. It’s not that it has a hook for a face – it’s that it has hook-like claws that it uses to stab people in the face. Its actual face, if it can be called that, is a radial mouth at the end of a long, tentacle-like neck, at the base of which are four solid-black eyes lined up in a row. Its gaunt frame is distressingly humanoid, with two long, spindly arms ending in the aforementioned hooks. The hookface’s feet are long, broad, and flat, almost like swim fins. If it stood upright, it’d probably be taller than a squidhead, but instead it goes about hunched over, such that its chest is almost parallel to the ground.

Squidhead: Among the largest of the Horrors, and definitely the most cunning, this 10-foot, green-skinned humanoid’s most distinctive feature is its head, which bears an uncanny resemblance to an octopus or squid. The digits of its hands and feet are thick tentacles, and it seems to be quite capable of both manipulating and using man-made devices. Vestigial wings sprout from their backs, too small to support the squidhead for anything more than a short distance in the air. Most Horrors make noise, but the squidheads’ gurgles and trills are unmistakably a language. Attempts to make sense of it have generally resulted in madness.

Thousand-Claw: Three stout, powerful legs support a trunk from which spring merely dozens of powerful, triple-jointed arms, all of which end in three clawed digits. The thousand-claw keeps its mouth

– a circular maw ringed with teeth – in the middle of its torso. It doesn't seem to have any other sensory apparatus, but is a vicious creature nonetheless. Fortunately, they're not very bright.

THE BASICS

Characters are defined primarily by their **Natures** and **Traits**.

There are two **Natures**: **Human** and **Horrific**. The more Human you are, the less Horrific you are, and vice-versa. Everybody's at least a little bit Horrific, but plenty of things are completely in-Human.

There are 18 **Traits**, so we're not going to list them all here. Traits represent skills, affinities, professions, interests, and so on. A character might be good at fighting, or scientifically minded, or sneaky, or whatever. When you want to do something, you'll be using a Trait.

There are three other elements of a character that, unlike Natures and Traits, are situational, in that you won't always be including them for every roll of the dice. These are **Bonds**, **Tools**, and **Grafts**.

Bonds are a character's emotional ties to other people – specifically, they're ties to other characters. These come in four basic varieties: **trust**, **distrust**, **loyalty**, and **betrayal**.

Tools are items that help characters accomplish tasks, from a set of lockpicks to a length of rope to a socket wrench to a .38 Special. Usually, a Tool can only be used with a specific Trait.

Grafts are body parts from Horrors that have been transplanted onto a character's body. These come in three varieties: **Greater**, **Lesser**, and **Minor**. Greater Grafts are things like giant bat wings, or two writhing tentacles in place of a character's arms. Lesser Grafts are less severe, such as a tail or a single replaced limb, and Minor Grafts are much smaller: a Horrific (or third) eye, a tongue, or a sharp-toothed mouth in a surprising new location. They also make people tougher and more survivable – big pluses in the post-apocalyptic landscape – and confer amazing recuperative powers when first transplanted. Many a life has been saved, or at least *prolonged*, by the timely application of a Graft.

Each of these five components is rated in die size, usually from d4 to d12. We'll refer to these as your Trait die, your Nature die, your Bond die, and so on. Whenever you want to do something that requires a roll, you'll roll one Trait die and one Nature die, add the results together to get your total, and compare that with a target number, or Target, to see if you succeeded or failed. If a Bond, Tool, or Graft is relevant, you'll roll one or more of those, too.

For example, if you're trying to fix a car and you have an ace set of tools, you'll roll your Mechanical die, your Human die, and your Tool die. If you're trying to steal Jim's car and your Bond with Jim is "I'd betray Jim for a nice set of wheels," you'd roll Mechanical, Human Nature, and your Bond with Jim.

Sometimes the rules refer to **steps** with regard to dice, like "+2 steps" or "-1 step." Sometimes, a move up to the next highest die is called a "step forward"; a move down to the next lowest die, a "step back". For example, if you're rolling a d6, +1 step would mean rolling a d8 instead; +2 steps (or "two steps forward") would bump that d6 up to a d10, and -1 step (or "one step back") would make it a d4. Dice can't be raised higher than d12 or lower than d4, unless stated otherwise.

Those are the basics of the game.

SURVIVORS

Creating a survivor – your character – is a relatively simple process.

1. Determine your Human and Horrific Natures.
2. Distribute dice among 12 of your 18 Traits.
3. Establish Bonds with the other survivors in your group.
4. Pick your Tools.
5. Pick your Grafts (if applicable).
6. Calculate your defenses.

Somewhere in there, use all those mechanical details to come up with a general concept for your character. Here are a few quick ideas:

- A gun-toting big-game hunter whose quarry is Horrors
- A street-smart orphan who knows the ruins like the back of his hand
- A reformed (or reforming) Grafter trying to integrate into whatever passes for society
- A survivalist bodyguard who escorts paying customers across the Wasteland
- A grease monkey who stays sane by building and fixing stuff
- A black marketeer in the Trench who always has his ear to the ground

That's it – you're done.

NATURES

None survived the apocalypse unscathed. The Horrors have touched the lives of every human being remaining on Earth, some more than others. Those who have embraced the Horrors by splicing the Horrors' alien body parts with their own for whatever grim reason have lost more of their humanity than their pure-human brethren.

Your **Human Nature** is a measure of everything that makes you human, and how well you've managed to hold on to yourself despite the bleak catastrophe that is your life. It's your skills, your talents, your drive, even your sanity. The higher your Human Nature, the more you've been able to keep your head on straight and keep fighting the good fight (or just plain surviving). Whenever you do something a human being could reasonably do, include your Human Nature die in your roll.

- Human Nature also determines how many Tools Slots you start with (see Tools).

Your **Horrific Nature** is a measure of how much you've changed since the Horrors swept across the Earth. It's the flipside of your Human Nature – the higher your Horrific Nature, the more you've internalized the changes the Horrors have wrought in the lives of every survivor, and the more you understand them. You may even consider the Horrors to be the planet's next evolutionary step, a life form to be emulated rather than abhorred. Whenever you use a Graft or try to understand or interact with the Horrors, include your Horrific Nature die in your roll.

- Horrific Nature can also contribute to your ability to withstand damage or stave off madness (see Conflicts).

Your character may be "all Man," as it were, or they may have given themselves over to the Horrors to some degree. Since there's no telling what any given survivor has been through to get where they are today, this is determined by one or more die rolls.

1. Roll a d6.
 - ◆ If the result is 5 or 6, your Human Nature is d6 and your Horrific Nature is d10. You have at least one significant Graft and are more Horror than Human now. Perhaps your arms have been replaced by slime-coated tentacles, or you're some kind of serpent-thing from the waist down.
 - ◆ If the result is 1-4, go to 2.
2. Roll a d8.
 - ◆ If the result is 7 or 8, your Human Nature is d8 and your Horrific Nature is d8. You have a Graft or two – maybe an arm, or a leg – but your humanity is holding its own.
 - ◆ If the result is 1-6, go to 3.
3. Roll a d10.
 - ◆ If the result is 9 or 10, your Human Nature is d10 and your Horrific Nature is d6. You have a Graft, but it's relatively minor, all things considered – an eye in the palm of your hand, or a new pair of ears.
 - ◆ If the result is 1-8, go to 4.
4. Your Human Nature is d12 and your Horrific Nature is d4. Somehow, you've managed to remain a pure human, free of Grafts. Congratulations. Here's hoping it lasts.

TRAITS

Whether you're swinging a makeshift sword, scrounging for scrap metal, stitching up a wound, identifying a Horror, persuading a roving gang you're on their side or sneaking past them or simply staring them down, you're using a Trait.

The 18 Traits listed here are broad enough to cover just about any mundane human activity. When in doubt, take your best guess and go with it. Don't get too caught up in the details. These Traits aren't intended to model specific skills or abilities; think of them as adjectives that describe areas of focus for your character.

Starting characters begin with one Trait rated at d12, one at d10, two at d8, three at d6, and five at d4. This means six of your Traits will be rated at zero. Choose carefully.

Athletic

This Trait includes a character's general physical fitness. If it's physical and it doesn't fall under another Trait, such as running, jumping, swimming, climbing, and the like, use Athletic. This Trait can also figure into your Physical Defense and Vigor (see Defenses).

Combative

If it involves trying to physically damage someone or something, whether with your fists, a machine gun, a grenade, or whatever, use Combative. It's your go-to Trait for violence. Combative also contributes to your Physical Defense (see Defenses).

Deceptive

Lying in all its forms falls under Deceptive. That includes disguises, forging and falsifying documents (don't count on a lot of that, though), and just plain lying through your teeth. Deceptive is countered by Empathic.

Driver

This covers the operation of cars, trucks, tractors, and all other sorts of ground

TRAIT LIST

Athletic
Combative
Deceptive
Driver
Educated
Empathic
Friendly
Horrors
Intimidating
Mechanical
Medical
Perceptive
Pilot
Resolute
Resourceful
Scientific
Stealthy
Strong

vehicles – most of which don't work so great anymore.

Educated

Did you get your degree before the Horrors came? Odds are you're Educated. Use Educated for any kind of academic knowledge you acquired *before* the Horrors showed up.

Empathic

This Trait represents your ability to see through falsehoods and deception. If you're a good judge of character, prioritize Empathic.

Friendly

Anytime you're trying to persuade someone of something, get the word on the street, or just make a good impression, you're being Friendly. Note that this differs from Deceptive in that Friendly is used for *sincere* persuasion, whereas Deceptive is only used when you're trying to pull a fast one. Friendly is countered by Resolute.

Horrors

You may notice that this is the only Trait that isn't an adjective. That's because it's the only Trait that isn't a mundane part of being human. Horrors is your knowledge and understanding of the Horrors that stalk the Earth.

Intimidating

This Trait covers some of the same ground as Friendly, but in a much, much different manner... one consistent with the definition of the word "Intimidating." Intimidating targets Mental Defense (see Defenses).

Mechanical

Rebuilding the engine of a '97 VW Jetta, repairing a winch, draining the Freon out of a busted refrigerator – basically, anything that requires a toolkit falls under Mechanical. Most Mechanical tasks require tools of some kind to even attempt them.

Medical

Medical is, as might be expected, medical knowledge and skill, from cleaning a scrape to setting a broken leg. This includes surgically attaching Grafts (which is alarmingly easy). The vast majority of Medical checks require tools of some kind to even attempt. The exception to this is transplanting Grafts; see Grafts for more information.

Perceptive

Use this Trait whenever you're trying to see, hear, smell, or otherwise notice something, like a slithering Horror creeping up on you from behind.

Pilot

If you're lucky enough to come across a working aircraft, use this Trait to fly it (and land it).

Resolute

Resolute is your discipline and courage. Standing up to a half-Horrific cannibal or a madness-inducing Horror both call for Resolute. This Trait can also contribute to your Mental Defense and Spirit (see Defenses).

Resourceful

This Trait is your ability to sift through the rotting remains of civilization and find or make what you need. This might be food for the day, a Stop sign suitable for use as a rudimentary shield, or the parts you need to get that generator up and running. Currency is worthless now, so this Trait is effectively a

measure of your wealth. A beginning character can't start with any Tools whose quality exceeds his Resourceful Trait (see Tools).

Scientific

Unlike Mechanical, which is practical application of knowledge, Scientific is mostly theoretical knowledge, although with a lab of some kind it's possible to run tests, conduct chemical analyses, make sense of what you see through a microscope, and so on. Most Scientific rolls require equipment to even attempt.

Stealthy

Use this Trait when you're trying not to be noticed, whether sneaking or hiding. The ability to not be noticed is a pretty valuable one these days. Stealthy is countered by Perceptive.

Strong

This Trait represents physical strength – lifting, bending, smashing, and the like. In some circumstances, it can be appropriate in combat, such as when trying to squeeze the life out of someone with a bear hug. When in doubt, though, go with Combative.

For more on using Traits in play, see Survival.

BONDS

Anyone who's managed to stay alive this long has done so by banding together with other survivors. It's live together or die alone out there. Your ties to your companions can often mean the difference between life and death. Mechanically, these are represented by your Bonds.

Every character starts with four Bonds, listed below. Fill in the first blank of each Bond with another character's name, and the second blank with the details of the Bond.

- I trust _____ because _____.
- I distrust _____ because _____.
- I'm loyal to _____ because _____.
- I'd betray _____ for _____.

For example:

- *I trust Jim because he saved my sister's life.*
- *I distrust Steve because he has a tentacle for an arm.*
- *I'm loyal to Susan because she's my sister.*
- *I'd betray Ben for a good meal.*

Each character has a number of dice to spread around their Bonds as desired. The size of the dice is dependent on their Human Nature.

Human Nature:	Bonds Dice:
d4	d4, d4, d4, d4
d6	d4, d4, d6, d6
d8	d4, d6, d6, d8
d10	d6, d6, d8, d10
d12	d6, d8, d10, d12

For example:

- *I trust Jim because he saved my sister's life. (d6)*
- *I distrust Steve because he has a tentacle for an arm. (d4)*
- *I'm loyal to Susan because she's my sister. (d8)*
- *I'd betray Ben for a good meal. (d6)*

If there are fewer than five players, multiple Bonds can be established with characters, as necessary. Note that it's certainly possible to both trust someone and be prepared to betray them, or be loyal to someone you distrust, or be willing to betray someone to whom you'd otherwise be loyal, and so on. Human relationships are complex things, even more so when you're being casually hunted by unimaginable Horrors.

Bonds in Play

Bonds are brought into play two ways: by using a Bond of your own, or using another character's Bond with you *against* them.

Using your own Bonds is simply a matter of relevance. If the situation involves a character with whom you have a Bond in a way that's relevant, add that corresponding Bond die to your pool.

For example:

One of your Bonds is "I trust Jim because he saved my sister's life (d6)." If you and Jim are fighting a Horror together, add a d6 to your pool of Combative and Human Nature dice. You know he'll have your back in the fight, and that makes you a more effective combatant. If your Bond with Ben is "I'd betray

Ben for a good meal (d6),” you’d add that d6 to your pool when attempting to steal food from him, lie to him about a stash of canned beans you found, or otherwise backstab him over a bite to eat. If you’re off on your own scrounging for food, whether or not you trust Jim or would betray Ben is irrelevant to the task, so you wouldn’t add either of those Bond dice to your roll.

Using another character’s Bonds works in reverse. If the situation involves a character who has a trust or loyalty Bond with you but you’re acting *contrary* to that Bond, add that die to your pool. In other words, you’re using their faith in you against them.

For example:

One of Jim’s Bonds is “I trust Ben because he’s never lied to me (d8).” (Never mind for now whether or not that’s true – the only thing that matters is that Jim thinks it is.) If Ben were to then lie to Jim, he can roll that d8 Bond die along with his Deceptive and Human Nature dice.

Betraying a trust isn’t without consequences, though. When the aggrieved party discovers what’s happened – which may be right away – their trust or loyalty Bond with the traitor immediately becomes a distrust Bond, and the details of the Bond change accordingly. In addition, the victim must swap that Bond’s die with a higher die attached to another Bond, if one exists (if it’s already the character’s most prominent Bond, just keep the same die). The betrayal makes the Bond a little more important and takes focus away from the victim’s other relationships.

For example:

Jim discovers that Ben lied to him when he said that the ration box was empty. Instead of “I trust Ben because he’s never lied to me,” the Bond becomes “I distrust Ben because he lied to me about the food.” Jim’s Bond with Susan – “I’d betray Susan for a real chance at a better life (d10)” – swaps dice with his Bond with Ben. Now his Bond with Susan is a d8 and his Bond with Ben is a d10.

Establishing Bonds

You’ll notice that coming up with Bonds lets you dictate something about characters other than your own. There’s a lot of power in that, and it’s important not to abuse it. You aren’t allowed to say something about another character that isn’t obviously true. For example, if Jill doesn’t have any Grafts, you can’t very well say “I don’t trust Jill because she’s riddled with Grafts.” Similarly, if your Bond with Ben is “I trust Ben because we drank human blood together that one time,” you’d better make damn sure Ben’s player is okay with having that sort of thing in his character’s background. The players and GM need to work together to make sure everyone’s Bonds make sense and are acceptable.

Then again, plenty of players would be more than happy to let a colleague come up with some of their character’s details – especially if they get to do it back. It’s up to each group to decide where to draw the line on this. As long as everyone’s on the same page, you’re doing it right.

Breaking Bonds

The stress and strain of survival in the post-Horror world has driven more than a few former friends apart. It’s like, you and your wife are arguing about money, but then also, on top of that, she has an eyestalk on her head and something’s trying to eat you both.

A Bond is broken when it’s reduced below a d4. You no longer feel a connection with that character. There are two ways this can happen: madness and being willfully Horrific.

Madness is covered in detail in the Survival chapter, so we won’t go into it here except to say that edging towards insanity often has a deleterious effect on your emotional ties with others.

Being willfully Horrific, though, is a whole other kettle of fish-people. Anytime you make a Trait roll that uses your Horrific Nature, you can add any one of your Bonds to your roll, regardless of that Bond’s

relevance to the situation. If you do, though, the Bond's die takes one step back immediately afterwards. *This is permanent.* The more you give in to or try to understand the Horrors, the less of a connection you have with those around you.

For example:

Steve is fighting a hookface. Fearing for his life, he's taking every advantage he can get. That includes using his Graft, a tentacle arm, to slap the hookface silly, which means he'll be rolling his Horrific Nature instead of his Human Nature. He has Combative d8 and Horrific Nature d6. He's afraid that won't be enough, though, so he adds the d10 from his Bond "I trust Jim because he's too dumb to betray me" to his pool. After the roll, that Bond's die drops from a d10 to a d8.

TOOLS

One thing hasn't changed with the arrival of the Horrors: Man is a tool-user, and effective tools play a large part in humanity's continued survival. In the post-Horror world, tools are even more important and varied.

Virtually anything can be made to serve an unintended purpose. Stop signs and trash-can lids can be shields. A length of pipe can be a club. A bunch of extension cords can be a rope. And a shotgun can be a shotgun, of course. Weapons are Tools, too.

Tools are rated from d4 to d12. The higher the die, the better the Tool. Each Tool only applies to one Trait, although some Tools are arguably versatile enough to be useful in a variety of circumstances. For example, a wrench's primary function is as a Mechanical Tool, but if used as a club it can also be a Combative Tool.

As a rule of thumb, any secondary functions of a Tool are rated two steps lower than its primary function. For example, a scalpel might be a Good-quality tool when performing an appendectomy, but it's probably a Poor-quality weapon, and a rifle used as a club is only worth d4. Let common sense be your guide, and don't get too hung up on the details.

The table below lists the typical quality, difficulty to obtain or create (using Resourceful), and examples of Tools of different die types.

Die	Quality	Difficulty	Examples
None	N/A	N/A	Fists, thrown rocks
d4	Poor	Challenging	Broken hammer, sparse toolkit, small melee weapon, sling(shot)
d6	Average	Demanding	Complete toolkit, handgun, medium melee weapon, bow/crossbow
d8	Good	Severe	Beat-up automobile, rifle, shotgun, stun gun, large melee weapon
d10	Fantastic	Extreme	Off-road vehicle, assault rifle, flamethrower, grenade, dynamite
d12	Stellar	N/A	Aircraft, armored car, rocket launcher, military-grade plastic explosive

If in doubt about how good a Tool should be, ask yourself this: Is it anything special, one way or the other? If not, it's a d6 Tool. Most Tools should be rated between Poor and Good, and most of those should be Average. (That's why they call it "average.")

Small melee weapons are things like knives, shivs, and especially poor-quality clubs. Medium melee weapons are hatchets, axe handles, lead pipes, a board with a nail in it, and samurai swords from Knives 'N Such. Large melee weapons are fireman's axes, sledgehammers, and chainsaws.

Starting Tools

Every character has the opportunity to begin play in possession of one or more Tools. The number of Tool Slots for a starting character is equal to half the character's Human Nature. (The more Horrific you are, the less you care about or notice worldly goods.) The maximum quality of a given Tool can't exceed the character's Resourceful Trait. As seen on the table below, the higher a Tool's quality, the more Tool Slots it requires. One-shot Tools, like grenades or dynamite, come in multiples of three.

For example:

Ben's Human Nature is d6, as is his Resourceful Trait. He can begin play with three Poor Tools, or one Poor Tool and one Average Tool. Even though he has 3 Tool Slots, his Resourceful Trait is just too low for him to have a Good-quality Tool. Susan's Human Nature is d8, but her Resourceful Trait is d4. She can start play with four Poor Tools. A character with Human Nature d12 and Resourceful d12 could start out with a helicopter... and a knife. Or a few grenades and a 9mm handgun. Or whatever.

Human Nature	Starting Tool Slots
d6	3
d8	4
d10	5
d12	6

Tool Quality	Tool Slots Required
Poor	1
Average	2
Good	3
Fantastic	4
Stellar	5

Note that, for firearms and similar weapons, ammunition is a factor. Don't worry about counting individual bullets, though; if you Flop a Combative roll using a gun, you're out of ammo. Finding more should be a real pain in the ass.

Armor

Armor is mostly an improvised affair these days. Flatten a frying pan and it's a breastplate. Strap a Stop sign on your arm and it's a shield (we keep hitting that one, but it's so damn *iconic*). Real armor, of the Kevlar variety, is a rare treasure jealously guarded by a lucky few.

Starting with armor takes up Tool Slots, but armor isn't rated in dice. Instead, it grants a bonus to your Vigor (see Defenses). Different types of armor don't stack; just use the rating of best you're wearing.

The table below lists various qualities of armor, along with each quality's affect on the wearer's Vigor score, the number of Tool Slots required for a starting character to own it, the difficulty when using Resourceful to make it (given sufficient raw materials), and some examples.

Quality	Vigor Bonus	Tool Slots	Difficulty	Examples
Poor	+1	1	Challenging	Road-sign shield, football helmet, fencing mask
Average	+2	2	Demanding	Reinforced football pads, riot shield
Good	+3	3	Severe	Ren Faire chainmail
Fantastic	+4*	N/A	N/A	Actual body armor, anti-bear suit

* Attacks against a defender wearing Fantastic armor are at -2 steps.

GRAFTS

In many ways, Grafts can be thought of as high-quality Tools that you can never lose or break. The downsides are that they're just way more disgusting than, say, a hammer, and that, if you stick enough of them on you, they can turn you into a monster.

Grafts come in three varieties: Minor, Lesser, and Greater. Each of these is rated by a die type. Minor Grafts are d6, Lesser Grafts are d8, and Greater Grafts are d10.

In many ways, they're identical to Tools in terms of application, but far more versatile. The usual rule about a Tool being better at a single intended function than unintended secondary functions doesn't apply here. For example, having a pair of tentacles for arms (a Greater Graft) can make you better in a fight, more intimidating, and better at scaling walls. For *all* of these Trait tests, and any other *logical* application of those tentacle arms, the Graft would contribute a d10. However, only one Graft can be applied at a time.

What sort of Grafts a starting character might have is determined by their Horrific Nature, as shown on the table below.

The exact nature of a character's Grafts is up to the player, but some general guidelines do apply.

- **Greater Grafts** always involve significantly extensive body modification, such as replacing both arms, legs, or eyes with corresponding Horrific body parts, or the addition of a large physical feature, such as an extra limb or wings.
- **Lesser Grafts** are about half as severe as Greater Grafts: one arm, one leg, one eye, etc. Added body parts are limited to things like eyestalks and tails. As a starting character, replacing both arms, legs, or eyes only counts as two Lesser Grafts if they aren't identical. That is, a tentacle arm and a monstrous, clawed arm are two Lesser Grafts, but two tentacles or two claws arms *always* count as a single Greater Graft.
- **Minor Grafts** involve the replacement of a single hand or foot, or the addition of a very small physical feature, such as an extra eye, mouth, or ear, or a single tentacle sucker on the palm of your hand.

Horrific Nature	Starting Grafts
d4	None
d6	1 Minor
d8	1 Lesser and 1 Minor, <i>or</i> 2 Minor
d10	1 Greater, 1 Lesser and 2 Minor, <i>or</i> 2 Lesser and 3 Minor

It's Two Things

Normally, a Graft can be used on any Trait roll for which it could logically apply – but it's also possible to give it one rather *illogical* application, too.

By reducing the die size of the Graft by one step, you can specify one additional Trait with which the Graft can be used. There's no practical limit on what this Trait can be, as long as you can explain it in a way that's at least somewhat plausible. Maybe your sucker-hand can heal the wounded (Medical), or your third eye has the power to mesmerize (Friendly), or your prehensile tail somehow gives you flashes of the unknowable (Horrors). Can your big demonic bat-wings help you fix a truck? If you can justify it somehow, then yes, they can.

For example:

Dan's stout, curling horns – a Lesser Graft – normally help him with Traits like Combative and Intimidating, but his player thinks it'd be cool if they had some other functionality, too. He settles on

making them sort of emotional antennae that pick up human emotions like a radio picks up a signal. To do this, he reduces the Graft's die from d8 to d6 and makes a note next to the Graft on the character sheet. And clears it with the GM, of course.

If you're having trouble thinking up some good Grafts, see the Random Horrors section for some random-generation tables that may inspire you.

DEFENSES

Characters have two types of defenses: Physical Defense (PD), which is applied against physical attacks of all kinds, and Mental Defense (MD), which is applied against intimidation attempts, fear, and good ol' insanity. These are calculated thusly:

Physical Defense = Combative + Half Athletics or Half Horrific (whichever is greater)

Mental Defense = Resolute + Half Horrors or Half Horrific (whichever is greater)

For example:

Desmond has d8 Athletics, d6 Combative, and d6 Horrific Nature. His PD is 11. He also has d8 Resolute and d8 Horrors, so his MD is 12. Brian has d6 Athletics, d4 Combative, and d10 Horrific Nature. His PD is 11. His Resolute is d12 and his Horrors is d8; his MD is 17. It takes a lot to faze Brian.

That's how hard you are to hit. How hard are you to hurt?

Vigor is equal to half your Athletics Trait. When you take physical damage, divide the damage taken by your Vigor (and always round down). The result is the number of **Wounds** you've taken. The more Wounds you take, the closer you are to death. Wearing armor increases your Vigor, as discussed under Tools. If your Athletics Trait is unrated (that is, zero), your Vigor is 1.

Spirit is equal to half your Resolute Trait. When you take mental damage, divide the damage taken by your Spirit (again, rounding down). The result is the number of **Shocks** you've taken. The more Shocks you take, the closer you are to insanity. It should be said here that not a lot of things do mental damage. In fact, only Horrors do. Simply being near one is enough to drive some people mad. If your Resolute Trait is unrated, your Spirit is 1.

If you're hit but don't take enough damage to sustain either a Wound or a Shock, you're **rattled**. The blow has knocked you off balance, or the bullet grazes you and breaks your concentration, or you've never seen a gut-ripper this close-up before, or whatever. Being rattled makes you easier to hit – attacks against you get +2 steps until your next turn.

See Conflicts for more on this sort of thing.

SURVIVAL

TASKS

Task Difficulty and Targets

Struggle against opposition is a commonplace occurrence in the life of a survivor, but there are plenty of times when nothing's actively working against you. We're talking about things like climbing a wall, jumping over a gap in the floor, searching a ruined garage for a functioning car battery, fashioning a spear out of a crowbar and a broomstick, and so on. These are called **tasks** (as opposed to conflicts, which involve two or more active participants – see Conflicts for more).

The difficulty of a given task is measured by its Target, which is the minimum number that must be rolled for the task to succeed.

- **Trivial:** Don't even bother rolling for something this simple. *Examples: Jumping a few feet, changing a tire, reviving someone who's been knocked out, knowing where Cleveland is (or was).*
- **Routine:** Most people can do this. *Examples: Jumping down 10 feet without hurting yourself, changing a car's oil, bandaging a wound, finding north.*
- **Challenging:** This may require some training or talent. *Examples: Jumping from rooftop to rooftop over a narrow alley, replacing a muffler, performing CPR, interpreting a topographical map.*
- **Demanding:** Those without training probably won't know where to begin. *Examples: Jumping a 15-foot chasm, rebuilding an engine, setting a broken bone, navigating by the stars.*
- **Severe:** Only experts or trained professionals can pull this off with any reliability. *Examples: Jumping a 20-foot chasm, building an engine from parts of several different engines, performing surgery, navigating by the stars on a cloudy night.*
- **Extreme:** Even the best of the best will break a sweat. *Examples: Parkour-ing your way up a five-story building, turning a junkyard full of scrap into a viable armored car, transplanting a limb or internal organ, navigating blind.*

Difficulty	Target
Trivial	N/A
Routine	10
Challenging	13
Demanding	17
Severe	22
Extreme	28

Hits and Flops

Sometimes, it's not enough to know whether you succeeded or failed – you want to know how well you succeeded or how disastrously you failed. For that, we have Hits and Flops.

First, success. Take half the task's Target, rounded down, and divide the amount by which you made the roll (that is, your margin of success) by that number. That's how many Hits you've scored. (Drop any remainders.) The more Hits, the better you've done. For every Hit, the GM should have something extra-good happen, like one step forward on the next relevant Trait roll. But it can be something a lot fuzzier too, if it fits the situation.

For example:

Jim rolls a whopping 26 on his Friendly roll to find an arms dealer in the Trench. The difficulty was Challenging (Target 13), so his margin of success is 13; divided by 6, that's 2 Hits. The GM decides that not only does he find a survivor who knows Armando the Snake, the guy is also Armando's brother, Rodolfo the Snake – and he likes Jim so much he'll introduce them right away!

And failure. If your roll isn't at least half the Target, rounded down, you've Flopped. Something awful has happened – or is going to happen. Two steps back on the next relevant Trait roll is an easy way to handle it, or it could be less well-defined complication.

For example:

While scrounging for food, Ben Flops his Resourceful roll. As a result, he finds several unlabeled aluminum cans, stacked together, out in the open. What's in them? Are they safe to eat, or is this some sort of trap set by cannibal Grafters?

Hits can also be used to determine how quickly a character accomplishes a task. Something complicated like building a watchtower might be a Challenging task requiring 4 Hits to complete. The better the rolls, the faster those Hits will accumulate.

Other Factors

Sometimes, events conspire to make a survivor's life even harder than it already is – or, on rare occasion, to make it a bit easier. Less-than-ideal circumstances are reflected in steps back, whereas the opposite are reflected in steps forward.

The table below lists some typical advantages and disadvantages which survivors might encounter in the field. All of these apply only when relevant. For example, a rainstorm won't make it harder to know where the Trench is, lengthy preparation won't better your chances of jumping over a pit, and a broken-down truck can't be hostile to you. Modifiers from different categories "stack."

Disposition	Steps	Environment [†]	Steps	Time/Preparation	Steps
Hostile	-4	Heavy Rain	-2	No Preparation	-4
Unfriendly	-2	Rain	-1	Rushed	-2
Neutral	+0	Strong Wind	-2	Average	+0
Friendly	+2	Dim Light	-2	Extra Time [‡]	+2/unit
Devoted	+4	Darkness	-4		
		Rough Ground	-2		

[†] These factors are cumulative, so trying to climb a building in heavy rain and strong wind would be -4 steps, and trying to run up a mountain in the dark would be -6 steps.

[‡] Different tasks require different units of time to complete; this is largely a GM call. Every doubling of that default time yields +2 steps. Again, this only applies to tasks where time is a relevant factor.

Helping Hands

They say "Many hands make light work"; try telling that to a survivor being chased by a thousand-claw. But that's not the kind of "many hands" we're talking about here – we're talking about multiple people working together to accomplish a task, which is always heartwarming to see.

First, decide if assistance is even possible, given the task at hand. Pushing a boulder? Yes. Climbing a rope? Yes. Trying to tell if someone's lying to you? Maybe not. Let common sense be your guide.

Next, compare the Trait and Human Nature dice the participants; take the highest of each. Every participant beyond the first grants +1 step to the dice. Also add dice from all relevant Bonds, Tools, and Grafts. Roll the resulting pool for your total.

For example:

Ben, Susan, and Adam are working together to find something to eat in the wreckage of a freight train. Their Resourceful Traits are d6, d4, and d10 respectively; their Human Nature dice are d6, d8, and d8.

They take the d10 Human Nature and the d8 Resourceful, and add two steps forward for the additional participants. Their starting dice pool, then, is a d10 and a d12. To this they'll add any relevant dice for Tools and Bonds.

TIME AND DISTANCE

Out of combat, time for characters is measured in standard, real-world terms: minutes, hours, days, etc. For players, it's tracked in **scenes**. A scene is an event in one location, such as a negotiation, a fight, and so on. If you're familiar with RPGs, you're familiar with the concept.

In combat, time is tracked in the similarly-familiar **rounds**. Rounds are abstract; each is long enough to include one turn for each participant. A **turn** lasts long enough to take one action (rolling a Trait, moving a medium distance), or two actions at -2 steps (two Trait rolls, or a Trait roll and a move). Don't sweat the details – this isn't a tactical skirmish game.

Distance is measured in five abstract increments: **close**, **medium**, **far**, **very far**, and **too far**. Things that are close are within a dozen or so steps, and within range for hand-to-hand combat. Things that are a medium distance away take some time to get to. Things that are far, very far, and too far away are just that – too distant to get to without significant effort or attack without a ranged weapon.

MOVEMENT

As stated above, as an action, a character can move a medium distance. Moving farther than that requires an Athletic roll, with a difficulty dependent on the distance.

Distance	Difficulty (Target)
Far	Demanding (17)
Very Far	Severe (22)
Too Far	Extreme (28)

ENVIRONMENTAL DANGERS

Falling

Falling distances are categorized on the accompanying table. These distances are obviously abstract; just go with whatever feels right. Make an Athletic roll against the distance's associated Target, and take the margin of failure as physical damage.

Distance	Target
Short	10
Medium	13
Long	17
Very Long	22
Too Long	28

Radiation

Way too much of the Earth's surface is still radioactive, and exposure to it is still highly dangerous – for humans, anyway. Horrors and sufficiently Horrific humans don't mind it so much.

For every hour a character spends in an irradiated zone, roll 1d10. If the result exceeds their Horrific Nature, they take 1 Wound.

CONFLICTS

Survivors' lives are full of conflict. Odds are that whatever it is you want to do, there's *something* out there that wants to stop you. This happens in one of two ways: through a contest, or through combat.

CONTESTS

Contests consist of two opposed noncombat Trait rolls, such as a persuasion attempt using Friendly vs. Resolute, or a chase using Athletic vs. Athletic. Look at the victor's margin of success; divide it by half the loser's Trait. The result is the number of Hits the winner has achieved.

For example:

Ben is chasing after Lucien. Each participant rolls Athletic and Human Nature, giving Ben a 12 and Lucien a 7. Lucien's Athletic is d8, so Ben has scored one Hit ($12 - 7 = 5$, $5 / 4 = 1$).

A single Hit can often be enough, if it suits the story. If you don't want to spend a bunch of time talking to a minor NPC, make it one and done.

For more dynamic contests, set a predefined number of Hits required for victory. To win the contest each participant needs a number of hits equal to half their opponent's Trait. The easiest way to keep track of this is by drawing a row of circles or boxes for each participant, then crossing them off as the Hits come in.

For example:

Ben's Athletic Trait is d10, and Lucien's is d8. To catch Lucien, Ben needs four Hits; to get away, Lucien needs five Hits. Ben's player draws four circles, and Lucien's draws five. When Ben scores a Hit, his player checks off one of those four circles. If he checks his fourth circle before Lucien checks his fifth, he'll have caught Lucien.

COMBAT

Though they have a lot in common, there are some big differences between contests and combat. First of all, in combat, people get *hurt*. Another big difference is that combat doesn't involve opposed rolls – physical attacks are made against Physical Defense (PD), and fear-based/insanity-engendering attacks are made against Mental Defense (MD). Divide the attacker's margin of success (if any) by the defender's Vigor or Spirit, as appropriate, and the result is how many Wounds or Shocks the defender takes. Armor provides a bonus to Vigor.

For example:

Ben catches up with his prey and attacks Lucien with a spear. Rolling his Combative, Human Nature, and Tool dice gives him a 16. Lucien's PD is 11, so Ben's succeeded by 5. Dividing that by Lucien's Vigor of 5 (a base of 4 from his Combative d8, +1 for his battered football helmet) gives him exactly 1 Wound.

Rattled

As mentioned earlier, if an attack exceeds the targeted defense but not enough to score at least one Hit, the defender is rattled – attacks against them are at +2 steps until the defender's next turn.

Wounds and Shocks

A character can withstand 5 Wounds or 5 Shocks before something terrible happens. Taking a sixth Wound means unconsciousness or death; excess Shocks mean panic, madness, or abject terror, as appropriate to the situation (but not, under ordinary circumstances, death).

For example:

Lucien's Athletics Trait is rated at d6, so he can take 3 Wounds before dropping. Ben just dealt him one Wound. Three more like that and he's done for.

Consequences of Taking Damage

For each Wound or Shock a character has taken, their rolls are at -1 step. Count Wounds and Shocks separately for this; if a character has taken more Wounds than Shocks, assign steps back based solely on their Wounds, and vice-versa.

For example:

If Lucien takes 2 Shocks on top of his 1 Wound, his dice take only two steps back, not three. If he takes another Wound, his rolls will still only be at -2 steps – but if he takes a third Wound, his rolls will be at -3 steps.

Going Mad

It takes a lot to drive someone insane, even in a post-apocalyptic world. The human mind is frustratingly resilient. The exception is when the source of mental stress is a Horror or a human well on their way to becoming one. In mechanical terms, this means a human attacker using a Graft as part of an Intimidating roll and whose Horrific Nature exceeds the defender's.

In these circumstances (and *only* these circumstances), when a character has to take Shocks in excess of their maximum, reduce their Human Nature die by one step and increase their Horrific Nature die by one step. This also has a negative effect on their Bonds, as per the table under Bonds (it's up to the player which Bonds are affected). Then clear the character's Shocks – they start back at zero again.

For example:

Albert has Human Nature d12, Horrific Nature d4, and Resolute d8. He can take 4 Shocks without any lasting effect. If a Horror gives him a fifth Shock, he'll have to reduce his Human Nature to d10, increase his Horrific Nature to d6, and alter his Bonds from d6, d8, d10, d12 to d6, d6, d8, d10.

As you can see, the danger of the Horrors isn't always their sharp teeth and writhing tentacles.

Distance and Ranged Weapons

Anything at a close distance is fair game for hand-to-hand attacks, but only ranged weapons can affect foes farther away than that. The better a weapon's quality, the better its range. This is represented in mechanical terms by steps back, as shown on the table below. If a weapon doesn't have an entry at a given distance, it can't be used at that range – it lacks the power or accuracy to be effective against targets that distant.

And *again*, this only applies to *ranged* weapons.

For example:

Desmond is firing at a target that's far away using a bow (d6). His dice are at -4 steps due to range. If his target gets very far away, he won't even be able to attack it at all (unless he moves, which he should probably do).

Weapon Quality	Steps at...			
	Medium	Far	Very Far	Too Far
Poor	-2	--	--	--
Average	-2	-4	--	--
Good	+0	-2	-4	--
Fantastic	+0	-2	-4	-6
Stellar	+0	+0	-2	-4

Surprise

When attacking someone unawares, halve their Physical Defense.

HEALING AND RECOVERY

There's one surefire way to heal your Wounds and Shocks: Get a Graft. Receiving a Minor Graft immediately heals up to 2 Wounds or Shocks, a Lesser Graft heals up to 3 Wounds or Shocks, and a Greater Graft will heal any number of Wounds or Shocks. This occurs within a few minutes of the Graft "taking hold."

Healing Wounds

The lamer (though much more typical) way to heal Wounds is with the Medical Trait. The difficulty to heal 1 Wound depends on the total number of Wounds the patient has taken. Every Hit obtained on the roll is another Wound healed.

Current Wounds	Target to Heal...				
	1 Wound	2 Wounds	3 Wounds	4 Wounds	5 Wounds
1	10 (Routine)	--	--	--	--
2	13 (Challenging)	19	--	--	--
3	17 (Demanding)	25	32	--	--
4	22 (Severe)	33	44	55	--
5	28 (Extreme)	42	56	70	84

"Wow!" you say. "Some of those Targets are just straight-up unachievable, even in the best of circumstances!" Well, yes – that's true. The key take-away here is that surgery is hard, but Grafts are easy. Seriously, you should get one. Get a few.

Each Wound healed this way requires a number of hours equal to the patient's current Wounds, but only one attempt can be made per day per medic per patient.

For example:

Ben ended up really laying the beat-down on Lucien, leaving him with 3 Wounds. Edith breaks out her medical kit (a d8 Tool) and tries to fix him up. She also has a d6 Human Nature, a d8 Medical, and a d8 loyalty Bond with Ben. To heal one of his Wounds, she'll have to roll at least a 17; she'll need a 25 to heal 2 Wounds, and a 32 to heal 3 Wounds. Her roll of 26 is enough to heal 2 Wounds, which takes six hours of game time. The next day she tries to patch up his last wound. This time she only needs a 10, and it'll only take one hour.

Getting Worse

On a Flopped Medical roll, instead of healing the patient, the doctor inflicts 1 Wound. If this would kill the character, then the character is dead. Life is hard. Without proper surgical instruments and plenty of time, the operating table can be just as dangerous as the wasteland.

For example:

If Edith had gotten less than an 8 on that first Medical roll, Lucien would've taken a fourth Wound, which would've killed him.

Healing Shocks

Shocks heal much more easily than Wounds, partially because everything's so shocking since the Horrors came that most people are pretty jaded to begin with.

At the end of each scene in which a character hasn't taken any Shocks, they heal 1 Shock. Characters can also roll Resolute heal their own Shocks by getting a grip, or Empathic to heal someone else's by "talking them down." The difficulty to heal 1 Shock is always Challenging (13), with an additional Shock healed per Hit obtained on the roll.

For example:

Lucien's taken 2 Shocks. If he has a Shock-free scene, he'll heal one automatically. Otherwise, he can roll Resolute to get rid of one or both of them (1 Shock if he rolls a 13, and both Shocks if he rolls at least a 19).

Flopping a Resolute or Empathic roll to heal Shocks carries no ill effects.

ON TOOLS

Crafting Tools

Tools of Good quality and above are often pretty complicated, such as handguns and automobiles. If a Tool has multiple moving parts or otherwise complex innards, increase the difficulty to make it by one degree (that is, a handgun is worth a d6 when used as a Tool, but the difficulty to make one is Severe, not merely Demanding). Even then, the parts have to be available; crafting a shotgun out of items commonly found in a looted grocery store is a non-starter. This puts the vast majority of Fantastic and Stellar Tools out of reach, which is as it should be – any survivor with a brain would go through a lot of trouble to get their hands on a good firearm or a working airplane.

For example:

Jim wants to take advantage of an old metal shop he's just found in a bombed-out high school to make a big sword out of some scraps of iron. That's a large melee weapon; looking on the table, that means a difficulty of Severe and a Target of 22. Ben wants to use the spare parts and rusting chassis in the school's auto shop garage to make a rudimentary ground vehicle so the group doesn't have to walk every damn place they go. "Beat-up automobile" is also a Good-quality Tool, like Jim's would-be pig-sticker, but it's also complicated, so the GM rules that the difficulty will be Extreme, with a Target of 28.

Repairing Tools

Things break with alarming frequency in the hands of survivors. That's not too surprising considering that most things are simultaneously old, in poor condition, and used by people with little to no regard for preventive maintenance.

In game terms, a Tool might break if you Flop a roll, or if targeted by an attack that should obviously break it (such as chopping a rope with an axe). Assuming repairing the Tool doesn't require rebuilding the thing from scratch or isn't clearly a Routine task (for example, tying the rope back together), the difficulty to fix the Tool is one degree less than the difficulty to make it in the first place. The exception to this is makeshift Tools; when one of those is damaged, it's destroyed for good (see below).

Makeshift Tools

When the very best just isn't necessary, you can settle for a makeshift Tool. The difficulty to craft a makeshift Tool is one category less than usual. However, when using such a Tool, if any of the dice rolled for the task is a 1, the makeshift Tool immediately breaks and is thereafter useless. Them's the breaks. (Ha ha.)

Makeshift Armor

Like other makeshift Tools, makeshift armor is easier to create (one difficulty category lower), but is commensurately unreliable. If any of the dice rolled in an attack against a defender wearing makeshift armor results in the die's maximum number, the armor is destroyed and useless immediately after the attack resolves.

For example:

Ben, wearing makeshift Good armor, is attacked by a crazed, claw-handed Grafter. The Grafter's rolling a d8 for his Horrific Nature, a d10 for his Combative, and a d6 for his Graft. If he rolls an 8 on the d8, a 10 on the d10, or a 6 on the d6, Ben's half-assed armor will be destroyed, but it'll still boost his Vigor by +3 one last time for this attack.

PARTS AND GRAFTS

You may be wondering how it's possible to just plop an eye, mouth, or ear onto (or into) someone and expect it to function at all. The answer is simple: It shouldn't work, and nobody knows why it does anyway. That mouth might not actually help transport food to the stomach, but it'll still bite, chew, and operate as if it did. Similarly, cutting a new home for a Horrific eye in your palm will give you an easy way to look around corners, and you'll have full control of that prehensile, barb-tipped tail within an hour of the operation.

Transplanting part of a Horror's body onto your own doesn't work like regular transplants between humans. Grafts seem to retain some sort of consciousness or will of their own, and possess a mysterious ability to patch themselves into their new owner's body almost entirely on their own. Many have speculated that Grafts have some sort of symbiotic or parasitic relationship with their host, and there may well be some truth to that. Those with Grafts seem to have an inherently better understanding of the Horrors than their pure-human brethren. Some others have postulated that Grafts help humans rise to a higher level of enlightenment that only a Horrific mind can possibly understand. They consider the Grafts to be messengers of a divine entity whose servants are the Horrors. Those people are crazy.

(In game-mechanical terms, this translates to a higher Horrific Nature, which is always rolled when using the Horrors Trait.)

Adding New Grafts

Part of what makes Grafts so horrific is what can only be called their *eagerness* to be transplanted. Hold a tentacle of the proper size and girth up to the still-bleeding stump of an arm, and it'll stick to it like duct tape. Technically, this involves the use of the Medical Trait, but it's only a Challenging task, and the Graft grants +1 step per degree of severity (+1 step for Minor, +2 steps for Lesser, +3 for Greater). Yes – the bigger the Graft, the easier the operation. Adding a Graft also dramatically improves the character's injury level (see Conflict).

However, there is risk involved. Each time a new Graft is added to a character, roll *all* of the character's Graft's dice, including the new one. If the result of *any* of them is greater than half the character's Human Nature, reduce their Human Nature by one step and increase their Horrific Nature by a like amount. *Human Nature can be reduced to zero in this way.* This is what we call "going Graft-mad."

For example:

Steve already has a tentacle for an arm, but he decides to add a pair of wings (a Greater Graft) from the squidhead he and his companions just killed. His current Human Nature is d8. Adding a Greater Graft means rolling a d12. If he rolls 4 or less, he manages to hang on to what little humanity he has left. If it's a 5 or higher, though, his Human Nature will drop to a d6 and his Horrific Nature will increase to a d10.

If a character with Human Nature d12 adds a Graft of any kind, automatically bump their Human Nature down to d10 and their Horrific Nature up to d6.

For more on the effects of decreasing Human Nature, see Conflict.

Negative Effects

Of course, having tentacles for arms ain't all singin' cats. Sometimes Grafts get in the way, such as when trying to convince a suspicious survivor to let you shelter with them, or when trying to blend into the crowd.

In these cases, visible Grafts mean taking steps back on the Trait roll – anywhere from two steps back for having at least one Minor Graft to *six* steps back for having a Greater Graft. It doesn't matter how many

of a given type of Graft you have; three Minor Grafts is still only two steps back, not six. In the case of multiple Grafts, go with the biggest one. Note that the Graft(s) in question must be visible to have such a negative effect. If your Minor Graft is an eye in the back of your hand and you're wearing gloves, it isn't likely to affect your interaction with a Humanist scrap-metal dealer.

Positive Effects

Not everyone's so squeamish about a few tentacles here and there, though. If you're dealing with a gang of Grafters or some other kind of Graft-oriented group of people, the GM may rule that your social interaction rolls with them get +1 step for a Minor Graft, +2 steps for a Lesser Graft, and +3 steps for a Greater Graft. At the GM's discretion, a Graft may provide a similar bonus in other circumstances, such as when intimidating some weakling who's all scared of the mouths in your hands. Otherwise, use the guidelines under Negative Effects, above.

THE WORLD

THE REAL STORY

“The Way We Live Now” gives a pretty good overview of the setting from the players’/survivors’ point of view. Here’s a little more on what’s *actually* going on.

What the Horrors have done to Earth is what the Horrors do: They’re an interdimensional plague, like a swarm of locusts, that move from life-filled world to life-filled world consuming everything in their path before leaving for another one. They exist to consume.

It’s not just that they eat organic material – they subsist on the very life force of a planet, a concept alien to the non-hippie segment of humanity. The deaths of plant life and various animals are merely collateral damage resulting from their extra-dimensional origins. What they’re actually after are the top of the evolution chain.

In the case of Earth, that’s humanity. But not just any old humans; the Horrors are primarily drawn to those life forms in possession of the highest intellect, the strongest force of personality, and the most disciplined minds. In other words, the best Mankind had to offer. The survivors left on Earth, the leftover scraps of humanity, are the third-stringers of the species.

Once the Elder Horrors – the truly gigantic beings that lead the swarm from world to world – had devoured humanity’s all-stars, they moved on, leaving their smaller, less-discerning brethren to have their way with whatever remained.

That’s how it always is for the Horrors. On every world, they slough off a few thousand minor Horrors that are perfectly content to satiate their hunger and cruelty with whatever’s left over. The Horrors now stalking the Earth? They’re so insignificant to the Elder Horrors that they barely take notice of them. Think of them as scavengers picking over the planet’s corpse while the *real* predators seek out new prey.

Those survivors who witnessed the Horrors boiling up out of the sea mistakenly assume that they’d always *been* down there, long dormant, biding their time until some condition or other was met before rising up to run rampant across the world. But they’re wrong. The Horrors are as alien to Earth as their appearance would indicate. It’s just that their gateway opened at the bottom of the Atlantic Ocean, near the Antarctic. The tremendous stress and energy of their arrival caused cataclysmic tectonic activity, driving up a huge land mass from the ocean floor.

Unfortunately, the only ones who know the truth about the Horrors’ origins and their business on Earth are the Horrors themselves and those humans who’ve been driven Graft-mad. Thus, the popular but misguided belief that the Horrors had merely been “slumbering” on a sunken island for untold millennia.

Before the Horrors invade a world, they send a psychic glimpse of the terrible fate that awaits their future victims, like heralds trumpeting the arrival of a king. Of course, they’re not able to reach every mind at once, so in the interest of efficiency they select a number of individuals who can spread their word for them by whatever channels are available to them. In the case of Earth, that meant high-profile celebrities with ready access to media outlets. For better or worse, the warnings weren’t heeded.

THE HORRORS

Horrors are defined pretty much like characters, except for a few differences. They have a Trait characters don't – Horrifying, their version of both Intimidating and Resolute – and don't have the Horrors Trait. In the unlikely event that it comes up, just assume that all Horrors automatically know everything about themselves and each other. Not surprisingly, they don't have a Human Nature – all their Trait rolls use Horrific Nature. Lastly, they don't have Grafts; they have Features. When given a choice between multiple Features that might apply to a given Trait roll, always go with the most narrowly focused one. For example, the squidhead's Cunning only applies when no other Feature logically can. If a Trait is listed in parentheses after a Feature, that Feature can also be used with that Trait.

Creeper (Horrific Nature d8)

Traits	Features
Athletic d12	Tentacles d10
Combative d8	PD 12
Horrifying d8	MD 12
Perceptive d10	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stealthy d10	Vigor 5
Strong d6	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Fangfist (Horrific Nature d10)

Traits	Features
Athletic d8	Limb Mouths d12
Combative d12	Central Mouth d10
Horrifying d10	Limb Eyes d6
Perceptive d10	PD 17
Stealthy d6	MD 15
Strong d8	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Fly-By-Night (Horrific Nature d10)

Traits	Features
Athletic d10	Wings d12
Combative d10	Prehensile Tail d8
Horrifying d10	PD 15
Perceptive d6	MD 15
Stealthy d10	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Strong d8	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Gut-Ripper (Horrific Nature d12)

Traits	Features
Athletic d6	Tentacles d10
Combative d10	Legs d12
Horrifying d10	Tongue d8
Perceptive d6	PD 16
Stealthy d6	MD 16
Strong d12	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Hookface (Horrific Nature d10)

Traits	Features
Athletic d6	Hooks d10
Combative d12	“Head” d6
Horrifying d10	Eyes d6
Perceptive d8	PD 15
Stealthy d6	MD 15
Strong d8	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Thousand-Claw (Horrific Nature d8)

Traits	Features
Athletic d8	Claws d8
Combative d10	Maw d8
Horrifying d8	PD 14
Perceptive d6	MD 12
Stealthy d4	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Strong d12	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

Squidhead (Horrific Nature d12)

Traits	Features
Athletic d10	Head Tentacles d10
Combative d10	Hand Tentacles d8
Horrifying d12	Cunning d12
Mechanical d8	PD 16
Perceptive d8	MD 15
Stealthy d8	Wounds <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Strong d12	Vigor 5
	Shocks <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Spirit 8

RANDOM HORRORS

At times it might be useful to have an unrecognizable Thing From Beyond. It is no great matter to sit down and design one given an hour or so, but time or desire lacking, the following will enable you to create one or several such Horrors in but a few minutes.

These tables help you answer the question “What’s weird about this Horror?” by determining the Horror’s Features. Focus on these – let the weirdness inspire you – and let the details come to you as you go. The weird bits will be what the characters notice first, anyway. Note that these tables won’t necessarily generate the Horrors described above; let that encourage you to bend the rules when the mood strikes you.

Roll (d12)	Horrific Nature	Features	Feature Potency (limited by number of Features)
1-6	D8	1-2	Two at d8 or one at d10
7-10	D10	2-3	One at d12 and one at d8 <i>or</i> one at d10, one at d8, one at d6
11-12	D12	3-4	One at d12, one at d10, one at d8

Base Traits		
Horrific Nature d8	Horrific Nature d10	Horrific Nature d12
Traits Athletic d8 Combative d8 Horrifying d8 Perceptive d6 Stealthy d8 Strong d6	Traits Athletic d10 Combative d8 Horrifying d10 Perceptive d8 Stealthy d10 Strong d8	Traits Athletic d10 Combative d8 Horrifying d12 Perceptive d10 Stealthy d10 Strong d10 One other at d8

Roll (d12)	What’s Weird?
1-3	Arms*
4-6	Legs*
7-9	Head
10-12	Body

If a result on the following tables is accompanied by a number, such as +1 or +2, distribute that many steps among the Horror’s relevant base Traits. For example, “Lots of legs (+2)” could mean +1 step to Athletic and +1 step to Stealthy, or +2 steps to Athletic, or whatever else seems appropriate to you. No Trait can ever exceed d12.

** Roll separately for Quantity and Type*

Roll (d12)	Arms (Quantity)
1-6	Two
7-9	Three or four (+1)
10-11	Lots of arms (+2)
12	No arms

Roll (d12)	Arms (Type)
1-5	Tentacles (+1)
6-7	Claws (+1)
8-9	Vaguely mammalian
10-11	Insectoid
12	Ends in something strange (eyes, mouth, etc.) (+1)

Roll (d12)	Legs (Quantity)
1-6	Two
7-9	Three or four (+1)
10-11	Lots of legs (+2)
12	No legs

Roll (d12)	Legs (Type)
1-4	Tentacles (+1)
5-7	Reptilian (+1)
8-9	Frog-like (+1)
10-11	Avian
12	Insectoid

Roll (d12)	Head
1-3	Eyes*
4-7	Mouth
8-9	Nose/Snout
10-11	Adornment
12	No head

Roll (d12)	Eyes (Quantity)
1-2	One
3-5	Two
6-7	Three
8-10	Four (+1)
11	Lots of eyes (+2)
12	No eyes

* Roll for Quantity and Appearance

Roll (d12)	Eyes (Appearance)
1-2	Flat and fish-like
3-4	Solid white/black
5-6	Compound (+1)
7-8	Eyestalks (+1)
9-10	Red
11-12	Holes

Roll (d12)	Mouth
1-3	Broad, tusked (+1)
4-6	Amphibian
7-8	Leech-like (+1)
9-10	Fanged (+1)
11	Mandibled (+1)
12	No mouth

Roll (d12)	Nose/Snout
1-2	Porcine
3-4	Slits
5-6	Elephantine (+1)
7-8	Huge and bulbous
9-10	Beak-like (+1)
11-12	No nose

Roll (d12)	Adornment
1-4	Horns (+1)
5-6	Antlers (+1)
7-10	Head tentacles (+1)
11-12	Antennae (+1)

Roll (d12)	Body
1-3	Gaunt
4-6	Winged (+2)
7-9	Tailed (+1)
10-11	Cephalopodic
12	Formless blob (+3)

OTHER DANGERS

The Horrors may be the worst things out there in the Wasteland, but they're certainly not the *only* things. No two individuals are alike, so feel free to alter the cosmetic or mechanical details of the following write-ups according to your needs. Where shorthand like "Arms" or "Eye" is used, plug in desirable specifics. For example, "arms" might mean tentacle arms, or claw arms, or fangfist arms, or whatever else you can dream up.

Grafters come in two basic varieties: thugs (the rank-and-file) and chiefs (the deranged, barely-human psychos they follow). Most Grafters are only interested in humans for sport and food; negotiating with them is usually as futile as it is dangerous.

Grafter Thug (Human Nature d6/Horrific Nature d10)		Grafter Chief (Human Nature d4/Horrific Nature d12)	
Traits	Grafts	Traits	Grafts
Athletic d6	Tentacle Arm d8	Athletic d6	Arms d10
Combative d8	Claw Arm d8	Combative d10	Wings d8 (<i>Intimidating</i>)
Driver d4	Eyestalk d6	Driver d4	Eye d6 (<i>Resolute</i>)
Horrors d10	Tail d6	Horrors d12	Horn d6
Intimidating d8	PD 13	Intimidating d8	PD 16
Mechanical d6	MD 11	Mechanical d6	MD 16
Perceptive d4	Wounds □ □ □ □ □	Perceptive d8	Wounds □ □ □ □ □
Resolute d6	Vigor 4 (+1 Armor)	Resolute d10	Vigor 5 (+2 Armor)
Stealthy d6	Shocks □ □ □ □ □	Stealthy d6	Shocks □ □ □ □ □
Strong d4	Spirit 3	Strong d6	Spirit 5

Grafter Story Ideas:

- While in the ruins, the group is approached by a lone Grafter who's had enough and wants to associate with saner people now – but the old gang won't let him go so easily, and they don't care if the PCs get in the way.
- The chief of the local Grafter gang has his eye on a squidhead that's been sighted in the area, and he'll pay good salvage to anyone who can bring it to him relatively intact.
- After a recent Horror attack that takes a heavy toll on the Trench's defenses, the Authority is forced to make an unsavory deal with the Grafters for protection. But when they inevitably double-cross the Trench, the PCs are pressed into service, either literally or practically.

The Order of St. Eurosia is undoubtedly insane, but not violently so, at least initially. It's only after preliminary attempts at conversion fail that their evangelism becomes more... *aggressive*. Though the religion can't exactly be called widespread, individual congregations observe a strict hierarchy, and commands from superiors in the order are followed without question.

Initiate of St. Eurosia (Human Nature d8/Horrific Nature d8)	
Traits	Grafts
Athletic d4	Arm d8
Combative d6	Third Eye d6
Driver d4	PD 10
Empathic d6	MD 10
Friendly d8	Wounds □ □ □ □ □
Horrors d8	Vigor 3 (+1 Armor)
Resolute d6	Shocks □ □ □ □ □
Resourceful d6	Spirit 3
Strong d4	

Priest of St. Eurosia (Human Nature d8/Horrific Nature d8)	
Traits	Grafts
Athletic d4	Arm d8
Combative d6	Eye d6 (<i>Friendly</i>)
Driver d4	Tail d6
Empathic d8	PD 10
Friendly d10	MD 12
Horrors d10	Wounds □ □ □ □ □
Resolute d8	Vigor 3 (+1 Armor)
Resourceful d6	Shocks □ □ □ □ □
Strong d4	Spirit 4

Bishop of St. Eurosia (Human Nature d6/Horrific Nature d10)	
Traits	Grafts
Athletic d4	Legs d10
Combative d8	Eye d6 (<i>Friendly</i>)
Empathic d8	3 rd Eye d4 (<i>Empathic</i>)
Friendly d10	4 th Eye d6
Horrors d10	PD 13
Resolute d10	MD 15
Resourceful d6	Wounds □ □ □ □ □
Strong d4	Vigor 4 (+2 Armor)
	Shocks □ □ □ □ □
	Spirit 5

Arch-Bishop of St. Eurosia (Human Nature d4/Horrific Nature d12)	
Traits	Grafts
Athletic d8	Wings d10
Combative d10	Legs d10
Empathy d8	Eye d6 (<i>Intimidating</i>)
Friendly d10	Arm d8
Horrors d10	PD 16
Intimidating d8	MD 16
Perceptive d6	Wounds □ □ □ □ □
Resolute d12	Vigor 5 (+1 Armor)
Resourceful d6	Shocks □ □ □ □ □
Strong d8	Spirit 4

Order of St. Eurosia Story Ideas:

- A friend or relative of one of the PCs is kidnapped by the Order and is about to be forcibly converted unless someone does something about it.
- Members of the Order approach the PCs with an offer to pay them generously in food and resources in exchange for escorting them across the Wasteland. (This may or may not be a ruse.)
- In the ruins, the PCs come across a fight between Eurosians and Humanists. If they don't take a side, the fight is suddenly interrupted by the untimely arrival of a few Horrors looking for a meal.

Humanists, as might be expected, lack Grafts altogether – it’s the core of what unites them, after all. They make up for this apparent weakness with superior training, organization, and, when possible, equipment. Humanists in the Wasteland are typically encountered in a vehicle of some kind, such as a jeep (d10 Driver Tool, holds four) or a makeshift troop transport (a d8 Driver Tool, holds 12).

Humanist Trooper (Human Nature d12/Horrific Nature d4)	
Traits	Tools
Athletic d8	Rifle/Shotgun d8
Combative d8	Combat Knife d6
Driver d6	PD 12
Horrors d6	MD 9
Mechanical d6	Wounds □ □ □ □ □
Resolute d6	Vigor 6 (+2 Armor)
Resourceful d6	Shocks □ □ □ □ □
Stealthy d4	Spirit 3
Strong d6	

Humanist Sergeant (Human Nature d12/Horrific Nature d4)	
Traits	Tools
Athletic d8	Sidearm d6
Combative d8	Grenades (3) d10
Driver d6	PD 12
Horrors d6	MD 11
Intimidating d8	Wounds □ □ □ □ □
Mechanical d6	Vigor 6 (+2 Armor)
Resolute d8	Shocks □ □ □ □ □
Resourceful d6	Spirit 4
Stealthy d4	
Strong d6	

Humanist Specialist (Human Nature d12/Horrific Nature d4)	
Traits	Tools
Athletic d8	Sniper Rifle d10
Combative d12	Binoculars d6
Driver d8	PD 16
Horrors d6	MD 11
Mechanical d6	Wounds □ □ □ □ □
Perceptive d8	Vigor 6 (+2 Armor)
Resolute d8	Shocks □ □ □ □ □
Resourceful d6	Spirit 4
Stealthy d10	
Strong d6	

Humanist Commander (Human Nature d12/Horrific Nature d4)	
Traits	Tools
Athletic d10	Sidearm d8
Combative d10	Binoculars d6
Driver d8	Grenades (3) d10
Educated d6	PD 12
Horrors d10	MD 11
Intimidating d12	Wounds □ □ □ □ □
Mechanical d6	Vigor 6 (+2 Armor)
Perceptive d8	Shocks □ □ □ □ □
Resolute d10	Spirit 4
Resourceful d8	
Stealthy d6	
Strong d6	

Humanist Story Ideas:

- A Humanist patrol comes upon the PCs in the ruins and tries to wipe them out (assuming the PCs’ group includes at least one character with a Graft).
- One or more “pure human” PCs (if any) are approached by some Humanists to help with an assault on a local nest of creepers. They won’t tolerate PCs who try to harvest the creepers’ tentacles.
- Somewhere in the Wasteland, the PCs come upon a wrecked Humanist troop transport. Most of the troopers within have been gruesomely killed, but one still survives. They were hit by Grafters, and some of them were taken prisoner. He begs the PCs’ help in preventing his brothers-in-arms from becoming a Grafter buffet. In return, he promises to share information about the possible location of the Bunker.

LEFTOVERS

Character Sheet

Name: _____

Human Nature	Horrorific Nature
Bond Dice:	

Trait	Rating	Trait	Rating
Athletic		Mechanical	
Combative		Medical	
Deceptive		Perceptive	
Driver		Pilot	
Educated		Resolute	
Empathic		Resourceful	
Friendly		Scientific	
Horrors		Stealthy	
Intimidating		Strong	

Physical Defense:

Vigor:

Wounds

Mental Defense:

Spirit:

Shocks

	Bonds	Rating
I trust _____ because _____		<input type="text"/>
I distrust _____ because _____		<input type="text"/>
I'm loyal to _____ because _____		<input type="text"/>
I'd betray _____ for _____		<input type="text"/>

Tools		Grafts	
Description	Rating	Description	Rating

IMAGES





