

## **Attributes**

13 (Technically Start @ 2; 5 to distribute)

Range: Min 2; Max 4, except key attribute Max 5

5, 3, 3, 2

5, 4, 2, 2

4, 4, 3, 2

4, 3, 3, 3

## **Mechanics of Attributes:**

**Strength** – Gear slots +2

**Agility**

**Wits** – **Handle your Fear** (choose Wits or Empathy) +2 for each friendly Anchor alive.

**Empathy** -- **Handle your Fear** roll (choose Wits or Empathy) +2 for each friendly Anchor alive.

**Handle Your Fear** rolls are required at the end of each session in which a Breaking Point occurred.

## **Breaking Points:**

- Anchor killed or disappears.
- Anchor turns on or leaves you.
- You kill or brutally beat defenseless person.
- Broken by Damage (3 damage).
- Accumulate 5 Stress during the session.
- Something you built or struggled hard to achieve, such as Haven, gets destroyed.

**\*Stress Dice and Pushes not used or allowed on this roll.**

## **Skills**

12 Points to Start

At start Max: 2, except main Max 3

Max 5 via XP

To Teach NPC to be Trained: Requires Level 2 in skill taught.

To Teach NPC to be Expert: Requires Level 4 in skill taught.

## **Ways to improve rolls/not fail (Stress dice must be used on all rolls):**

**Gear:** Can give bonus dice.

**Push Roll:** Re-roll all misses plus the added stress die *Requirement: Must describe how re-try allowed.*

**Not allowed on a Mess Up.**

**Help/Aid:** +1 to skill roll per person (max +3) *Requirement: Must explain how helping. Can't be doing something else.*

**Drive:** +2 to skill roll (*1 per session*)

**Parallel Actions:** When more than one PC is doing the same thing, extra success may be allowed to be shared.

## **Relieve Stress:**

**Relieve 1 stress:** Social interaction with another PC or NPC. Can be short as long. *Requirement: no immediate threat. **Not allowed again until more stress gained.***

**Relieve all stress:** Spend 1 hour or more with one Anchor

**Rest:** Undisturbed night's sleep reasonably safe place relieves double low stress.

**Exception = Hunger Stress:** cannot be relieved until 2 rations per day consumed = # of days starved. Same with Damage from Hunger.

**Gain Stress: (Scary or distressing things cause this)**

**Pushing a Roll**

**Become Broken by Damage**

**Seeing someone else be Broken by Damage**

**Seeing someone in the group get bitten.**

**Being Bitten.**

**Hunger:** Failing Endure if one ration per day isn't consumed. If 5 Stress or more, 1 damage instead.

**Exhaustion:** Failing Endure roll if work all day and night. If 5 Stress or more, 1 damage instead.

**Threat Level reaches 3 or higher**

**Walker Attacks** (some rolls)

**Being Shot at**

**Amputation:** Both the Amputee and Amputator.

**Being Framed for Murder**

**Being rejected by your lover**

**Killing another in cold Blood**

**Failed Leadership roll to inspire.**

**Taking too long to decide action in a Brawl after knowing the rules.**

**Threat Level Rises:**

**(Note: A split group of PCs may be facing different Threat Levels)**

1. Mess Up (Maybe: roll on d6 mess up table for random)
2. Failing a skill roll (Stealth or Mobility) to avoid walkers @ Threat Levels 1 or 2 (50% Threat Level increase or Single Attack)
3. Loud Noises (Very likely, judgement call)
4. Facing a group of walkers already placed by GM (Almost always)

**Threat Level Lowering:**

**Level 1 or 2:** Wait for Walkers to leave or clear out (pg. 83)

**Level 3 or higher:** Distraction or Swarm Fighting/Escape required.

**Brawls: (non Walker Combat involving more than 2 people)**

**1 Action per Round**

**Round Order**

1. **Take Cover:** Mobility roll
2. **Ranged Combat:** NPCs state targets first
3. **Close Combat:** NPCs state targets first
4. **Movement:** Mobility roll
5. **First Aid:** Short range, not yourself.
6. **Other:** GM decides if skill roll needed.

**Swarms: Three rolls from PC group; Leadership allowed from a 4th; PCs = 2 get -2 on 3rd roll.**

**PC = 1 get -2 on 2nd roll, -4 on 3rd roll**

**Swarm Threat Level: Skills allowed**

3 = Endure, Force, Mobility, Ranged Combat, Stealth

4 = Force, Mobility, Ranged Combat

5 = Force, Close Combat, Ranged Combat

6 = Force, Close Combat

### **Skill Mechanical Uses:**

#### **Close Combat: (STR)**

1. Attacking with melee weapons in short range (25 meters or less) or ranged weapons in close proximity.
2. Damage +1 per extra success (optional).
3. Cover has no effect.
4. Half damage to vehicles with weapon.
5. Fighting a Swarm at Threat Level 5 or higher.

#### **Endure: (STR)**

1. Withstand hunger, cold, poison, disease, march for long periods.
2. Transferable successes sometimes.
3. Fighting a Swarm at Threat Level 3.

#### **Force: (STR)**

1. Lift heavy items, smash open blocked doors, achieve feats of brute strength and determination.
2. Sacrifice another by winning opposed roll fighting a swarm to leave the fight.
3. Oppose a Swarm at Threat Level 3 or higher.

#### **Mobility: (AGI)**

1. Run, climb, leap, drive.
2. Combat actions: flee, chase, movement, and take cover.
3. Reduces damage from a controlled jump from height.
4. Armor reduces Mobility dice.
5. Negate explosion damage and sprung traps results.
6. Desperate Escape rolls when surround by Walkers with a hiding space nearby.
7. Transferable success to people attempting the same as you.
8. Avoid Swarms at Threat Level 1 or 2 by running past them.
9. Avoiding Swarm attacks at Threat Level 3 or 4

#### **Ranged Combat: (AGI)**

1. Attacking with Ranged Weapons or Explosives (except close proximity/engaged).
2. Must use Close Combat for ranged weapons in "close proximity" instead.
3. Damage +1 per extra success (optional).
4. Overwatch used to secure an area of the map, like a "readied action."
5. Target with Cover requires 1 additional success.
6. Fighting a Swarm at Threat Level 5 or lower.

#### **Stealth: (AGI)**

1. Attempts to sneak, hide, pick locks, tail someone, sleight of hand.
2. Transferable success to people attempting the same as you.
3. Failure means you get noticed or exposed.
4. Avoid Swarms at Threat Level 1 or 2 by sneaking around them.
5. Disguising as the Dead. May require multiple successes or rolls. (Failure results in Threat Level 5)
6. Deal with a Swarm at Threat Level 3.

#### **Scout (WITS)**

1. Entering a Sector: Only one PC can make a Scout roll when Entering a Sector as they are out ahead of the group.
2. Entering a Sector: Determine if the sector is safe and find a good place to stay for the night. (No help from others) Vehicle travel is slowed by one sector per day on a failure.
3. Entering a Sector: If a Threat is in a Sector you enter, success means spot them first. Failure means threat spots you first.
4. Overview of immediate surroundings, extra successes may provide +1 bonus per success (max +3) on one skill role using info. Failure could mean detection or bad situation.
5. Passive rolls to discover hidden threat. Can't be Pushed.

6. Discover traps if you are looking for them.
7. Track an animal.

### **Survival (WITS)**

1. Surviving outside the haven, camp safely, find water, know if water is potable, trap animals, fish, hunt, how to handle wild animals.
2. Scavenge for food and resources, allows roll on Scavenging table, with extra successes find one ration. Once per day. Several people can scavenge at the same time. Failure means Threat Level may increase or living enemies may be altered. Halves distance moved if traveling with a vehicle.
3. Track people or animals.
4. Use recollection/understanding of world before outbreak to educated guess where a specific item could be. Failure would mean unforeseen circumstances. Extra success mean more to find than you asked. No one is allowed to roll again for a certain item. This is ONLY for things prior to the outbreak.
5. Stop a fire from spreading.
6. If plausible, Hunting on the Road: Each Success = a die roll of rations.
7. Setting camp in the wild: Success = haven with Capacity 0 and Defense 1. Failure = Defense 0.

### **Tech (WITS)**

1. Repair or build gear or weapons.
2. Certain levels needed to start certain Haven projects and building Gear.
3. Knowledge of mechanical and/or electrical devices workings.
4. Disarm *complicated* traps.
5. Repair a vehicle (with right tools, parts and time)

### **Leadership (EMP)**

1. Sway a crowd or inspire another person (No help from others allowed)
2. Inspiring someone: Each success = +1 on a skill roll within reasonable time. Failure = taking a stress point.
3. In Brawl or Fighting a Swarm, bark orders instead of taking another action to grant bonus dice usable only in the same round and only if they do what you told them. Each success = a bonus die, but no more than 3 to a single person.

### **Manipulation (EMP)**

1. Lying, bribing, threatening, or coercing. Success = get what you want. Failure may mean disagreement, harmed relationship.
2. Not mind control. More extreme requests may require time and multiple rolls.
3. When used on a group use Leadership.

### **Medicine (EMP)**

1. Help the hurt.
2. Knowledge about anatomy, diseases, and injuries.
3. Determine healing time.
4. Determine required medicine or treatment.
5. First Aid on Broken. Each Success heals one Health Point.
6. Stabilize someone with a Lethal Critical Injury. Certain levels of medical equipment (basic or advanced) may be required. Requires safe place with food and water. One attempt per day.
7. Speed Recovery. Tending to critically injured reduces by one hour/day/week for each success. Failure = increase by one. Only one roll allowed unless access to more advanced medical gear acquired.
8. Poison Treatment: Once per hour adds to the poisoned person's Endure roll.
9. Disease Treatment: Once per day adds to the diseased person's Endure roll.
10. Amputation: Keeps some Walker Attacks from being lethal.