

THE CARCASS

an abattoir of flies



a game of post-apocalyptic community by jim pinto

and when they
had picked the final
carcasses clean...

the flies
found themselves
out of food

GM zero

the carcass: an abattoir of flies

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The Carcass is Book 4 in the *GMZero* series.

The Carcass: An Abattoir of Flies is the first expansion to *The Carcass*.

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the carcass

The Carcass is a roleplaying story game where players take on the roles of the last members of a dying post-apocalyptic tribe. The tribal leader is dead, the community in tatters, and the future a mystery. What will become of you in this barren wasteland?

The story is a culmination of human arrogance and desperation. Any post-apoc game, by design, reflects that human arrogance wiped out roughly 99% of the earth. The 1% that remain are still humans capable of monstrous acts. Post-Apocalyptic stories are therefore a microcosm of human savagery.

The Carcass is a reflection of this reality.

Add in the ingredients of selfish motives, (fractious) tribal unity, and character/player authority and you have an aggressive game with high replay value.

This document is not only a compendium of ideas for running better *Carcass* games, it also adds rules for captives, character powers, nomads, and the undead (including, but not limited to, zombies). It includes new roles and a compiled list of action results for ease of use.

You already know this part.

Wow. You can just rock me to sleep now.

Really.

As the game approaches an inevitable second edition, more ideas come to me. New roles. New dents and scratches. Better explanations of how to use drama points. This book provides a myriad of new ideas.

the world ended
and no one noticed
until we were all living in tents

an abattoir of flies

There's something wrong with the world. Not the obvious wrong. We've all heard our grandparents talk about the 'before time,' when food was plentiful, people didn't fight everyday, and there were permanent structures to live under. And there was fuel, too.

No. It's something else.

I've heard rumors from the other tribes. Some suffer from a lack of reliable food and clean water. In some places of the world fewer children are born. Radiation is so thick that people get sick and die within a matter of hours once exposed. Mutations are rampant.

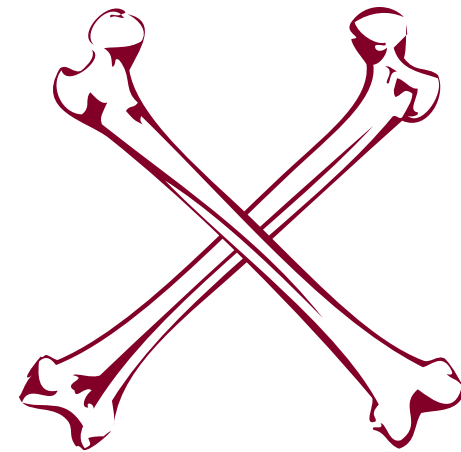
Hope is a distant memory.

I've heard of tribes rising up against their own kind and killing their leaders. And then what? Without a plan, the tribe is cast into chaos almost immediately. Power vacuums create wars. And wars lead to more chaos and death. Some are calling it 'the fall,' that definable moment in a tribe when everything turns sideways and upside down.

Everyone is suffering from some kind of fall. Every tribe, in every corner of the world. At least, as far as anyone can tell. Not that we were ever peaceful beings, but the fall has brought out the worst in us. And it's growing.

Some blame the mutants, psychics, and witches. Others speak of outsiders who bring curses with them. Some think there are haunts living among them that brought the fall. None can say for sure what the real cause is, only that nothing is the same.

5
circling the carcasses
feeding upon the useless cargo of human debris
an abattoir of flies



a new walk through

The main book for *The Carcass* has players making characters and doing world-building in what can seem like a random order. It's not. But it does sometimes feel like it. In addition, if you play enough, the 14 dents and scratches questions become repetitive. This new walkthrough takes you into world-building before making characters, and then finally into setting goals.

first

First, develop the world you are in. Answer the following five questions (in any order) as a group.

What is the climate/environment like?

Where does everyone live? How do they sustain themselves?

How long has it been since the end of the world (which is different than the fall)? (At least 100 years is recommended)

What caused your tribe to fall into decline and what caused your leader's death (they need not be the same thing)?

What is the greatest threat to your tribe's future?

You also need to do some naming, as a group.

Name your tribe and two others — one neutral and one hostile

Name all of the tribe leaders, including your dead leader

Lastly, though it's not absolutely necessary, the players may want to decide what the tribe looks like, in general. What do they wear, how do they behave, etc. Some of this is further defined during dents and scratches.

cast of characters

The players should create NPCs next. This creates a field of characters for the players to use when they answer questions. These NPCs are part of the tribe and key to the questions the PCs will answer later. Be sure to add the two living tribal leaders from the hostile and neutral tribes once the NPCs are done.

When creating characters, you are welcome to include an NPC in one of your character-building questions. Don't focus too much on the NPCs. The story is about your characters after all, but including them could be interesting.

dents and scratches

The following is a list of new and old questions combined to modify the world you've already built.

- **What is sacred to the tribe?**
- **What behavior or manner is distinct to the tribe?**
- **Define one vital resource the tribe lacks.**
- **Define one vital resource the tribe has that others want.**
- **How big was the tribe before the fall? Now?**
- **How does the tribe treat issues of marriage/monogamy?**
- **Which rights do some tribe members have that others do not?**
- **Why do you want to be the leader?**
Why does everyone *think* you want to be the leader?
Who pretends to be leader in the meantime?
- **Who among you was secretly related to the old tribal leader?**
- **What was your rank in the tribe before the fall? Now?**
- **What does the tribe do to those they suspect are mutants or witches? What is the litmus test for determining a witch?**
- **Why are there no children in the tribe?**
- **Who does the tribe suspect caused the leader's death?**
Who do *you* suspect?
- **Who fears whom?**
- **What singular defense or weapon gives the tribe a slight edge?**
- **How large (in acres, or equivalent) is the tribe's territory?**
What does the territory butt against?
- **Who has an obvious physical deformity or mutation?**
- **Who has a hidden deformity or mutation?**
- **Who was recently wounded during a skirmish with a rival?**
- **Which technological device (hot water, refrigeration, radio, etc) has the tribe's welder pieced together for everyone's benefit?**
- **Describe a large-scale project that is far from being completed.**
Why has it stagnated? What will it take to complete?
- **Name, describe, and define one additional NPC who has recently gone missing (but may reappear later).**
- **Name, describe, and define one additional NPC who is a rival for leadership.**

hobbling and mutations

Hobbling and mutations are barely touched on in the original document. While intended to be optional, it is recommended that advanced players implement them in all games. And if so, during character creation.

Hobbling is a reflection of characters who have had a rough life, and who've been damaged by the wastelands. Or the fall. A random card draw can help develop an interesting character quirk. If nothing else, consider hobbling the NPCs to create more variety in the tribe.

suit

♣	Affects Generic Die Rolls (-1)
♦	Affects Starting Drama Points (-2)
♥	Affects Fighting Die Rolls (-1)
♠	Affects Leadership Potential (-3)

value

A	Amnesia
2	Paralyzing Phobia
3	Noticeable Physical Mutation
4	Physical Strength Impaired
5	Headaches
6	Pariah
7	Limited Finger Dexterity
8	Tumors
9	Affected Sense
10	Addiction
J	Psychosis
Q	Suspected Witch
K	Mania (choose a specific type)
Joker	Character begins play with a trepidation

Mutations seem to get under-used, too. It may be the nature of GMless games, but players tend to forget these kinds of details, so if you're using mutations, make sure you are clear about what your character looks like. Or what the NPCs look like that have mutations. And don't be afraid to develop how they work. It's one thing to have abnormal pigmentation, but if it helps you absorb nutrients, it might make you the best marker there is.

Players may decide that having a mutation grants the character a power. I leave that up to each group to determine.

mutations

1	Abnormal Pigmentation, perhaps as a camouflage
2	Antlers or Horns, revealing one's age or status
3	Carapace, could provide armor, but limits motion
4	Color, Daylight, or Night Blindness
5	Cyclops, a fearsome-looking hindrance
6	Deformed, Malformed, or Vestigial Limb
7	Deleterious Mutation, affects health and longevity
8	Extra Digits, which may or may not work
9	Fangs or Tusks, that are useful in close quarters
10	High Metabolism, harmful in a world without food
11	Hollow Bones, delicate frame, but lightweight body
12	Hunchback, improved strength, but inflexibility
13	Hyperalgesia*, with no positive side effects
14	Mane and Bristles, as if marked as an animal
15	Nocturnal Biology, great for sentries
16	Pronounced Odor, makes one easy to track
17	Skin Abnormality, perhaps the most sanitized
18	Tail, possibly used to carry a tool, but not a weapon
19	Webbed Feet or Hands, easy to follow footprints
20	Minor Combination of Two Mutations

* This is an increased sensitivity to pain. In physical terms it could manifest as thin skin.

p o w e r s

If you are campaigning (or bringing enough trepidation onto yourself), you may notice drama points piling up to the point of being redundant. This is an unintentional side-effect of the game design. Avoiding death and narrating two scenes in a row were intended to force points out of the game, but this wasn't explicit in the first book. In response to that, I've included these new rules for powers.

Powers are an optional rule, giving players a little more control over the story. Each power costs 10 drama points, and these points are removed from play. In addition, whenever a power is purchased, any players without drama points gain one.

How a power is associated with a mutation is up to the player. A character with fangs as a mutation and command as a power might lead through intimidation. Mixing fangs and lethal might have a more obvious connection.

powers list

command

Whenever you direct a scene, you may spend one drama point to immediately direct another scene. This power can be used once per turn around the table.

councilor

Whenever the leader player directs a scene, your character may be present without spending a drama point.

dirty tricks

Whenever a player would take a non-fight action against you (rolling at least three dice), ignore the highest die.

jack of all trades

Whenever you take a general action, roll three dice instead of two.

lazarus

Whenever you would die in a fight, you may spend one drama point to survive — though barely.

lethal

Whenever you fight, you may spend one drama point to gain two bonus dice instead of just one.

magnet

Whenever your foil directs a scene, your character may be present without spending a drama point.

martyr

Whenever you would gain one drama point from trepidation or failure, steal one drama point from the leader as well.

nihilist

Whenever you *would* gain trepidation, you may spend one drama point to ignore it. You do not gain one drama point for the trepidation.

psychic

After dice are rolled, you may spend one drama point to interpret your own results. If this result leads to a bargain, you may spend one additional drama point to turn the result to a success.

recruit

You may take on the role of an NPC, turning him or her into a PC. If you presently control a PC, that character becomes an NPC.

regeneration

You may spend one drama point to make any trepidation gained in a fight go away after the fight is over.

specialist

Whenever you take a role-specific action, you may spend one drama point to gain two bonus dice instead of just one.

subterfuge

Whenever you spend drama points on anything other than increasing the number of dice in a die roll, the drama point goes to your foil's foil, instead of your foil.

thick skin

Whenever a player would take a fight action against you (rolling at least three dice), you may ignore the highest die.

victim

Whenever you would gain one drama point from trepidation or failure, steal one drama point from your foil as well.

willpower

Whenever a player would take an action against you, you may spend one drama point to become his or her foil for the action.

drama points

One of the cornerstones of *The Carcass* is the drama point system. But because of the loose nature (and my poor explanations), it is not always obvious what drama points can be used for. So, in that vein, I've included a list of ideas for spending drama points, though the actual cost of these things is up to the group and your style of play.

Adding a detail to a scene

Adding an NPC to a scene

Adding or removing a point of trepidation

Answering an additional question during character creation

Creating a new challenge

Creating a new NPC

Creating a new enemy tribe

Creating a new enemy tribe leader

Creating new trepidation

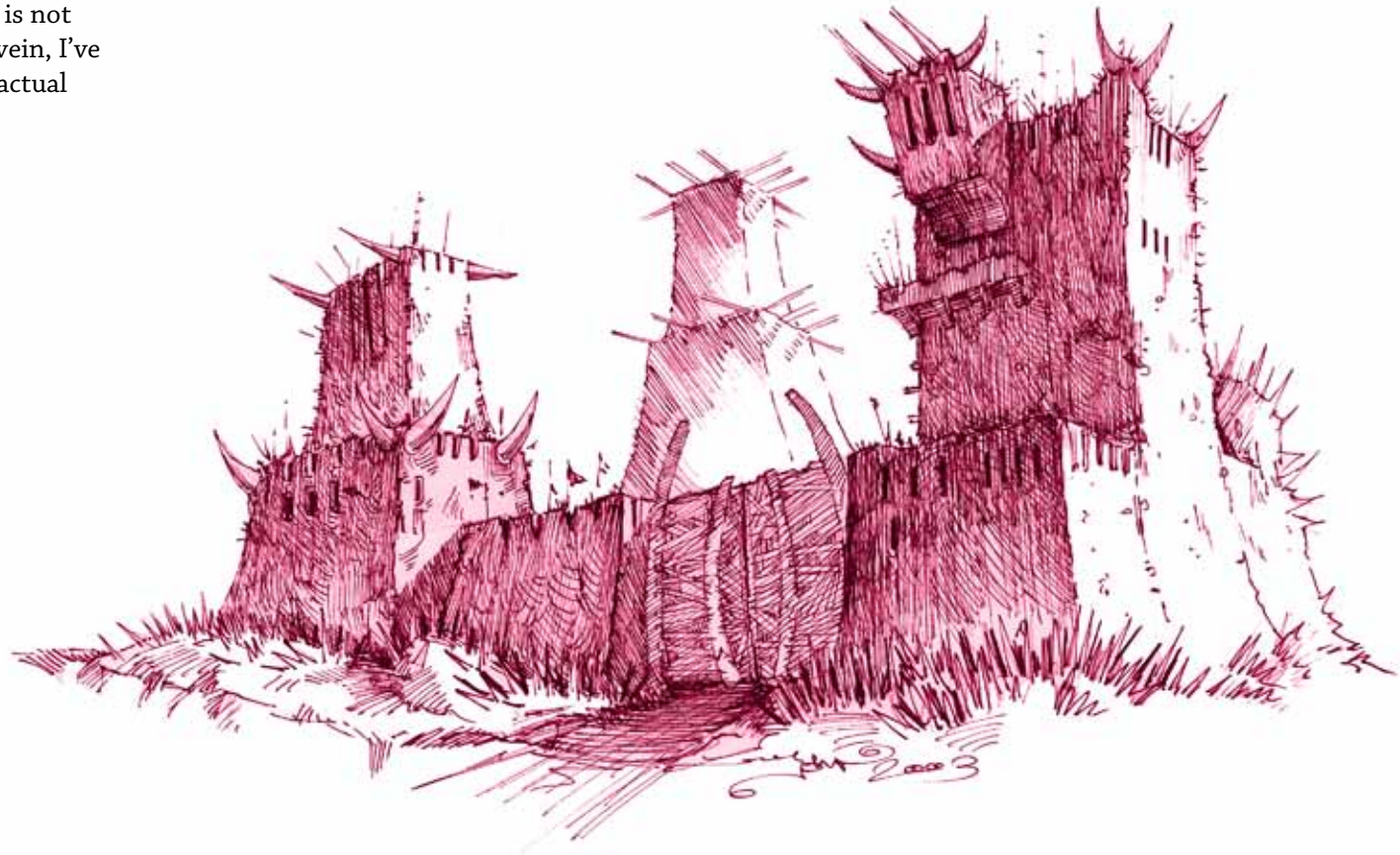
Directing a scene out of turn

Directing two scenes in a row

Gaining a mutation

Joining a scene you aren't in

Undo something that cannot be undone (3)



using trepidation

Trepidation serves two purposes. It makes it clear that the climate of the community is changing and that there are people in the tribe that cannot be controlled — their perspectives are independent. Secondly, characters who have a poor reputation with the community will have a harder time becoming leader. The fact that trepidation can go away (or grow worse) randomly is a reflection of people's fickleness.

Trepidation shouldn't be ignored. It's a core story element that can be explored. But it can also grow out of control, if the characters never address it and continue to take actions that aren't best for the community. It is not uncommon for three or more trepidation story threads to be going at once.

Trepidation could be more concrete in the game, but that would defeat the original purpose. If you're only playing a one-shot, this might not concern your style of play.

If you really want trepidation to matter, apply the negative value to all non-physical action die rolls for characters. A bad reputation can affect everyone's desire to want to work with a character.

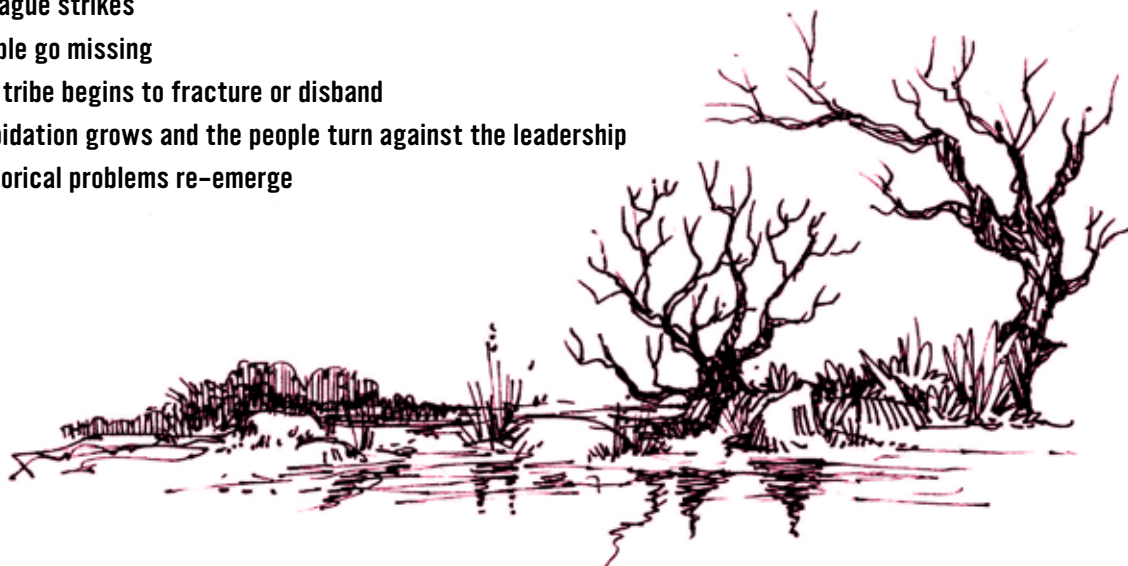
the fall

Throughout the original document there is mention of something called 'the fall,' as well as the tribe's descent. These are not necessarily the same things. The game presumes that the tribe is in decline based on some recent event of significance. It also presumes (in some instances) that a 'fall' has happened. But when? It could have been at any point in the past. It might even be the thing that caused the world to look the way it does. But the fall is purposely vague in order to give players room to define it for themselves. Is this part of the secret history that only the tribe's astrologer or curate knows? Is the fall part of the oral tradition? Is it something the tribe never talks about?

optional rule

To make the fall a more interesting element in play, write 'the fall' on an index card and place it at the center of the table. Put a 1d6 dice on it as well, with the '1' facing up. Every scene that passes without mentioning the fall, turn the die face up one. When the die reaches '6' something significant happens to the tribe. This should be narrated by the next director, with the fallout of the event occurring during the next scene. Here are a few ideas.

- The (new) leader dies
- The tribe is attacked
- A plague strikes
- People go missing
- The tribe begins to fracture or disband
- Trepidation grows and the people turn against the leadership
- Historical problems re-emerge



Aggression rears its ugly head

Retaliation brings further dread

The two are linked by unseen threads

That wind back through time

I don't agree with the outdated trend

Nationalism is an evil friend

But hatred is instilled by invisible lines

Drawn in our minds

-- Fertile Crescent, Bad Religion

new tribes

To get players started faster, here is a short list of tribes they can choose from, with built in problems and dead leaders. These tribes can stand in for the core tribe, the neutral tribe, or the enemy tribe.

gravemen

The Gravemen began their tribal legacy as nomads and scavengers. Today, they live inside a walled compound in the center of the wastes, collecting every scrap of metal and leftover goods they can find. But since the death of Three-Finger Aki, the tribe has done little to grow its stockpiles, falling into an almost deathly malaise.

grinders

With more manpower and firepower than sense, the grinders have fought war after war with their neighbors to keep their land and resources safe. But with the death of their leader (Atom), the once powerful grinders find themselves losing at every turn.

horns

Mostly hunters and trappers, the Horns were once the largest tribe in the Great Valley. But when Ash died last year, the tribe's authority in the valley waned. Other tribes took it upon themselves to hunt in Horn territory. Now, they can barely feed themselves. And they have nothing to trade.

the hungry ones

Once led by Dogboy, the Hungry Ones are now a band of lawless marauders who prey upon any tribe they can find. Suffering casualty after casualty, the tribe is half its size since Dogboy's death.

iron riders

As the name would indicate, the Iron Riders are a tribe centered around motorcycles and any engines they can scrape together. Their previous leader, Little Giant, was killed by someone from the inside and now no one in the tribe trusts anyone else.

mazons

A small and quiet tribe living in the cliffs above the sea of salt, the Mazons keep to themselves, feeding upon algae and fungi to sustain themselves. However, the tribe has been in a state of decline for the past three years, with no new children being born. And now, with the death of their leader, Brigg, the tribe looks set for extinction.

moondogs

The Moondogs are the last remaining tribe of the old ways. All around them are new enemies, born from a darker world. Once led by Ramm, the tribe has lost half its members to neighboring marauders and nomads. And, as traditions within the tribe fade, the Moondogs have started to turn on one another.

october

Celebrating its survival every full moon, the members of October are the most peaceful tribe in the area. Turning their efforts to education, farming, security, and water purification, the tribe has thrived for decades in the wastes. But with the death of Bonne, productivity has ceased. The 'elders' of the tribe seek to unify with one of their more violent neighbors in the hopes of brokering peace... even if it means living as slaves.

ruined saints

Living inside an old church, the Ruined Saints no longer take their namesake too seriously. Where once the leadership enforced piety and social order, the Ruined Saints have become a hedonistic morass. Since the death of Glase, the tribe has only gotten worse. It's only a matter of time before their name becomes an ironic joke.

scions of filth

Single-handedly the dirtiest scavenger tribe there is, the Scions of Filth survive by doing what no one else would do. No tasks is beneath them. They lack pride or tradition, relying instead on the will to see disgusting tasks completed. Oddly, without Brik to lead them, disease has started to consume the tribe, dwindling their numbers at an impossible rate.

the slough

Living at the lowest end of the Great Valley, the Slough are a tribe of misfits, unable to survive with other tribes. Taking whoever she can find — and whoever can provide for the tribe — Drizkull has built a tribe that could not survive after her death. Once unified misfits, the tribe now forms into self-destructive cliques.

uncer's army

Uncer died over a century ago, but a strong lineage and tradition has kept the tribe alive all this time. However, the recent death of Grey Fang has caused infighting over leadership. With each tribe member supporting a different 'pro temp' leader, Uncer's Army suffers. Civil war is just around the corner.

new campaigns

The following pages detail new ways of playing *the Carcass*.

Each campaign has its own tone, setup, and special rules. The nomad campaign has the characters constantly on the move. The prisoner campaign explores the game from the idea of characters as captives. And the undead campaign introduces supernatural elements into The Carcass — as well as five new roles.

nomad campaign

During the first step of game prep (before characters are made), players may decide to play a campaign where they live nomadic lives, perhaps with semi-permanent structures like yurts. Eventually the tribe may settle down, but moving around is the tradition of the tribe. This is what has kept them alive all these years.

Playing the story of a nomadic tribe means having more relationships with more tribes, but they are generally less meaningful. It might also beg questions like ‘where is the tribe headed’ and what is the landscape like. A few more world building questions are necessary for a nomad campaign, all of which should be addressed before making characters.

Where is the tribe now? Where are they headed? What is the general terrain like? Don't be afraid to use real world locations to frame the situation, just to give the players a sense of where they are.

How long has the tribe been nomadic? What cultural rites does the tribe observe that keeps it moving?

What do they trade? How do they avoid being attacked everywhere they go?

What one thing defines the tribe and sets them apart from others.

Name and describe the leader. He or she should survive until the third scene of the game, at which point the scene following his or her death/disappearance should be about finding a de facto leader (in the mean time). When answering role questions, avoid questions that address leadership.

During play, the real drama is the exhaustion nomadic people feel. Constantly moving, setting up camp, breaking down camp, and posting sentries wears on the tribe. Nomadic tribes need to make everyone they encounter feel safe, lest they make themselves unwanted guests.



prisoner campaign

During the first step of game prep (before characters are made), players may decide to play a campaign where they are all captives in a larger community. This does not stop the captives from feeling like their own tribe with their own leader, but it does present certain limitations.

For one, the 'surrounding' tribe needs to be more fully defined. During character creation, each player should make one character, one NPC within the captive tribe, and one NPC within the captor tribe. All of these NPCs are playable in scene. In addition, a few more world building questions will come up, all of which should be addressed before making characters.

Who is the de facto leader of your tribe? What is his or her relationship to the other tribal leader?

How does the other tribal leader communicate with you? Directly? Through envoys and enforcers? Leader to leader?

How are you held captive? Cages? Underground? Constantly under guard? Fear of the surrounding wastes?

Why are you captives? What role does that serve? As slaves? Entertainment? Sadistic pleasure? Or will you eventually become food?

Do you intend to tell a story of your struggle for survival? Or do you intend to escape? If the latter, will you end the game when you escape? Or open a new chapter?

What does the captor tribe do with witches?

Name and describe one type of trepidation for each main character, as well as an overriding fear that keeps the captive community in check.

During play, the real drama is about the captive tribe's fear of their captors. Characters may have poor relationships with those around them. A table full of trepidation should cover this.

Becoming leader of the captive tribe should feel more like a punishment than a reward. To reflect this, the leader never interprets his or her own die rolls, but can always spend three drama points to direct a third scene in a row.



the undead

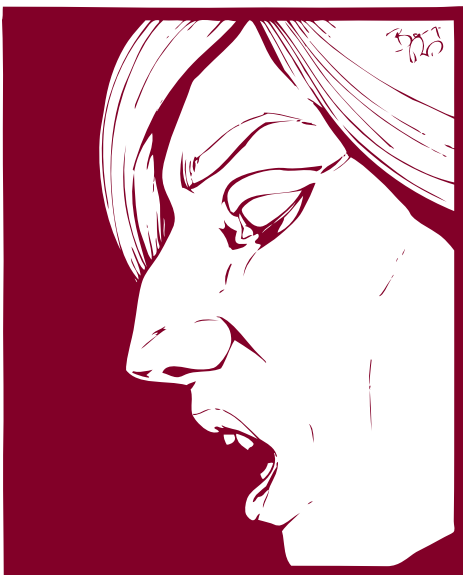
During the first step of game prep (before characters are made), players may decide to play a campaign filled with the undead (or where they themselves are supernatural). In either instance, this changes up the game setup and limits the starting roles.

The death of the leader is a pivotal part of the game setup. In this scenario he or she has clearly died at the hands of the undead that live in the wastes. This also means the enemy tribe is undead. Players need to not only name the undead tribe, but also define what constitutes being undead. Ghouls, zombies, etc.

During character creation, each player should make one character (chosen from the five roles on pages 29 to 33) and one NPC (chosen from the original list of roles). In addition, the following questions replace the questions on page 6. Make sure to answer the first two, regardless of the method you choose to answer some of the others.

mutants

Instead of undead, consider mutants. Everything you are reading here is still accurate, but in addition to the new available classes, all characters start with a mutation, and the hordes outside your door are not undead, but savage mutants. During 'dents and scratches' change all uses of the word undead to mutants.



- How do the undead manifest? How do their numbers grow?
- Define one aspect of the world that seems to attract the undead (blood, fire, sound, water, weather, etc.).
- What terrifies the tribe?
- Define one vital resource the tribe lacks and how the undead have taken it.
- Define one vital resource the tribe has that the undead want.
- How big was the tribe before the undead arrived? Now?
- How does the tribe treat issues of weakness?
- How does the tribe rank the social order of the tribe? Who is at the top and why?
- How has the tribe survived thus far against the undead?
- Who among you has never fought the undead?
- What is the prevailing theory (among the tribe members) as to why the undead are here?
- What does the tribe do to those they suspect are mutants or witches? Or worse?
- Why are there no children in the tribe?
- Who among you fears the undead the most? Why?
- What singular defense or weapon gives the tribe any chance at all against the undead?
- Who has an obvious physical deformity or mutation? Who has a hidden deformity or mutation?
- Who was recently wounded during a skirmish with the undead?
- Which technological device (hot water, refrigeration, radio, etc) has the tribe's welder pieced together for everyone's benefit?
- Describe a large-scale project – one that would certainly benefit the tribe – but that is far from being completed. Why has it stagnated? What will it take to complete?
- Name, describe, and define one additional undead tribe that haunts the wastes, but is rarely seen.
- Name, describe, and define one additional NPC who has recently gone missing (and is presumed to be undead now).
- Name, describe, and define one additional NPC who is a rival for leadership, but is slightly infected with an undiagnosed illness.

explaining roles

There are a lot of 'unexplained' portions of the game — things that make sense in the context of play, but that I never come out and say. Each role brings a new level of 'context' to the game, in fact. If you have a player playing the curate, then tradition and the past become important facets of that campaign. Without a witch, do weird things even happen? And are witches even real to begin with? Or just superstition?

I personally like the level of (unspoken) context that roles bring to the game. After my haste to write the game in two weeks, I have found that certain roles just aren't as sexy as others. Wreckers, welders, drones, and soldiers are boring in the face of other roles, especially when you add all the expansions. There's meat there, but you have to dig a little deeper to find it sometimes.

That being said, the following is a breakdown of (some) roles I think could benefit from more clarification or context.



curate

If one of the key members of the tribe is a curate, then that means the tribe values the traditions of the past (at some level). The curate was most likely an important advisor to the previous leader and may have even had an apprentice of his or her own. It's easy for players to treat the curate like a whipped dog, but that disrespects what has kept the tribe alive. Measure that against the fact that the tribe is in decline and either the curate or the previous leader can be called to blame for it.

drone

Drones are the backbone of the tribe. They remain loyal to the tribe regardless of leadership. A tribe stays strong not because of who is in charge, but because of its drones. If a drone character is among the key members of the tribe, he or she is well-regarded and vital to the tribe's cooperative future.

expert

Expert characters are a bit of a mixed bag. On the one hand, having a character around who can purify water is great. On the other hand, how you play *the Carcass* could mean that such a role is irrelevant. Dramatic games that focus on interpersonal issues don't need people solving the food crisis. However, games that deal with the prevailing crises of the post-apocalyptic future can benefit from an expert.

hatchet

I've never played a game of *The Carcass* where the hatchet wasn't all business. Try playing a session with someone who is tired of killing. Or going through an emotional breakdown. Better yet, try playing a game where the hatchet is an NPC and everyone is afraid of him or her.

jack

The jack is a new role, introduced on page 21. If you've purchased the spiker (available online), the jack is a role that sort of thwarts the spiker's arrogance. If not, the jack is a new role that will surely piss off all the drones, experts, and welders in the tribe. The jack works circles around everyone. Have fun with it.

marker

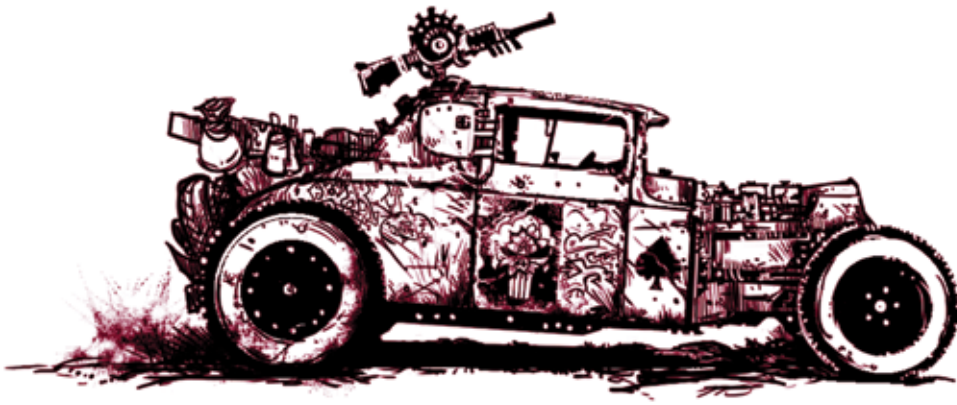
Perhaps a misunderstood role, the marker is more than just a scout. The marker uses landmarks, secret routes, and derelicts to find his or her way around. A marker even has hiding places and various locations marked out in the community... just in case.

nomad

The nomad is a new role, introduced on page 23. If you're playing the nomad campaign from 12, this role might be redundant. However, mixed with a good marker or rover (or both), these roles might not need anyone else. Now that I think of it, the hatchet/marker/nomad/rover tribe might be the best one ever.

rover

Having someone around who drives and fixes cars implies that the tribe has need for cars. And the ability to fuel them. Like any role, its inclusion in the game informs the players that the tribe has some access to some kind of tech or salvage. Conversely, if the players do not create a PC or NPC rover, it should be assumed that they have no vehicles.



soldier

Being a soldier isn't as glamorous as being the a tribal-leader's right-hand killer (the hatchet). Soldiers serve a necessary function. They keep the tribe safe, launch attacks on enemy tribes, and give the appearance of order, even amidst chaos. Having a soldier in the higher tribal ranks means having a squad leader, who can command others.

welder/wrecker

Welders and wreckers are two verses from the same song. One is masterful with repairs and the other is an expert at scrounging. A tribe with an important welder means a fuel supply so he or she can fix things. And a tribe with an important wrecker means a large junk pile of scrap metal (and so on) at one's fingertips.

witch

Of all the roles, the witch is the most misunderstood. The witch is not necessarily supernatural. He or she may just be a magnet for drama. Whatever the case, the witch's power is most likely a secret to the others and witches should have a cover story for what they actually do inside the tribe. Can you present the witch to the other characters as if you are a curate, expert etc.?

read/write

Something for the players to discuss is the art of reading and writing. Can anyone other than the curate do it? Certainly the fall must have had an impact on the tribe's cultural education. If there's a curate, he or she most certainly knows more than everyone else, but does that mean the curate can read?

roles revisited

The following pages revisit all of the roles from the core book, with slight modifications of powers and questions. They are not complete reworks, but subtly different from what you're used to. There's also two additional roles that've never been printed before. And at the end of the section are five new 'supernatural' roles for use with the undead campaign.

supernatural roles

Pages 29 through 33 contain five new roles with supernatural or otherwise strange abilities. They are meant to be used with the undead campaign, but can create interesting and strange stories when mixed (one at a time) with the others.

curate

The curate knows the most about the old world and how things came to be. Not everything is accurate and sometimes the facts are muddled with myth and bias. But the curate is still regarded as an authority on many things. He or she is most likely the only tribal member who can read or write.

A curate starts play with one additional drama point and an object that indicates his or her station in the tribe. The curate always narrates the opening scene.

Who* taught you about the event?

Who thinks you are invaluable to the tribe?

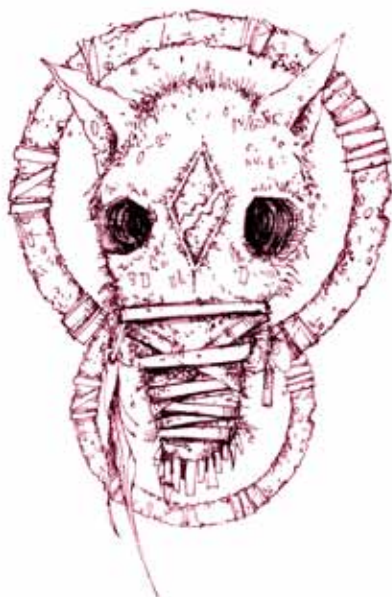
Who made you de facto authority (in the meantime)?

Who are you grooming to be the next curate?

Who** do you try to send out on deadly missions?

Anytime the curate rolls dice on an action related to diplomacy, knowledge, or law, he or she rolls on the curate action chart. All other rolls are made on the curate fight chart or general action chart.

Note: The snaker charmer and true astrologer — both of which are available online — are great adversaries for the curate.



curate action chart

Roll	Value
2	Failure. Misled.
3-4	Failure. Confused.
5-6	Minimal Failure.
7	Press on.
8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

curate fight chart

Roll	Value
2-4	Failure. Trepidation.
5	Failure. The Pieces.
6	Failure. Stymied.
7	Minimal Failure.
8	Press on.
9-10	Minimal Success.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

drone

The drone performs the tasks that no one else wants to do. Cooking, farming, hauling, sorting, and so on. Drones are not glamorous, but the tribe cannot function without them. Of all the roles in *The Carcass*, the drone is the least specialized.

A drone starts play with two additional drama points and a minor tool related to his or her craft.

Who* did you lose during the fall?

Who thinks your land/role would best be suited to another task?

Who do you sneak extra food to?

Who openly opposes your desire to be leader?

Who** do you love, but they do not know it?

Anytime the drone rolls dice on an action related to a skill no one in the tribe possesses, he or she rolls on the drone action chart. All other rolls are made on the drone fight chart or general action chart.

Note: Drones can be a challenge to roleplay. Don't expect the game to go easy on you, just because you chose a 'safe' role.



drone action chart

Roll	Value
2	Failure. Unmendable.
3-4	Failure. Unbearable.
5-6	Minimal Failure.
7	Press on.
8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

drone fight chart

Roll	Value
2-4	Failure. Trepidation.
5-6	Failure. Stymied.
7	Minimal Failure.
8	Press on.
9	Minimal Success.
10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

expert

The expert performs specific, technical tasks for the group. He or she is an expert in one thing: astronomy, chemistry, geology, generators, greenhouses, smithing, windmills, etc. The expert is the opposite of the drone. It is possible for an expert and welder to have things in common.

An expert starts play with one additional drama point and a major tool related to his or her expertise.

Who* did you never help?

Who took your family/lover from you?

Who needs your help the most?

Who refers to you by an unflattering nickname? What is it? Why?

Who do you oppose (strenuously) for leader?**

Anytime the expert rolls dice on an action related to his or her specific expertise, he or she rolls on the expert action chart. All other rolls are made on the expert fight chart or general action chart.

Note: There are a number of expansion roles (available online) that expand the expert concept in different directions. All of them have their own rules.



expert action chart

Roll	Value
2	Failure. Baffled.
3-4	Failure. Confused.
5	Minimal Failure.
6-8	Press on.
9-10	Success.
11-12	Overwhelming Success.

expert fight chart

Roll	Value
2-3	Failure. Trepidation.
4-6	Failure. Stymied.
7	Minimal Failure.
8	Press on.
9-10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-4	Failure. Trepidation.
5-6	Failure. Stymied.
7	Minimal Failure.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

hatchet

The hatchet murders for the sake of the tribe. Not to be confused with the soldier, the hatchet is not trained in various fighting styles and weapons, but rather kills with the simplest of methods. Everyone in the tribe knows exactly why the hatchet is there. There is no question of his or her brutal methods.

A hatchet starts play with one additional drama point and a crude, but effective, weapon. The hatchet never directs the opening scene.

Who* among your tribe have you been forced to kill?

Who keeps a safe distance from you?

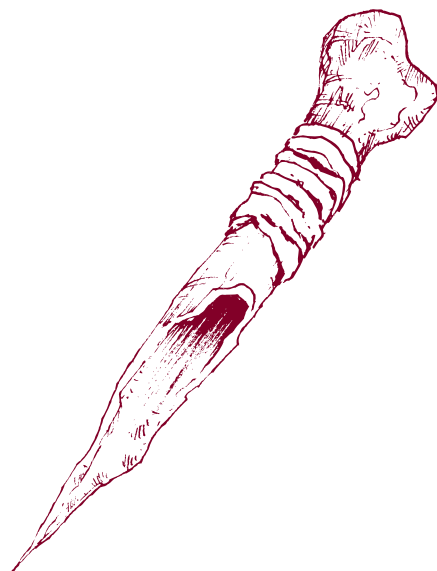
Who gives you orders to kill (in the leader's stead)?

Who do you regret killing for? Why?

Who** do you have an unhealthy fascination for?

Anytime the hatchet rolls dice on an action related to murder (but not fighting), he or she rolls on the hatchet action chart. All other rolls are made on the hatchet fight chart or general action chart.

Note: If you don't answer question three, it's possible that the hatchet receives no orders, or simply does not kill (presently).



hatchet action chart

Roll	Value
2	Failure. Paralyzed.
3	Failure. Guilt.
4-7	Minimal Failure. Trepidation.
8-10	Success. Trepidation.
11-12	Overwhelming Success.

hatchet fight chart

Roll	Value
2	Failure. Trepidation.
3	Failure. Stymied.
4-5	Minimal Failure.
6	Press on.
7-8	Minimal Success.
9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8-10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.

jack

The jack is an all-rounder, but he or she is different from the drone. Jacks solve problems in pragmatic ways. Where the spiker (expansion class available at drivethrurpg.com) is a troubleshooter who works in the nebulous space between a hatchet and a welder, the jack works in that place between a drone and a wrecker. Jacks work well with the tribe, but are often envied for their close-knit relationship with the leader.

A jack starts play with one additional drama point and a set of personal tools. A jack also starts with one trepidation related to the tribe's envy or mistrust.

Who* once vouched for your skills but is now gone?

Who once vouched for your skills but has since turned his or her back on you?

Who knows the real you in ways not even the leader does/did?

Who wants your status?

Who** is a threat to the future safety of the tribe?

Anytime the jack rolls dice on an action related to anything other than fighting, he or she rolls on the general action chart. All fighting rolls are made on the hatchet fight chart.

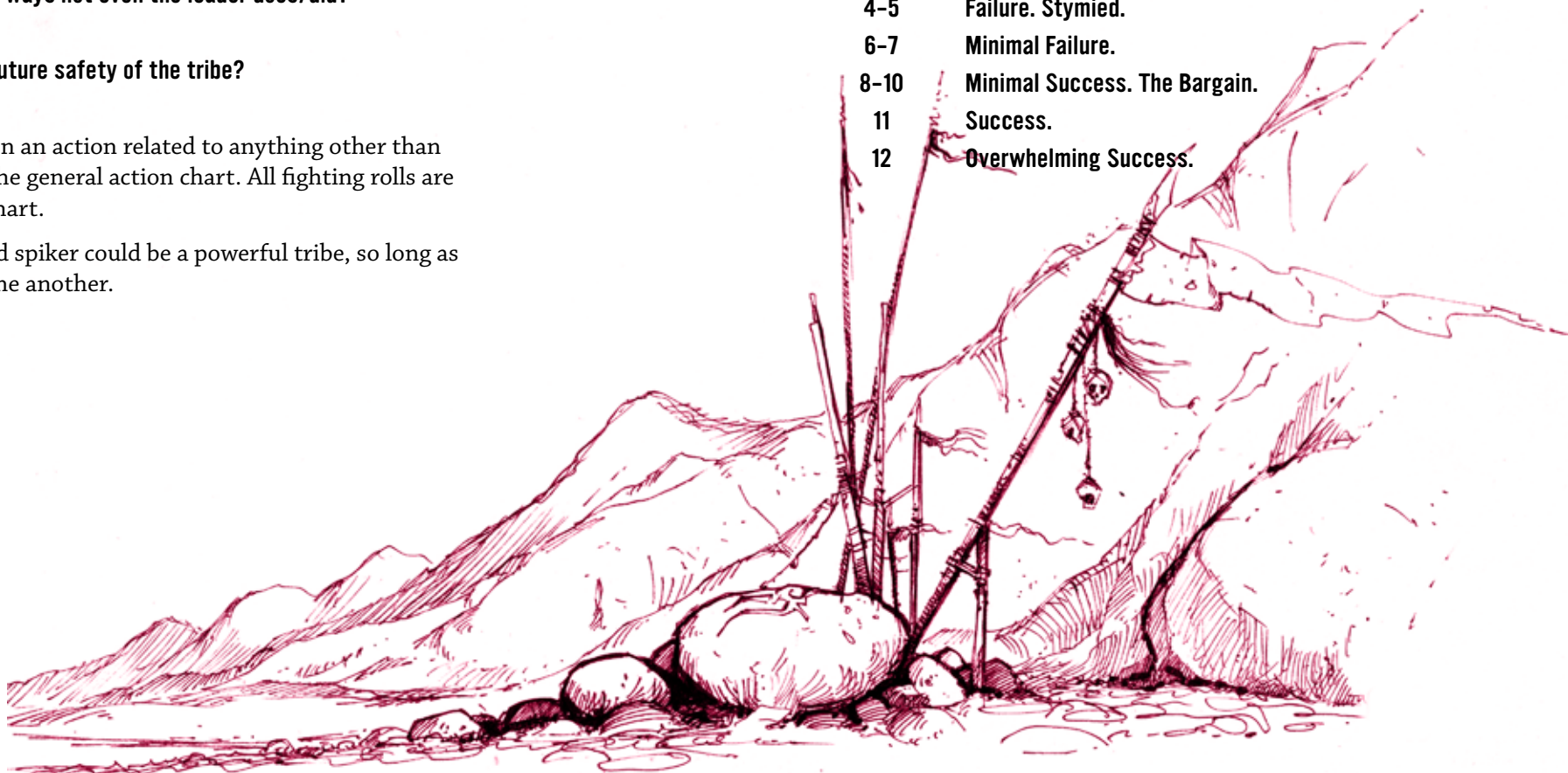
Note: A tribe with a jack and spiker could be a powerful tribe, so long as the group doesn't turn on one another.

jack fight chart

Roll	Value
2	Failure. Trepidation.
3	Failure. Stymied.
4-5	Minimal Failure.
6	Press on.
7-8	Minimal Success.
9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8-10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.



marker

The marker can see at great distances, hear things no one else can, and generally navigates the tribe through hostile terrain without incident. He or she is not only a scout, but also a lookout and sometimes a guard. Markers are generally trained in some kind of long-range weapon, though they aren't as good in a fight as a soldier.

A marker starts play with one additional drama point and one trepidation. In addition, there should be some explanation for the marker's almost supernatural talents of observation: ESP, a mutant power, a tool, or even implants.

Who* died because you weren't watching?

Who do you openly support for leader?

Who do you follow around the tribe?

Who else knows about your secret cache, hidden in the wasteland?

Who** do you consider a coward?

Anytime the marker rolls dice on an action related to scouting, spotting, or otherwise marking a target, he or she rolls on the marker action chart. All other rolls are made on the marker fight chart or general action chart.

Note: I kind of regret making the original marker role. The cipher is so much more interesting. To accommodate that, I've made some alterations to this one.

marker action chart

Roll	Value
2	Failure. Blindsided.
3	Failure. Confused.
4-5	Minimal Failure.
6	Press on.
7-8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

marker fight chart

Roll	Value
2-4	Failure. Trepidation.
5	Failure. The Pieces.
6	Failure. Stymied.
7	Minimal Failure.
8	Press on.
9	Minimal Success.
10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

nomad

The nomad is a jumble of cooperative and solitary traits. He or she is uncomfortable staying in one place, having survived alone for so long in the wastes. But something about this tribe has drawn the nomad to a stop, if only temporarily. The nomad's value to the tribe rests somewhere between stealth and self-sufficiency. The nomad cannot track or scout like a marker, but he or she can navigate the wastes without trouble, avoiding enemies with mystifying ease. The nomad can also find food and water (enough for one) while travelling.

A nomad starts play with a small personal weapon and a pack animal of some kind. This animal is not necessarily loyal to the nomad, but it certainly doesn't trust other members of the tribe (initially). In addition, the nomad is always considered to have trepidation when trying to become leader.

Who* vouched for your claim to join the tribe?

Who have you grown close to, only to be scorned? **Why?**

Who is attracted to you, but you don't reciprocate? **Why?**

Who has stolen from you, while simultaneously calling it a 'tax'?

Who** are you planning to murder?

Anytime the nomad rolls dice on an action related to survival or travel, he or she rolls on the nomad action chart. All other rolls are made on the curate fight chart or general action chart.

Note: The vigilante is a great adversary for the nomad. In fact, it's best if both are not in the same game together.



nomad action chart

Roll	Value
2	Failure. Ostracized.
3	Failure. Trepidation.
4-6	Minimal Failure.
7-8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

nomad fight chart

Roll	Value
2-3	Failure. Trepidation.
4	Failure. Stymied.
5-6	Minimal Failure.
7-8	Minimal Success.
9-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8-9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

rover

The rover can drive and repair almost any vehicle. Though anyone can get behind the wheel of a buzzer or hedgehog, the rover is more likely to do so without risk. For a sedentary tribe, the rover may only be useful for scrounging missions and the like. But for a nomadic tribe, the rover is invaluable. He or she is vital for organizing and planning convoys.

A rover starts play with a vehicle of some kind suffering from one major mechanical fault and one ongoing problem (that gives it its charm). This should be tracked with trepidation. The rover also has a small weapon or tool hidden in the vehicle.

Who* did you kill to get your present vehicle?

Who have you screwed over? How?

Who (or what) are you running from?

Who else do you trust to drive your vehicle?

Who do you secretly avoid?**

In addition to the two questions above, the rover must answer this question.

Define a large project you are planning or working on? Why isn't it finished?

Anytime the rover rolls dice on an action related to driving, modifying, or repairing a vehicle, he or she rolls on the rover action chart. All other rolls are made on the rover fight chart or general action chart.

Note: The rover can be a fun challenge to play. A game that never sees the tribe moving or exploring, puts the rover into the story in other ways. The rover's questions can help paint a character who is more than just his or her vehicle.

rover action chart

Roll	Value
2	Failure. Meltdown.
3-4	Failure. Breakdown.
5-6	Minimal Failure.
7	Press on.
8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

rover fight chart

Roll	Value
2	Failure. Trepidation.
3-5	Failure. Stymied.
6	Minimal Failure.
7	Press on.
8-9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

soldier

The soldier can fight better than anyone else. He or she can set ambushes, field strip weapons, unjam makeshift guns, and generally engage in firefights. Some soldiers are better with bladed weapons, sledges, or even flamethrowers. Each soldier is different.

A soldier starts play with a personal weapon and fighting style, defined by the player. If there is no curate, the soldier directs the first scene.

Who* among your tribe have you sworn to protect?

Who openly blames you for the tribe's decline/fall?

Who stayed with your sick father/mother while you fought?

Who should lead (if not you)?

Who** do you secretly follow at night?

Anytime the soldier rolls dice on an action related to fighting, he or she rolls on the soldier fight chart. All other rolls are made on the general action chart.

Note: No role is more obviously invested in the tribe's survival than the soldier. But soldiers have a way of getting hurt and being undermined for their status.



soldier fight chart

Roll	Value
2	Failure. Trepidation.
3	Failure. Stymied.
4-5	Minimal Failure.
6	Press on.
7-8	Minimal Success.
9-10	Success.
11-12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

welder

The welder can repair almost anything. He or she doesn't always need a welding tool to do it, either. Welders know that keeping the tribe 'running' and operating, means other people can keep them safe. Especially since welders aren't very good in a fight. There's always something broken in the wastelands and welders are worth their weight in gold.

Welders start the game with one additional drama point and one unique tool (for repairs).

Who* did you maim with your makeshift repairs?

Who have you stolen from?

Who have you made a prosthetic for?

Who keeps you busy with projects so you don't have any free time of your own?

Who** do you secretly hate or otherwise wish ill-will upon?

Anytime the welder rolls dice on an action related to fixing something important, he or she rolls on the welder action chart. All other rolls are made on the welder fight chart or general action chart.

Note: Welders are the most-likely role to take extended actions in their attempt to build something important. Welders should feel free to define their tools and fuel sources for making repairs.



welder action chart

Roll	Value
2-3	Failure. Meltdown.
4-5	Failure. Breakdown.
6	Minimal Failure.
7	Press on.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

welder fight chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Press on.
8-9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

witch

The witch continually confounds the tribe with his or her ability to solve problems in completely irrational ways. There doesn't seem to be any proof the witch can perform miracles... or is a witch at all. Nonetheless, rumors spread and fiction becomes fact.

The witch starts play with three additional drama points.

Who* kicked you out of the tribe before the fall (only to have you return later)?

Who triggers your anxiety/headaches when he or she is around?

Who have you openly cursed?

Who are you divorced from?

Who have you put a curse on?**

In addition to the two questions above, the witch must answer this question.

What are you an expert on?

Anytime the witch rolls dice on an action related to the impossible, he or she rolls on the witch action chart. All other rolls are made on the witch fight chart or general action chart. Whenever the witch rolls doubles, he or she interpret his or her own results and not the foil.

Roleplaying Hint: Consider subtle 'miracles.' Perhaps you can sense the future or trick people into doing what you want. Witches aren't necessarily obvious with their magical or mutant abilities... if they have any at all. Some witches are just misunderstood.

witch action chart

Roll	Value
2-3	Failure. Suspicion.
4-5	Failure. Trepidation.
6	Press on.
7	Minimal Success. The Bargain.
8-10	Success.
11	Overwhelming Success. Trepidation.
12	Overwhelming Success.

witch fight chart

Roll	Value
2-4	Failure. Trepidation.
5	Failure. The Pieces.
6	Failure. Stymied.
7-8	Press on.
9	Minimal Success.
10	Success.
11	Overwhelming Success. Trepidation.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-12	Success.

wrecker

The wrecker can find useful resources amongst the worst scraps. He or she can scrounge out tools from refuse and food from rot. Wreckers are known to reuse or repurpose items, making one useless thing into something else very useful.

Wreckers begin play with one unique item that serves two purposes.

Who* was left to die (during the fall) because of your inaction?

Who takes from your stockpiles without asking?

Who doesn't make time for you (any longer)?

Who forces you to eat last at dinner time?

Who do you want to be most like?**

Anytime the wrecker rolls dice on an action related to repurposing or scrounging, he or she rolls on the wrecker action chart. All other rolls are made on the wrecker fight chart or general action chart.



wrecker action chart

Roll	Value
2-3	Failure. Rust.
4-5	Failure. Empty Handed.
6-7	Press on.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

wrecker fight chart

Roll	Value
2	Failure. Trepidation.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Press on.
8-9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8	Minimal Success. The Bargain.
9	Minimal Success.
10-11	Success.
12	Overwhelming Success.

astrologer

Not to be confused with the true astrologer, the astrologer is a cryptic and ominous figure, predicting the future in horrific and bizarre ways. The worst part? He or she is almost always correct. Almost as disquieting as the warlock, the astrologer's true power is aligning the stars to people destinies in order to create curses. This is what makes the astrologer's predictions so accurate. He or she makes sure they come true.

An astrologer starts play with one hobbling, one mutation, and one power. If the astrologer ever becomes leader, he or she gains two trepidation.

Who* ignored your warnings (and suffered as a result)?

Who is immune to your prognostications?

Who has been hobbled because of your omens?

Who do you predict will die next?

Who do you continually curse?**

Anytime the astrologer rolls dice on an action related to curses and omens, he or she rolls on the astrologer action chart. All other rolls are made on the astrologer fight chart or general action chart.



astrologer action chart

Roll	Value
2-3	Failure. Suspicion. Doom.
4-5	Failure. Trepidation. Fate.
6	Press on.
7	Minimal Success. The Bargain.
8-10	Success.
11	Overwhelming Success. Trepidation.
12	Overwhelming Success.

astrologer fight chart

Roll	Value
2-4	Failure. Trepidation.
5-6	Failure. Stymied.
7	Minimal Failure.
8	Press on.
9	Minimal Success.
10	Minimal Success. The Bargain.
11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6-7	Minimal Failure.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

damned

The damned walks a step outside the rules, a step away from what makes sense for others. Something plagues the damned. He or she is already dying from something, or is simply a castoff... a pariah who no one wants. The damned has no permanent place anywhere and is certain to be dead or moving on by the next season...

A damned starts play with something dark looming over his or her head. Even if the damned ever becomes leader, he or she can never narrate his or her own success.

Who* has threatened your life more than once?

Who saved you in the desert?

Who has taken your vote away from you (on all tribal matters)?

Who decides when you can leave?

Who now carries your disease?**

In addition to the two questions above, the damned must answer this question. He or she may choose to answer the question secretly or reveal the answer to the group.



Who or what chases you?

All rolls are made on the the damned fight chart or general action chart.

the damned fight chart

Roll	Value
2	Failure. Trepidation.
3	Failure. Stymied.
4-5	Minimal Failure.
6-7	Press on.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

general action chart

Roll	Value
2	Failure. Fate.
3-4	Failure. Stymied.
5-6	Minimal Failure.
7	Minimal Success.
8-9	Minimal Success. The Bargain.
10	Success.
11-12	Overwhelming Success.

gaunt

The gaunt is an engima. The gaunt walks the night, guarding the community from nocturnal foes. Some say he or she doesn't eat. Or drink. Or sleep. They say the gaunt is a vampire. Some kind of undead that feeds on the living. "The gaunt cannot be killed." But what of these rumors? They can't possibly be true. Can they? The gaunt begins play with one additional drama point (max 3) for each trepidation the player elects to start with.

Who* blamed you for the death of the leader?

Who swears that he or she watched you die?

Who avoids being alone with you in a room?

Who has unsuccessfully claimed you are a witch?

Who around you ages faster than normal?**

Anytime the gaunt rolls dice on an action related to the surviving an impossible situation, he or she rolls on the gaunt action chart. All other rolls are made on the the gaunt fight chart or general action chart.

gaunt action chart

Roll	Value
2-3	Failure. Ashes.
4-5	Failure. Blood.
6-7	Minimal Success. The Bargain.
8-9	Success.
10-12	Overwhelming Success.

gaunt fight chart

Roll	Value
2	Failure. Ashes.
3	Failure. Trepidation.
4	Failure. Stymied.
5-6	Minimal Failure.
7	Minimal Success.
8-9	Minimal Success. The Bargain.
10-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2	Failure. Trepidation.
3	Failure. Stymied.
4-7	Minimal Failure.
8-9	Minimal Success.
10	Success.
11-12	Overwhelming Success.



maggot

The maggot can survive where others cannot. He or she can feed on rotten food, drink tainted water, and survive the most poisonous snakebites. Something about the maggot makes survival in the most inhospitable places possible. By their very nature, maggots are mistaken for witches — which might not be far off. They are most-likely genetic mutants or the very least, an evolutionary step.

Maggots begin play with two additional drama points and immunity to one specific poison. In addition, maggots are always considered to have trepidation when trying to become leader.

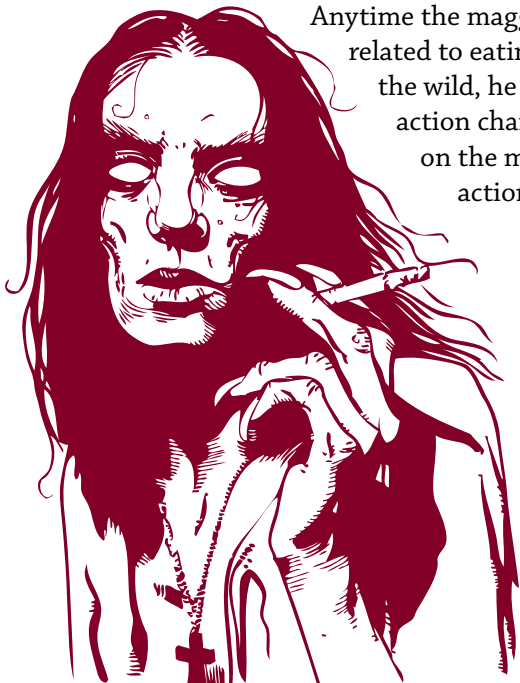
Who* did you feed upon to stay alive?

Who keeps you warm at night?

Who sees past your unwashed façade?

Who considers you a resource and not a real person?

Who will you never test food or water for?**



Anytime the maggot rolls dice on an action related to eating, drinking, or surviving in the wild, he or she rolls on the maggot action chart. All other rolls are made on the maggot fight chart or general action chart.

maggot action chart

Roll	Value
2	Failure. Toxic.
3-4	Failure. Stymied.
5	Minimal Failure.
6	Minimal Success. The Bargain.
7-9	Success.
10-12	Overwhelming Success.

maggot fight chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6	Minimal Failure.
7-8	Minimal Success. The Bargain.
9-11	Success.
12	Overwhelming Success.

general action chart

Roll	Value
2-3	Failure. Trepidation.
4-5	Failure. Stymied.
6	Minimal Failure.
7	Minimal Success.
8	Minimal Success. The Bargain.
9-10	Success.
11-12	Overwhelming Success.

warlock

The warlock is the polar opposite of the witch. His or her powers are obvious and fearful. Most of the tribe distrusts the warlock. So much so, in fact, that the warlock can never be leader and is constantly under scrutiny, even in a tribe littered with supernatural people.

Warlocks begin play with zero drama points, one hobbling, and two mutations.

Who* died at your hands?

Who serves you faithfully, if not fearfully?

Who knows your true name and/or has some power over you?

Who claims to have witnessed you murdering the previous leader?

Who will die at your hands?**

In addition to the two questions above, the warlock must answer this question. He or she must reveal the answer to the player in question.

Who do you occasionally (and invasively) read the mind of?

Anytime the warlock rolls dice on an action related to witchcraft, he or she rolls on the warlock action chart. All other rolls are made on the foil's fight chart or general action chart.

warlock action chart

Roll	Value
2-3	Failure. Doom.
4-5	Failure. Fate.
6-7	Minimal Failure.
8	Success.
9-12	Overwhelming Success.



effects

ashes

The action leads to the gaunt's complete and utter destruction. Nothing can be done to come back from this.

backlash

The action fails, leading to an emotional or psychic backlash. This problem could worsen (i.e. trepidation) if others witness the act.

baffled

The action has perplexed the character to such a degree that no additional action may be taken during this scene or the next without expending one drama point.

the bargain

The action changes to a success if the player negotiates a deal with the foil. The player must give up something in order to succeed. This can be anything from drama points to the player's next scene as a director to support for leadership, and so on. **Note:** This bargain takes place outside of the story. The bargain is between players, not characters.

bedbugs

The action leads to a complicated failure that follows the character home. If there is already trepidation over this issue, the issue escalates, affecting at least one character and one NPC in the tribe.

blood

This action leads to the gaunt's complete and utter destruction, unless he or she can feed. It need not be blood, but it must be a living thing of some kind.

boom

The action leads to a deadly mixture of components, resulting in an explosion. The severity of the explosion is contingent upon how many drama points the foil spends, with 0 being extremely painful and 3 being the death of numerous people.

blindsided

The action has conferred erroneous information and hampered the character's perception moving forward.

breakdown

The action has caused something to stop working, requiring additional work to repair.

confused

The action has imparted poor knowledge and planning onto those in question, leading to more confusion.

death

The action leads to someone's death. The character may spend three drama points to avoid this fate, but trepidation follows.

doom

The action leads to doom for the tribe. Select two players who each gain trepidation as a result of the character's actions.

empty handed

The action fails to produce any useful equipment or resources. In addition, the community takes notice and grows worried about this.

failure

The action fails. Depending on the risks, this could be a nominal issue or something grave. If the foil chooses to spend one drama point, the failure turns to a stymied result instead.

fate

The action leads to a complicated failure involving the character's past or future. Something that haunts him or her has finally come to collect, or the character's luck has simply run out.

guilt

The action causes the character to lament and focus on past transgressions. If the character already has trepidation, it worsens.

hiss

The action leads to a deadly mixture of components, resulting in a toxic emission. At least one person is severely injured by the action and trepidation follows.

meltdown

The action has led to a complete and utter mechanical meltdown and cannot be undone.

minimal failure

The action fails, though with minimal consequences. If the foil chooses to spend one drama point, trepidation is added.

minimal success

The action succeeds, though barely. If the foil chooses to spend one drama point, trepidation is added.

misled

The action has imparted poor information, leading the character to an illogical, but confident conclusion.

ostracized

The action leads to increased distrust of the character. In addition to gaining two points of trepidation, the character loses all but one drama point to his or her foil.

overwhelming success

The action succeeds with dramatic results.

paralyzed

The action leads to a complete (psychological) shut down as the memories of those dead by the character's hand return in a rush.

the pieces

The action leads to the loss of something. A piece of the character is somehow gone, either literally or metaphorically. The character can still function, but he or she will never be whole again.

pragmatism

The action neither fails or succeeds, but it is obvious — even at a glance — that it will never turn out as intended. Another course of action is required.

press on

The action neither fails or succeeds. The character may try again at a (cumulative) -1 to all the subsequent rolls for this action.

ruined

The action should have by all accounts succeeded, but something has gone wrong and the success is ruined as a result.

rust

The action takes a considerable amount of time and results in the ruin of something of value to the character.

sparks

The action has caused something to short out and/or a battery to drain. The setback is minimal, though the foil may spend one drama point to make this problem ongoing. If the foil chooses to spend one additional drama point, trepidation is added.

stymied

The action fails and the character is 'stuck' in the action. The duration is contingent on many factors. If the action is in combat, then the character is wounded and unable to continue. If the action is a repair, then the character is stuck working on it longer than necessary before realizing it's a lost cause.

success

The action succeeds with interesting results.

suspicion

The action leads the community to question the motives of the character.

tainted

The action leads to the character feeding tainted food to people or otherwise getting them sick from his or her work. If there is already trepidation over this issue, the issue escalates.

toxic

The action causes the character to go into toxic shock. Death is a very real possibility. The foil may spend three drama points to kill the maggot, slowly and painfully.

trepidation

A problem is made worse by the action and worry sets in. A wound becomes a bleeder, an angry opponent turns hostile, a poorly-maintained vehicle becomes inoperable. The player gains one drama point. Be sure to note this on an index card for everyone to see.

unmendable

Something has gone so wrong that it cannot be repaired or undone. The effects should be dramatic.

unbearable

Something has gone so wrong that the character is left alone to deal with it.

visions

The action has lead to a vision that may or may not come true, but that has a resonating affect on the tribe. The character may spend one drama point to narrate his or her own result.

