





Outbreak:


UNDEAD...

zombie survival role playing game



Scenario Notes

Outbreak Level


Each Outbreak Level will add a bonus  to any Encounter check.

Encounter Checks {E%}

Base E% = 10% per Pb of Standard Opponent

For scripted encounters, a Spot/Listen% or Search% of the Encountered Opponent.

Suggested scenarios thegamemaster can make an E%...

- One period of Time passes.
- Characters enter a new Location.
- A certain number of Rounds pass during Encounters.
- *The GM pays*  **5-1** per Outbreak Level.
- Characters spend too much time out of game deliberating.

Breach Checks

Opponents deployed during an Encounter are required to make [SC%] based upon the barrier between them and the player characters:

Doors, simple wooden: {BrI%, MA%}

Ducts/Pipes: {Climb%, Nav%}

Fences: {Climb%, Nav%}

Natural Surroundings: {Nav%, Sp/Li%, SrvI%}

Roads/Streets/Bodies of Water: {End%, Nav%, Pil-Vehicle%}

Walls: {Climb%}

Windows: {BrI%, Climb%, MA%}

Travel

Characters are able to Travel during periods of Time, sometimes crossing great distances.


On foot, character's travel a distance based on their chosen rate of movement and their Sb and Wb. Vehicles can boost this by either altering Sb or providing a different Multiplier.

Crawling Speed – (Sb + Wb) x 0.5 Miles per Time


Normal Speed – (Sb + Wb) x 1 Miles per Time

Doubletime – (Sb + Wb) x 2 Miles* per Time

All out Sprint – (Sb + Wb) x 3 Miles* per Time



* Add a point of Fatigue and  +d3 per mile, double for all-out sprint.

Riding an Animal



Use the Sb of the riding animal when determining distance traveled and they will add their own Wb + 1 per  in a {Diplomacy-CC%} to ride.


Instead of rolling  per **DP** on a Vehicle's Fuel Capacity, a riding animal has to make {End%} like people on foot.




Traveling in a Vehicle

{Pilot-(Vehicle)%} +  per Environmental Modifier. Each  will allow a character in a vehicle to travel up to the "Range" entry of the vehicle in a single period of Time. Each Time used will add a Depletion Point on their fuel supply. Capacity varies by model of vehicle.

Labor

During Missions, scenarios which require labor will add  **d5!** for each  in a relevant Skill Check Tools and/or character Traits can modify this further.





Gamemaster Fiat can allow  to be generated based on innovation and creative applications of Skills, tools and other such things.

A non-resting character stationed at a Stronghold can generate  **5d5!** every 20 Time for Maintenance of Stronghold. A GM can require other checks be made relevant to the task in order to allow for the full  **5d5!**. This will be listed in the Stronghold Location Profile. Some Stronghold Locations have special Skill Check requirements in order to generate  to use its features.

Special Stronghold Features – {  generating SC% }

- *Chapel* – {Science-Theology%, Expression%}
- *Dojo/Gym/Rec Room* – {Endurance%, Toughness%, Resist Pain%}
- *Guard Tower* – {Spot/Listen%}
- *Hobby Farm* – {Science-Agriculture, Horticulture%}
- *Infirmmary* – {Advanced Medicine%, First Aid%}
- *Laboratory* – {Science%}
- *Library* – {Science%}
- *Shooting Range* – {Firearm%, Bow%, Throw%}
- *Workshop* – {Construction/Engineering%}




Resource Catalog Purchase

Items in the resource catalog are unlocked via missions (Raid, Searches, Supply Lines, etc) with a Capacity based on each location set by the GM, Characters are able to spend  **15** per  and  **50** per  to purchase anything that has been made available in a Resource Catalog and will roll for Depletion as normal.


An entry will either be a specific piece of gear or it will be a category of gear. Each purchase will add a **DP** to the entry and a Depletion Roll is made immediately after purchase against the supply's Capacity on the Resource Catalog to see if the entry exhausts. Multiple entries with different Capacities can be on the same Resource Catalog.





Risk Factors

A party will generate **Risk** () under the following circumstances:

- Undertaking Missions or going into Locations. The amount will be listed in the appropriate entry or reference card.
-  +1 per OL per party member per Time outside of Stronghold.
-  +1 for each use of equipment that generates Noise during an Encounter.
-  +1 per Environmental Modifier affecting the party per Time when not in Stronghold.




Hazards

Examples of how a gamemaster can spend Risk ()




-  **1** Make an additional Encounter Check {E%} during the same period of Time.
-  **1** Add  or  to an opponent's Dice Pool. This must have a narrative reference.
- Upgrade opponents before deployment during an Encounter (*see their various entries as to what upgrades they have access to*)
- Any additional Hazards as determined by the Mission or Location.









Turn Sequence






Intent – All characters and the gamemaster declare what checks they are going to make during the Turn. Minor deliberation is allowed.









- Moving adds  or more to the dice pool based on rate of movement and distance covered.
- Each additional action adds  to the dice pool
- A character or opponent who rolled 24+ on their  dice the previous round must skip their Intent phase this turn. They may only make Save Throws.
- Build dice pool (generally a Base Dice Pool is provided for gear being used, but the GM can alter it to suit the reality of the situation).

The Encounter

Check – All checks are made, using the dice pool built,  and  are generated. Tactics may be used to increase the number of  a character has.



- Characters and Opponents that target each other are considered "Engaged".
- Each point of Fatigue adds  to the dice pool
- Injuries also add their own amount of  and/or  to the dice pool.
-  or  may be spent in order to gain extra  or cause any other beneficial effects during this time.
- Anyone not Engaged can normally forfeit (resolve without effect) any  or  without penalty.


Resolution – Characters and opponents resolve their  or  in order of  roll from lowest to highest. Not all  or  need to be resolved at once.



- Characters and Opponents can pass on their Turn during the Resolution phase, Resolving some or none of their  or , using them later in the same Round.
- Characters and Opponents that are Engaged may, during their turn, use their own  to cancel out the  or their  to cancel out the  of their Opponent.
- Those Engaged can resolve their opponent's  as their own  on their own turn.







...The Turn ends when all  and  are Resolved.

Movement



Crawling (move equal to Height) add . No  penalties can be added for {Climb%, Stealth%, Balance%} due to the rate of movement.

Normal Speed (move up to 3x Height) add 


Doubletime (move up to 4x Height) add  




All-Out Sprint (move up to 5x Height) add   , no other skill checks can be made except {Balance%, Jump/Leap%} which get  , although {Jump/Leap%} would not get such  penalties as the character often benefits from a running head start when jumping.




Damage

At the end of the Resolution Phase, all attacking characters and opponents allocate their  if they have not yet already to their targets. The target may remove  per **Defense** they have. Roll damage and add that many Damage Points to the target. Equal to or greater than the Damage Threshold will risk an Injury. Make an appropriate Save Throw to avoid it.



Triggered Effects


The following are triggered actions that can be utilized with certain kinds of weapons or attacks. Since they require a weapon to use, the amount of  needed to trigger it will vary by weapon. See the Equipment Panel.



Aim – Remove  from the Dice Pool or Remove all  from the Dice Pool and add  to the next {Throw, Bow% or Firearm%} check. This counts as a Sustained Action.





Hit – Add  to the Dice Pool. The damage type will be determined by the kind of weapon used. Applied to ranged weapons, all  must be allocated to a single Engaged target with a single "Use" of the weapon. Multiple  can be used on the same target in this way, but they cannot be dispersed among multiple targets or among multiple rounds with the same Use of the ranged weapon.






Parry – Add +1 Defense against a Melee or Grapple attack. Piercing weapons cannot Parry.







Stun – An opponent adds  per  of weapon to their dice pool.



Slash – Add  **SI** per  of weapon to the dice pool.

Stab – Add  **Pi** to the dice pool. The attacking character adds  to their Dice Pool.








Bash – Add  **BI**  to the dice pool. Weapons that can't be broken ignore the  and instead add a .






Knock Prone – One target adds    to their Dice Pool and cannot Move until they add   to their Dice Pool to stand upright again.





Coup de Grace/Headshot – One target takes    and counts as having 0 Defense. Attackers add  to the dice pool per Defense the target once had. Ranged attacks do not add  in this way. Some weapons may have altered  bonuses with this triggered effect.

Tool – The tool benefits the user under specific circumstances by adding an extra d5! per  spent to generate Labor using it properly.

Symbol Legend

-  – **Percentile Dice** (d%, determines result of {SC%})
-  – **Difficulty Die** (adds to  roll)
-  – **Speed Die** (determines order of Resolution)
-  – **Depletion or Durability Die** (Roll  per **DP**. Rolling equal to or greater than Capacity Depletes. Rolling  reduces Durability by 1)

-  – **Damage Die** (Rolled at the end of Resolution to determine results of combat.)
-  – **Degree of Success** (Used to resolve SC%)
-  – **Degree of Failure** (Used to resolve SC%)
-  – **Degree of Difference** (Used to resolve SC%)
-  – **Labor** (Used to track Mission progress)

-  – **Survival Point (SP)** (Character advantage)
-  – **Risk** (Character disadvantage)
-  **{SC%}** – **Skill Check** (SC is replaced by abbreviation or full name of actual Skill Check referenced)
-  – **Wild d5! Face** (Explodes, counts as 0, etc)
- DP** – **Depletion Point** (gained when Using certain things)

Common Melee Weapons

Equipment

Name	Damage Type	Base Dice Pool	Lethality	CU	Triggered Effects – (cost) (see "Triggered Effects panel)
Axe	[Bl, Sl]	◆◆■□□□	2x	●●○○○	Bash* – ⊕ (+■□), Slash – ⊕ (+■□), Coup de Grace – ⊕⊕⊕⊕
Bat (Wood)*	[Bl]	◆◆□□□	1x	●○	Stun – ⊕ (+□), Bash – ⊕⊕ (+■□), Knock Prone – ⊕⊕⊕
Combat Knife	[Pi, Sl]	◆◆■□	1x	●○	Slash – ⊕ (+■), Stab – ⊕ (+■□), Coup de Grace – ⊕⊕⊕
Crowbar	[Bl]	◆◆□□	1x	●○○	Bash* – ⊕ (+■□), Stun – ⊕ (+□), Tool – ⊕
Hatchet	[Sl]	◆◆■□	1x	●○○	Slash – ⊕ (+■), Coup de Grace – ⊕⊕⊕
Machette	[Sl]	◆◆■□□	2x	●●	Slash – ⊕ (+■□), Parry – ⊕, Coup de Grace – ⊕⊕⊕

* This weapon or versions of it that are made of metal, so replaces the □ with ■.

Improvised weapons add ■ to the Dice Pool. Misuse adds ■ and Gross Misuse adds ■■ to the Dice Pool

Firearms by Cartridge Capacity depends upon real-world ammunition capacity on a 1:1 basis.

Name	Damage Type	Base Dice Pool	Pistol Lethality	Long Gun Lethality	Triggered Effects – (cost) (see "Triggered Effects panel)
Small	[Pi, Sl]	◆◆□□ + □ per DP	1x/0x/–	2x/1x/0x	Aim – ⊕, Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕
Intermediate	[Pi, Sl]	◆◆■□□ + □ per DP	1x/0x/–	2x/1x/0x	Aim – ⊕, Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕
Heavy	[Pi, Sl]	◆◆■□□□ + □ per DP	2x/0x/–	2x/1x/0x	Aim – ⊕, Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕
Massive	[Pi, Sl]	◆◆■□□□□ + □ per DP	2x/0x/–	2x/1x/0x	Aim – ⊕, Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕
Shotgun	[Bl]	◆◆□□□ + □ per DP	n/a	varies	Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕, others vary by shell used.

Misc. Weapons Capacity depends upon nature of Extra Supplies

Name	Damage Type	Base Dice Pool	Lethality	Triggered Effects – (cost) (see "Triggered Effects panel)
Longbow	[Bl, Sl]	◆◆□□□ + □ per DP	1x/0x/–	Aim – ⊕, Hit – ⊕ (+■), Headshot – ⊕⊕⊕⊕. Requires Extra Supplies, Arrows
Crossbow	[Bl, Sl]	◆◆□□□ + □ per DP	2x/1x/–	Aim – ⊕, Hit – ⊕ (+■), Reload – ⊕, Headshot – ⊕⊕⊕⊕. Uses Ex. Supplies, Bolts
Taser	[Bl]	◆◆■□ + □ per DP	1x/–/–	Stun – ⊕ (□□). Requires Extra Supplies, Batteries or power source.

Gear and Kits (Training Value + Primary Attribute Bonus) x Multiplier = Skill Bonus Gear or Kit provides for the listed {SC%}

Archery Gear – {Bow%, Survival%}

Athletic Gear – {Climb%, Endurance%, Swim%, MA%}

Climbing Gear – {Climb%, Survival%}

Command Apparatus – {Composure%, Diplomacy%}

Diving/Swimming Gear – {End%, Srvl%, Swim%}

Extra Supplies – {n/a} Remove **DP** from named gear.

Firefighting Gear – {Cmps%, End%, Nav%, Tgh%}

First Aid Kit – {Advanced Medicine%, First Aid%}

Martial Arts Wpn – {Brl%, MtlA%, MA%, Grpl%}

Medical Supplies – {Advanced Medicine%, First Aid%}

(Name of Skill) – {varies}

Ranged Weapon, Thrown – {MA%, Throw%}

Reconnaissance Gear – {Nav%, Srch%, Sp/Li%}

Survival Gear (Biome) – {Navigation%, Survival%}

Tools (Materials/Profession) – {Co/En%, MA%, FAid%, AMed%}

Trapping (Opponent) – {Stealth%, Survival%}

Value – {Diplomacy–Barter/Bribe%}