

# APOCALYPSE CAMPAIGN GUIDE





# Apocalypse Campaign Guide

Requires Savage Worlds Core Rules by Pinnacle Entertainment Group for Use.

**Writing:** Tommy Brownell, Lee F. Szczepanik, Jr., Lee F. Szczepanik, III

**Additional Material By:** Jeremy Menefee, Jordan Peacock

**Editing:** Anna Lunsford

**Interior Art:** Dave Anderson, Paul Ridgon

**Cover Art:** Dave Anderson

**Graphic Design:** Dave Anderson

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# The End of the World as You Know It

The world as you knew it ended. Perhaps the enemies of America detonated EMPs high over the country. Maybe a third world war erupted and nuclear missiles struck massive blows against an unprepared populace. Perhaps a force from the stars arrived and claimed Earth as its own, and took strong measures to remove humanity from the equation. It might even have been a virus, one that saw the dead rise to consume the living. Whatever the cause, the result was the same.

Society fell.

The infrastructure that kept the populace healthy, clean, hydrated, and fed, is obliterated. There's no law enforcement. There are no firefighters. Hospitals and medical clinics are gone. The old, the sick, and the disabled, are on borrowed time. Medicines that kept them alive are dwindling, and the seconds toward their last heartbeat are ticking away.

The world is either/or. Either you find a way to make it, or you die.

Welcome to the Apocalypse Campaign Guide for *Savage Worlds*. Within this volume, you're going to find a wealth of information, from understanding exactly what going through an apocalypse entails, to what types of characters are usually found in apocalyptic stories and how to create them. Plenty of Genre Rules are provided, including new Hindrances and Edges, scavenging rules, vehicle modification rules, and even mechanics for building and maintaining your own survivor communities.

Check your weapons, verify your supplies, and prepare to break camp.

It's time to enter the apocalypse.

## Understanding an Apocalypse

An apocalypse can be viewed in one of two ways. It's either the end of everything you knew, or the beginning of a different world.

Why can't it be viewed as both?

It can be, since one leads into the other. Deep inside, however, it's going to be one or the other. Often, how a character truly views things will directly affect not only their actions and attitudes following the fall, but perhaps even their survivability.

Keep in mind, we're talking their deep-seeded perspective. It's something you'll need to consider for your character. If you can't decide during character creation, then explore it during play.

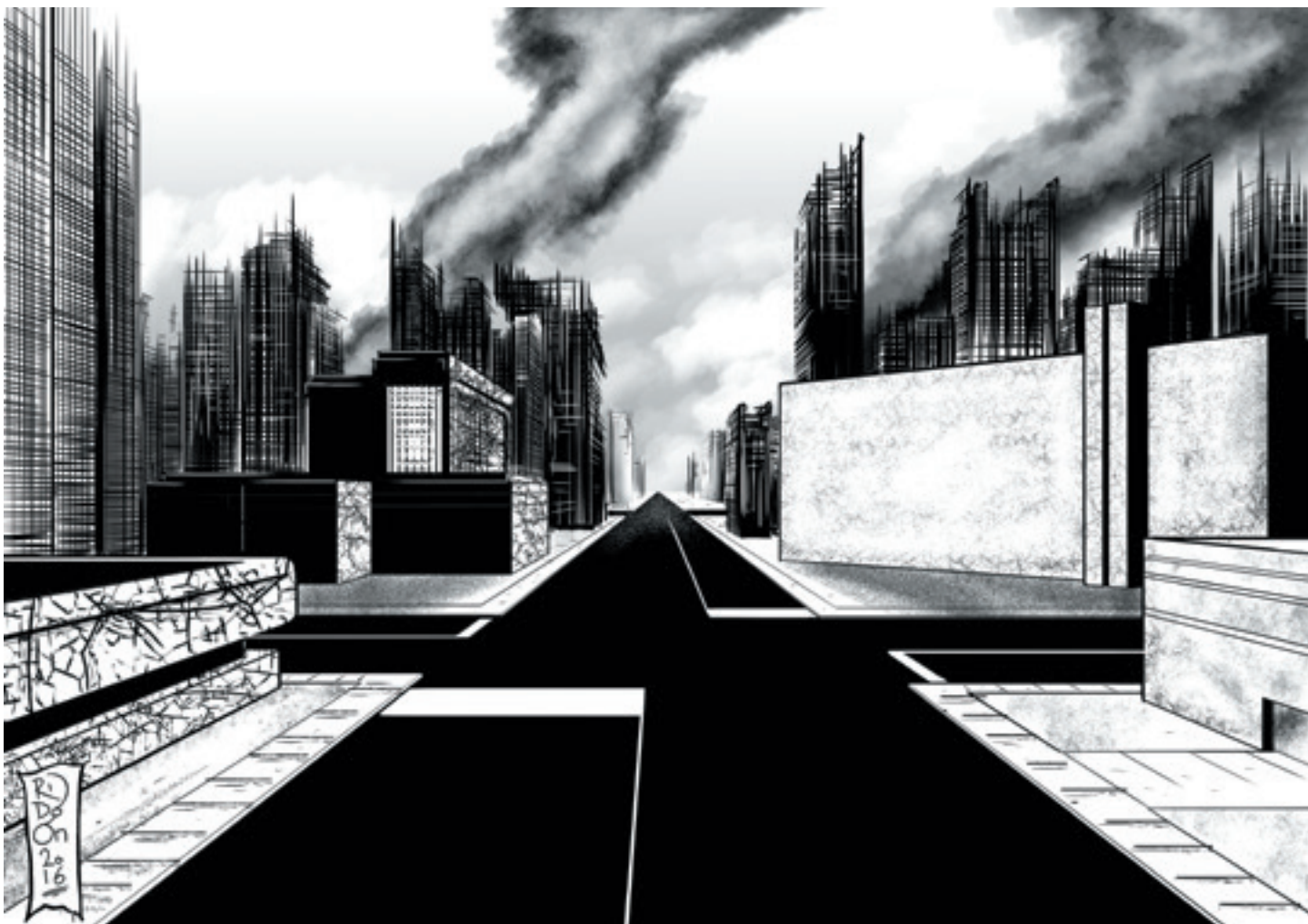
Someone who views the apocalypse as the end of everything they knew is likely to have a rough time with things. Anxiety and depression might settle in, especially as they constantly remind themselves of the societal amenities they lost. A hot shower? A thing of the past. A refrigerator and preserved foods? Would be nice, but not anymore. Now, even catching the flu can be deadly.

For those who look at it as the beginning of a different world, they're likely to be a little more adaptable. That's not to say they won't miss or pine after what was lost, but they're more likely to look at what it will take to survive, create a plan, gather like-minded people, and establish some sort of community—even a small one. People like this often assume some sort of coordinating or leadership role.

## Suspending Disbelief: Plausible Science Not Required

Depending on the type of apocalypse campaign you're playing, it's important to know that not every style is going to deal with a plausible science behind what happened. Sometimes, you're going to have to suspend disbelief.

Now, if your apocalypse was caused by an EMP strike or a nuclear attack from a foreign enemy, that's one thing. The science is there for that, and there have been some very good, and very dramatic, post-apocalypse stories told in those subgenres. Hard data is out there for how an EMP strike would work, how it would have to be carried out, and what range of effect a single EMP would have on a national target. Same for a nuclear strike. Matter of fact,



there are websites where one can choose the type of nuclear missile or bomb, a location, and view the various explosive, concussive force, and radiation ranges.

Those types of apocalypses are less likely to deal with the culprit behind the apocalypse (unless your campaign deals with the military), and will be focused on daily survival, character-to-character interactions, and drama. Novels such as *One Second After* and television shows like *Jericho* are great examples of the type of story drama that can be managed.

If you decide to do a zombie apocalypse campaign, you enter one of the areas where plausible science is not going to apply, but you also get more storytelling options.

Yeah, some authors have attempted to create a science behind a zombie apocalypse. Usually it's some super-virus that combines a bunch of other viruses and proteins, mutated, and unleashed. And there's nothing wrong with that, we even did something along those lines in the *War of the Dead* setting. But that still isn't plausible. Let's face it, just

looking at the structure of a zombie, they don't have a circulatory system. That means that blood would pool in their feet, the feet would swell, and then eventually explode. A zombie crawling around on the stubs of its ankles is hardly a threat.

There are a couple ways, however, to create a zombie-style apocalypse without making them actual zombies in the traditional George A. Romero style. The movies *28 Days Later* and *28 Weeks Later* did it.

Another form of apocalypse where plausible science isn't required is the alien invasion. Let's face it, the attackers came from outer space, potentially from dozens or hundreds of lightyears away, and likely have some sort of FTL capabilities. That, right there, puts the campaign into the realm of *cool science*, not plausible science (okay, watch as that one gets debated). The aliens are way ahead of us on the technological curve, likely some sort of species bred for war on a variety of planets, and have resources that probably outstrip our own. Their initial attack dwindled our numbers and crippled, if not destroyed, our military and power centers. They hold all the cards.



In the alien invasion apocalypse, a lot of things can be added to the campaign. You'll have various species, some alien and maybe some that were once human but genetically mutated by the aliens. You'll have space-faring technology. There will be extremely hi-tech, maybe even energy based weaponry. You can even get into the realm of the paranormal, and perhaps the aliens are also telepaths, able to pick out thoughts, memories, and battle plans from the human resistance.

The point is, don't stress too much on the science behind what happened unless the type of apocalypse specifically allows for it. Generally, it isn't about the science that caused the mess. It's about the human spirit and the ability to adapt.

And in the case of an invasion— the human refusal to ever lie down and go quietly into the night.

## **Life Without an Infrastructure**

How long can you go without a shower? How many calories do you intake on a daily basis? How long have you gone without even touching your cellphone or the internet? What would you do if criminals came after you or your family, and there were no police to call for help? If you're anti-gun, how long would that last when you are the only line of defense for both self and loved ones?

How far would you go to protect those around you?

How much do you know about gardening, or using plants and herbs for medicinal purposes? Catching water for drinking and washing? Purifying existing water? Surviving in the cold, or the snow?

Can you track game? Hunt? Set effective traps? And if you catch game, can you skin it and clean it?

Welcome to life after an apocalypse. A life without the infrastructure we've all come to take for granted. If you can't do the stuff needed to make it, then you'd better find people who can. Then you better hope that you have a useful skill to offer in return. Never mind the question: Are they trustworthy?

Sure, having a lot of guns and knowing how to shoot and maintain them is important, but that's only a small facet of what's needed. It doesn't help to be a self-styled militiaman if you can't feed yourself. Maybe you can use your weapons to take what you need from others, but that's only going to go so far.

Eventually that source is going to dry up, if you don't get shot and killed first.

And what if you get hurt? Can you treat yourself, or are you going to have to find someone who can do it for you? That's a risky proposition.

So, as you can tell, once the infrastructure falls, the world as you knew it is truly over. If you weren't prepared, you're in a world of trouble. If you're able to gather together a group of people with a variable skillset, that's a good thing. But the more people in a group, the more food and resources are needed. It might just be a matter of time before attrition begins, and those without the skills to survive find themselves in danger of extinction.

## **Bright Days and Darkest Nights**

Unless you've lived in the Midwest United States or some other under urbanized region, it's doubtful you know what things truly look like without a lot of streetlights, or nearby city lights occluding the stars.

Without decent moonlight, it gets dark. Very dark.

It isn't a matter of shadows, but of utter darkness. If you're surviving against zombies, that makes things all the more precarious, unless the things give off a moan when they come near the living. But if you're in an open space, or someplace where the acoustics can do strange things, your survivability percentage drops drastically. Where did that moan come from? Was it behind you? In front of you? Off to your side?

What just brushed against your leg? Was that a soft breeze or something breathing on your neck?

Holy crap!

If battling an alien invasion, things work out a little differently in most cases. Typically, the aliens will be using some sort of craft to move around, and that craft will have running lights. In an alien invasion apocalypse, the dark of night can actually be a boon. It can allow you to get to cover and wait for the enemy to pass.

If you're dealing with a supernatural apocalypse, maybe a gateway that was opened to allow in *The Things Man Was Not Meant to Know*, or an invasion from Hell, or even a vampire apocalypse, the dark of night can truly be the most dangerous time. In a traditional sense, the things that caused

the apocalypse are going to come out in full force once the sun drops. Moving about at night is likely not a good plan for continued survival. Fortunately, however, the daylight provides you with a solid advantage. If the things hunt primarily at night, that usually means they are vulnerable in the daylight. Maybe the rays of the sun are deadly to them. Or perhaps they sleep during the day in a near catatonic state. The daylight belongs to you, use it wisely.

So, the effects of day and night are going to play an important role in most apocalyptic campaigns. What role each plays will be determined by the type of apocalypse you decide to play through, but it's a real consideration for how your characters will live, move around, and survive.

## The Safeties and Dangers in Numbers

All too often it's easy to default to a player mentality of: We have our group of fellow PCs, we don't need anyone else. Unfortunately, that makes for a very lonely, and a very dangerous, apocalypse.

First, when you create your characters, it's highly unlikely that your group will have all the skills needed to survive; or if you do, that you'll have them all at a decent enough die type. Naturally, you'll want at least some of the player-characters to have skill points in the Fighting and Shooting skills, which means less points to spend on needed Knowledge skills. That's not even taking into consideration skills like Healing, Notice, Repair, Stealth, and Survival. And if your group wants to have a chance of not getting shot by every other survivor group they meet, there's also skill dice for Intimidation, Persuasion, and Taunt to consider. Never mind the usefulness of Intimidation and Taunt in a Test of Wills.

Even if you start your group above Novice Rank, there's still only so many advances to take, and other things to consider like new Edges, an attribute increase, or the slower advancement on skills above the linked attribute die type (only one such skill per Advance, as opposed to two skills if they're below the attribute die type).

It's inevitable that you're going to meet other survivors (read: NPCs) throughout the course of the campaign, and that you're going to need their help at some point.

From a story perspective, that brings another layer of drama to the campaign. Can the other

survivors be trusted? Even if they can today, can they tomorrow? What happens when opposing viewpoints or ideologies create tension, or maybe even raw feelings, between people? Is there a method in place to handle such things? Is it done by a single leader, or a group that acts like a council? What are the rules for survival within the group? Who does what chores, who handles security? How are the sick or elderly handled?

The most vital thing, though, is that with more people, more resources and food are required. That means more hunting, bigger gardens, and strict rationing. The second most vital point to understand, especially in an apocalypse caused by some sort of invasion (even a zombie outbreak invasion) is that the more people together in a group, the greater the target. The more chance of the zombies, aliens, vampires, or demons, finding the enclave and launching an attack. And that doesn't even consider the criminal gangs and marauder groups out there, most of which are well armed or they wouldn't be able to survive at all. Those types are going to see an enclave, judge its defensive and offensive strength, and at least assume they have plenty of resources to steal. After all, if the enclave can support that many people, it's obviously stocked. That's not necessarily true of the enclave, of course, but that's the type of target it paints.

So, while you're going to eventually need allies, and those allies are going to bring with them all the drama and problems a large group usually harbors in an apocalypse, it's necessary to realize that you're unlikely to do it alone for very long.

## Characters and the Apocalypse

Let's talk a little bit about what types of characters are usually found in an apocalypse story. Let's talk about not only personality types and the dangers of complete stereotypes, but also about the skillsets required when playing an apocalypse in *Savage Worlds*.

### The Human Factor

A good apocalypse story, and this true of an apocalypse role-playing campaign, is about the characters. It's about how everyday people are thrust into an impossible situation, one that they might not be able to reverse, and must dig deep within themselves to make it to the next day. The people they were might



have survived the initial fall of society, but it's just a matter of time before they either die, or they're forced to metamorphosis into something else.

Notice we said metamorphosis into *something else*, not someone else. That's because one central factor of an apocalypse is the characters' struggle to maintain *who* they are, to not lose the core pieces that make them the people they've always been. Pieces that the world around them is constantly trying to break off, crush, and discard on the wind like a handful of ashes.

That's why the *Apocalypse Campaign Guide* has a new step in character creation called **Values**, but we'll get to that in a bit.

Creating a two-dimensional, bloodthirsty character is certainly within your creative rights, but the question you should be asking is: Does such a character bring anything to the story? This is a role-playing game, after all, not a video game. Zombie apocalypse fans on the internet often point to Shane from AMC's *The Walking Dead* as an example of a shoot first, find out if they're trustworthy later, type of character. That isn't only wrong, it completely misses vital points about the character. Yes, Shane took protecting the group, especially Lori and Carl, very seriously. He wasn't trusting of outside people or forces. Those characteristics, though, went to his background as a law enforcement officer. When Shane usually had to deal with people or strangers, his training and the nature of his job forced him to be suspicious of them. Too often when he encountered people, it would be when they were at less than their best. And now he's dealing with strangers in a world where the living dead have driven the human race toward extinction, and some people would do anything to kill you and take your stuff. Shane didn't start becoming unhinged and overly violent until the drama played out with Lori, especially where the unborn child was concerned; and how Lori treated him, projecting on to him her own anger and guilt at herself for cheating on Rick.

But Shane was far from a two-dimensional, bloodthirsty character. Sure, the writing wasn't always up to snuff, but the reasons for his paranoia, and his downward spiral, were clearly layered and revealed.

Don't just create a survivalist that hates the government, doesn't trust people, will kill anyone that gets too close, and has the personality of a flat tire. Create a survivalist that has solid reason to hate the government. Maybe he's a former Vet screwed over after he got injured in a war and left the service. Maybe he doesn't trust people because a drunk driver killed one of his children, and his wife ran off with someone else, and he's been burned one too many times. Okay, that borderlines on being clichéd, but you get the point. Give him reasons in his background to feel and act the way he does. Know what events changed him, and watch for events or people that might chip through those walls and have the man he *truly is* finally emerge.

Every role-playing campaign should see the player-characters undergo some character growth throughout the story. Not just an expansion of skill dice or Edges on a sheet of paper, but real growth through characterization. In an apocalypse campaign, that is even more important. It's a core tenant of the genre.

Figure out what makes the characters tick, why do they have whatever Hindrances you've chosen, what they've lost both before the apocalypse and after it. Most importantly, what's their true, down deep to their core, character.

# Unleashing the Apocalypse

You've got an idea. You're going to end the status quo and unleash an apocalypse on your players. Well, you've come to the right place. The end of times is nigh, and it is time to destroy the world.

Before you unleash Armageddon, however, there are some things you might want to consider. They're factors that not only define your apocalypse setting and set a tone, but things you might want to keep in mind when structuring your adventures and overall campaign.

Let's get started.

## Time of the Apocalypse

One of the first things to define is the era of your apocalypse or post-apocalyptic setting. Whether it's just now taking place, took place recently, or is a thing of the past, *when* the apocalypse happened is going to have a very strong impact on the type of campaign you're running.

## Stage 1: Apocalypse Now

Maybe it was just last week, maybe yesterday, but the world turned and things happened as expected. The job market probably sucked, D.C. was corrupt, news media was politically slanted, and social media consumed everyone's attention span.

But it wasn't all bad.

More and more comic book characters were being made into highly entertaining movies. A *galaxy far, far away* was close once again. The characters probably had a loving spouse, great children, and enjoyed the quality time they all managed to have together. They went to sleep knowing that tomorrow would come and, despite the negative spin to everything lately, things were never as bad as the ratings chasers suggested.

And then, suddenly, they were worse.

Far, far worse.

It was like the worst tragedies in our collective history all over again. Only this time, there might be no coming back from it.

When designing a campaign or setting around the Stage 1 Apocalypse, the end of the world is happening here and now in the present time. The characters, just a little while ago living out their normal lives, suddenly find their world turned upside down. Whether it's strange reports on the TV and radio about people going into some sort of rage and cannibalizing each other, or completely unbelievable reports about creatures out of myth and horror films suddenly appearing en masse and attacking humans, or even sudden news bulletins about an extraterrestrial ship or fleet parked in orbit over the Earth— whatever the situation, the characters are living it as it happens.

Running a Stage 1 Apocalypse is going to require a slight build up, and then a fast pace. Tragedy is unfolding around the characters, and confusion is going to be high. At first the characters might not understand what is happening, and might not believe what they're being told.

Then the channels start going off the air one by one.

The radio switches to emergency broadcasts.

Wait. Was that automatic gunfire coming from a few blocks away?

Where's that thick, black smoke rising from? What's on fire?

Oh my god! My child is still at school!

## Establishing the Characters

It doesn't matter what type of apocalypse you're creating. When dealing with characters going through the initial stages of upheaval, the first thing you should consider is showing the characters in their normal lives. This doesn't have to take an entire session (though it could), but can be only a few scenes. The idea is to root the characters in the normal world, be it a fantasy setting, a sci-fi setting, or the present day 21st century. Whatever

the nature of the introduction, be sure to include some character tension. Maybe the character has a rebellious teenaged son or daughter. Maybe their marriage is on the rocks due to infidelity on the part of the character or their spouse. Maybe the character lost their job, and is nervous about a vital job interview they're about to be late for.

If a character is law enforcement or some other emergency service, hit them up with a bad accident or shooting incident.

For a fantasy setting, maybe the characters are stuck dealing with an overbearing and bloodthirsty tax collector, or some sort of blight that's risking the much-needed harvest.

Let the players have a chance to explore the *who* of their character in the normal setting for a brief time. Establish any family, close friends, and other supporting cast members that will play a role in the apocalypse. Player-characters should never exist inside a vacuum unless there is a very good reason for it. The apocalypse is about more than just the end of the world. It's also about preventing the loss of loved ones and everything the characters hold dear.

## Everyday Characters versus Military Characters

A campaign focusing on the average citizens is going to begin and play a little differently than one that focuses on military personnel. In a campaign like this, your player-characters are going to potentially have access to information that an average citizen would not. They might know that the aliens have ignored all attempts at communication, or that a foreign agency or corporate accident is responsible for the viral outbreak, or that a great evil is returning and its forces are laying waste to the kingdom.

If you don't want to reveal too much too early, however, you could also decide to have the player-characters kept in the dark. Perhaps they aren't high in the chain of command, and those in charge are playing it close to the chest to prevent leaks. Since your player-characters should be the stars of the series, however, and not just foot soldiers for the NPCs, such a campaign also requires a shift early on. Perhaps the government or monarchy falls quickly, freeing the characters to step into the role of survivor leaders or resistance commanders. Maybe they go rogue early in the campaign, when it becomes obvious that the government is out to

save only itself and the characters are still expected to be good little soldiers and follow orders, even if it means their family and loved ones are left behind.

Even if playing military aligned characters, the players should be reminded that their characters are real people. It's a rare thing that a soldier would abandon family if faced with such a crisis, or if they did that they would likely function effectively on a psychological level.

Of course, having the family and loved ones lost or killed by the virus or aliens or dark forces invasion early in the campaign can also lead to a chilling tale of revenge against those responsible, often driving the military hero to battle whatever forces are being brought to bear.

## Apocalypse Unleashed: Pacing it All.

When running a campaign where the apocalypse is happening in present time, pacing is everything. Players are participating in the campaign for the action and the drama. If an apocalypse is going to happen, it should be within the first session. Even in fiction and television, the end of the world happens within the First Act.

Yet, at the same time, you want to develop the player-characters and their personal relationships. After all, unless you're doing a run-and-gun campaign, the personal threat and fear of loss drives an apocalypse story. That means your first couple of scenes should be establishing the characters in their normal lives. Do they have a spouse and/or children? Run a family drama scene with that. Maybe the marriage is on the rocks, or maybe the rebellious teenager is heading down the wrong path with grades or choice of friends.

The family situation can also lead to some interesting role-playing down the line. For example, if the marriage was on the rocks, and the husband/wife are getting closer as crap hits the fan, it might beg the RP question of whether such a possible reconciliation is genuine, or just a by-product of everything going to hell. Maybe the rebellious teenager suddenly has to grow-up, or maybe he goes further down the wrong path. He might rightly feel, at least in his own mind, that none of it matters anymore. The world is ending. The rules are ending.

Maybe a player-character is a member of law enforcement. Start their scenes while on the job, perhaps in a hostage negotiation situation. Better



yet, have them in the middle of prisoner transport to the precinct when everything goes to hell. Cut them off from their resources. Put them into a sudden situation where it's life-or-death, and force them to have to make a choice of working with the suspect they have in custody to survive (who might or might not turn on them later), or to leave the suspect to fend for themselves (and who should survive that situation and come back for revenge later in the campaign).

Once you run an establishing scene or two and setting the players into the normal lives of their characters, then unleash the apocalypse and send it all spiraling.

As a rule of thumb, unleash the apocalypse no later than midway through the first session, unless the role-playing really clicked and consumed most of the night's game. In that case, unleash it as the first session's ending cliffhanger.

## Stage 2: Post-Apocalypse

In a post-apocalypse era story, the world ended at some point in the recent past. By this stage, the government has already collapsed, social programs are gone, and the infrastructure is either a thing of the past or in complete disarray. The electrical grid

is down. The internet is gone. Stores have been looted and there won't be any more deliveries.

The exact timeframe for when the end occurred is completely up to you. Maybe it was a few months ago, or a few years ago. The point is, the characters should already be adjusting to a life where being self-sustaining is the new normal. Those who can hunt and clean game, grow crops, perform medical duties, and do things such as make and maintain clothing, or smith metals, are going to be in high demand for most communities. Those whose focus is on being the gun-toting militiaman will also have a place as sentries, but unless they also have *marketable* skills for the new world, will be highly dependent on those who do.

### Building the World

Although for the most part you're just looking



at the world without an infrastructure or functioning government, some world building thoughts should be considered when running a post-apocalypse era campaign.

For example, since there would no longer be a functioning currency worth anything, how are goods and services sold and bought? Is it through a barter system? What happens when someone simply has nothing to barter and is in desperate need? Is there some sort of credit system, and if so how does someone make sure the debt is paid?

A lot will depend on the type of apocalypse campaign being played. In a zombie apocalypse, for example, weapons and food might carry a lot of barter weight. In a more realistic apocalypse, such as following a massive EMP strike, food and ways to preserve it might be the most valuable commodities. Meanwhile, in an alien invasion apocalypse, both mundane and alien weapons and technology might carry as much weight, if not more, than most other items.

One thing that will always carry a ton of barter weight no matter the apocalypse is medicine. Whether it's to treat diabetes, psychosis, or even simple antibiotics, medicinal supplies will typically be the most valuable items in any post-apocalypse scenario.

Another thing to consider is transportation. If cars are going to be used, where is the fuel coming from? For the first few years, especially if siphoning from newer model vehicles, the fuel will be good to use due to the nature of the sealed fuel tanks. But after a while, fresh supplies are going to have to be manufactured. And if a community has access to raw supplies and refineries, and the people to effectively operate it, such a group would command a lot of power. They'd have combustible engines at their disposal while many others are moving about on foot or horseback.

If animals such as horses and beasts of burden are being used, then the world building consideration comes down to characters who are trained in animal husbandry. Such people would be very valuable to any survivor community.

How about laws and law enforcement? What constitutes a crime in the new world? Answers will vary depending on the basic infrastructure you're creating. If animals are a main form of transportation, then like in the Old West, horse thieves might suffer execution upon capture. How is general theft handled? How about assault, or even murder? Who creates the laws, and who

decides innocence or guilt? Who enforces the law, and how are those individuals chosen to the position? The concept of creating a series of laws to govern a population in a world going straight to hell is important to maintaining some sense of civilization. Are convicted criminals exiled? Executed? Imprisoned? And if imprisoned, don't forget that they're now using resources such as food, without contributing to the community.

Perhaps most criminals are forced into additional labor and receive no additional, or even reduced, food and other resources. Of course, then one must consider how they're guarded to make sure they don't flee the community. Then again, a criminal who flees such a sentence might not be a bad thing. Once they flee, their drain on community resources is zero.

Those are some of the topics that should be considered when creating a post-apocalypse era campaign.

## **The Common Enemy**

Although the apocalypse might see humanity battling for its future against the Living Dead, an alien invasion, a great evil that has returned to the kingdom, or even some sort of supernatural takeover, the most common enemy is going to be your fellow humans. Bands of outlaws are going to roam the new world, seeking to take what they want from those who have it— whether it's supplies or flesh. Slavers seek prey with which to ply their trade.

To be a threat, the outlaws should be heavily armed and in decent numbers. For something like a zombie apocalypse, this might mean having access to military grade weapons and vehicles, and the fuel and ammunition to keep it going. For an alien invasion, it might mean the same thing, with the added threat of possessing some of the alien technology that they've learned how to use. For a fantasy genre apocalypse, it could mean a lot of things. The outlaws might have access to stolen siege weapons, or have slaves of orc or goblin warriors. Their ranks might include bloodthirsty mages or twisted necromancers.

Whatever it takes to make them a threat.

## **Using the Gray**

A lot of the times, the good guys and the bad guys will be black and white. The good guys are trying to carve out a place to survive, while still being willing to take more folks into the community even if the trust

still must be built. They won't kill unless they have to in order to protect the members of the community, and they're more willing to establish trade with other communities rather than raid and pillage them.

The bad guys, by comparison, are there to provide the threat. They'll kill, steal, and enslave. They have the manpower and weapons to be extremely dangerous. And their moral compass is beyond broken.

Black and white are great, and they're common themes in an apocalypse story. The deeper drama, however, comes from the gray area characters. Those who at first appear to be a simple black or white, but upon further inspection have multiple facets to them and deeper motivations.

Naturally, the player-characters are going to fall into the gray area most of the time, especially if the players have created solid backgrounds for them; but the real mileage comes when the NPCs are more than they originally appear to be.

One way to do this is to assign Values to the NPC the same as they player-characters get (if the *Values* rule is being used). Values add role-playing layers to any character, and when used in the context of a story say something unique about that person.

Another way is through simply role-playing and motivation, perhaps reinforced by a particular Hindrance. Maybe an outlaw has a Code of Honor, and is growing increasingly disenfranchised with the leadership of the gang. Such an outlaw might even secretly assist the characters, or even defect to join them, providing some much-needed intelligence in the process.

Perhaps the helpful member the characters recently accepted into the community has a darker, more sinister motivation behind joining. Maybe he's looking to rob them and take off in the night. Perhaps he's a scout for an outlaw gang waiting to attack the community. But instead of simply being a *black* character pretending to be a *white hat*, maybe he's doing so because the outlaws have someone important to him like a spouse or child. That adds a new layer of drama to the character. Do the players simply expel him from the community when his actions are discovered and leave him to suffer his own fate, or do they decide to assist him in freeing his loved ones from the bad guys?

The choice the characters make also says something about them, and their growing place in the new world order.

That doesn't mean that every NPC that the characters meet should be a *gray character*. After a while, that grows boring and predictable. Save it for times when throwing a monkey wrench into the players' plans, or adding deeper drama to a scene or storyline, will have the most punch.

## Sexual Assault in an Apocalypse

*While some people might chaff that we include slavery as a topic of the apocalypse, and we can all agree that slavery is not to be taken lightly from a historical standpoint, it's a common theme when discussing an apocalypse. Outlaws want them for free work back at camp, and dictators seeking to build their own New World Empire will use them to do it.*

*Another theme in some apocalypse stories, though, is that of rape. We strongly suggest you steer away from using such themes in your campaign. Sexual assault is still a common problem even in the developed countries, and strikes a more immediate spot with many players. There's really no need to ever use it, and we typically find it to be a sign of very poor storytelling.*

*There are plenty of other threats to throw at the characters, and plenty of other ways to establish the bad guys — or a good guy going over the edge.*

## Pacing the Post-Apocalypse

Pacing a post-apocalyptic era story doesn't require any special tips or tricks. A majority of such stories will play with the same drama and action-adventure of basically any other style of campaign. The characters are already existing within the new social structure, and might even have a community of their own. They know the laws and rules of survival, and whether it's a Great Evil, an alien occupation, or a world full of the Living Dead, they're becoming more adept at surviving as the days go on.

A vast majority of post-apocalypse campaigns can hit the ground running, and explore the strange new world as the story progresses.



## Stage 3: The Generation Gap

A Stage 3 Apocalypse, or what we refer to as the *Generation Gap*, is a unique kind of apocalyptic story. In this type of campaign, the apocalypse is a thing of the past and society has already come a long way toward rebuilding itself. That doesn't mean that the world is going back to what it used to be, and as a matter of fact— it isn't. But it's already well on its way to becoming something new, something different, and the people who survived the initial fall have already grown old, and a new generation that grew-up in the New World Order is coming to the forefront.

In fiction, television, and movies, such stories are most typically found in the Young Adult stories, where teenagers are trying to both find themselves and carve their own niche in the world they've been forced to inherit. Other stories set in this era might involve the older generation as well, and deal with not only the legacy they're going to leave behind, but how they deal with growing political threats while hoping the next generation is ready to assume the mantle of responsibility.

### World Building

Like with a Stage 2: Post-Apocalypse campaign, a Stage 3: Generation Gap story is going to require some world building. In this type of campaign, however, more thought should be put into the world and what systems are in place, since such a setting is usually something different than the world the players might be used to.

Below are a few points you should consider when constructing a Stage 3 apocalypse campaign.

**Government:** It's been anywhere from 15 to 25 years since the apocalypse first took place. In that time, survivor communities would have appeared, and likely more and more survivors would have gravitated toward them. In the intervening almost two decades, how did those communities grow? Did two or more of them eventually merge into a larger settlement? Has the entire affair gone the way of individual kingdoms or self-proclaimed nations?

Within the community or communities, what type of government structure exists? Is it a democracy? A republic? A dictatorship? Or based on old world feudalism?

Better yet, where will the player-characters fit in with the government? Are they just everyday citizens, or do they hold a position of importance within the overall structure?

**Judicial System:** After you determine the type of government that will rule over the player-characters' lives, the next thing to consider is the judicial system. After all, having the characters eventually run afoul of the law can add some decent drama to a campaign session or two.

Like with the Stage 2 post-apocalypse, the exact nature of your other systems will help determine the most common sense laws and the punishment for violating them. Go with what feels right, and what will bring the most dramatic potential to your campaign. This is fiction after all, and even in the real world the laws are not always fair, sensible, or logical.

**Economic System:** Since the world is roughly two decades past the unleashing of the apocalypse, what sort of economic system has come about? If you decide that there are numerous individual governments and nations that have craved their own piece out of the former United States (or Great Britain, or Germany, or wherever you place your campaign), then each of them might very well have their own, unique economic system. Naturally, *nations* with very tepid relations, or even outright hostility, toward each other might not even recognize the other's form of currency, making business and trade relations between them difficult at best.

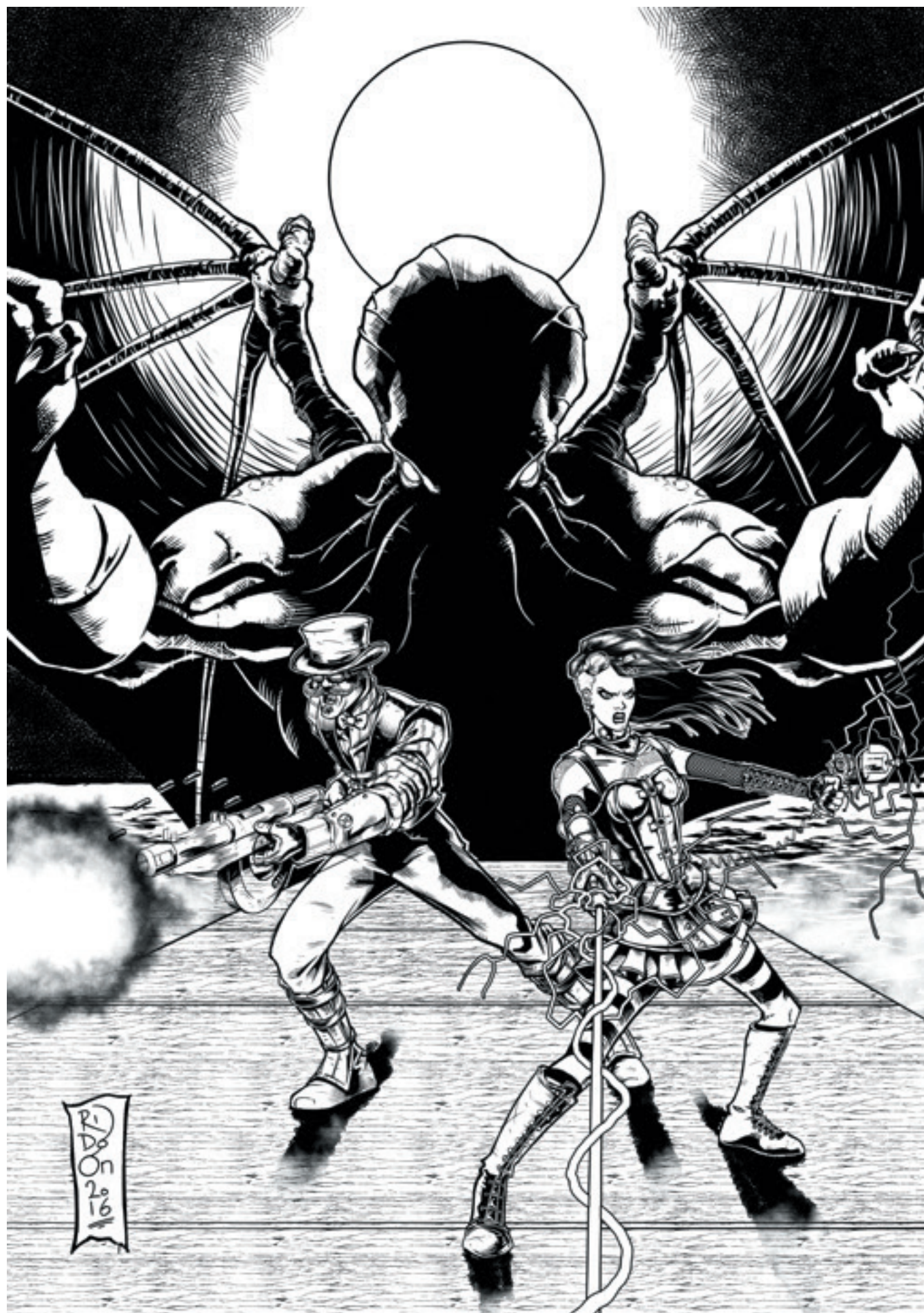
Is there a single nation, or alliances of communities, that hold the most power, either through military strength or available natural resources? If so, then consider if their currency carries the most weight between the other nations.

If you decide that everything works on a barter or credit system, you might want to create a rough beginning chart on what holds certain value. It doesn't have to be in-depth, broad strokes just to get the campaign going are good enough.

The point is to consider how people buy and sell things of value, and what jobs or duties they must perform to opt-in the economic system.

**Technological Availability:** The type of technology available will vary widely depending on the type of apocalypse campaign. We're not talking modern, sci-fi, or fantasy (though naturally it'll vary between them), but rather *how* the world ended. Was it a







massive EMP pulse? An alien invasion? The opening of the gates of Hell? Or even a global zombie pandemic? Each brings with it different possibilities for technology nearly two decades later.

For example, in a zombie apocalypse it is completely within reason that eventually, despite the zombies still existing within the world, the electrical grid, and maybe even the internet, were brought back online.

Meanwhile, in the case of a massive EMP strike, anything under the area of apocalypse is toast. The internet and electrical can't simply be repaired and brought back online like they were before. They'll have to be rebuilt, or an entire new, localized method discovered (such as localized electrical power resulting by maybe running all new copper wiring and tapping into a nearby powerful water source to run power to a small town).

In an alien invasion, it would be very likely the initial invasion resulted in specifically targeting our infrastructure's key points. Reactors, power plants, and things of that nature were obliterated. Creating an electrical grid on a massive scale, especially if an alien occupation still exists, is nigh impossible without a lot of the *right* individuals having miraculously survived the initial invasion and war.

**Transportation System:** How do people get around? This one is very simple to answer, all that you need to consider is what resources are available this long after the apocalypse. Is fuel still around? If not, then you're likely looking at beasts of burden. That is, unless your future society somehow got access to new technology from an alien invasion.

**Education System:** The educational system is simply a matter of determining at what age children start school, how many days per week and months per year they attend, and at what age they are considered *graduated*. Most likely, once graduated they'll be expected to learn a trade and begin pulling their own weight in the society. Not doing so could result in punishment, such as reduced rations or even exile.

**Holidays:** Something else minor to consider are holidays— those instances where the characters are expected to celebrate an event or date with the rest of the community. It might be the birthday of the current society, or the day the humans won the war against the Great Evil or the alien invaders. It might be the day a vaccination was discovered for the zombie virus.

Another thing to consider is what old world holidays are still celebrated. Is Christmas or Easter still a thing? How about Halloween? If in the United States, would the Fourth of July still be a holiday, or did that date lose significance once the country fell?

**Religion:** What religions exist within a community, or perhaps even hold power? Is it a pre-apocalypse religion, such as Christianity, Islam, or Wicca? Perhaps a new religion has arisen, combining elements of several from the pre-apocalypse days. One with a confluence of rites and holy days, but perhaps dedicated to the seasons and cycles of the sun and moon.

Naturally, you don't have to worry about religion in your campaign, but determining at least a few broad stroke concepts can help add depth to your stories, and makes the occasional religious war or debate subplot possible.

### Deeper Development

*You can even go deeper on developing your Stage 3 society. What flags are used by each society or nation? What do they look like, such as color scheme or symbolism?*

*How about languages? Did different societies form along cultural lines, and does that mean that other cultures might have dropped English in favor of their native tongue? If so, how do the different societies interact? Obviously, government officials would have translators if fluency in other languages wasn't a prerequisite for a certain position of power. But what about the everyday citizens? Is part of the educational system also learning the languages of a society's closest allies?*

### The Young Adult Angle

As already stated, the most common types of stories found in a Stage 3 apocalypse are those of the Young Adult genre. Here, the player-characters are typically somewhere between the ages of 13 and 18, though they can always be a few years younger or older. These stories tend to contain a lot of the tropes associated with the average *teen drama*, and are usually a *coming of age* style of campaign.



## Character Age and the Young Hindrance

*If playing in a Young Adult oriented campaign, keep in mind that the average ages for such characters do not require a Hindrance be taken. If you want to play in a campaign with even younger heroes, remember that the Young Hindrance usually applies to characters somewhere between the ages of 8-12.*

### Teen Drama

A Stage 3 campaign that focuses on young adult oriented characters should possess a certain type of storytelling (though this is by no means a requirement). Such stories focus on teenagers, and one thing that has remained consistent in Young Adult fiction, including the post-apocalypse subgenre, is that no matter the era, no matter the type of world, teenagers will be teenagers. They will be extremely opinionated and usually think that their opinion is right and the way of the world (sorry to all you teenagers out there, but we were teenagers once too; and yes, we were like that as well). They will be comfortable within their own cliques, but usually awkward in one form or another— maybe displayed by shyness or a need to show-off— around other groups, sometimes especially where the opposite sex is concerned.

Teenage romance is also a regular feature in most Young Adult oriented stories, and might even crop-up in your campaign. Be careful not to fall into the genre trap of forcing it into a story, though. If it seems like a natural progression between two or more characters (invoking the time-honored love triangle) then go with it. But don't shoehorn it into the campaign simply because the player-characters are teenagers.

Jealousy is another facet of many Young Adult stories, and might play a role in your campaign. Whether it's jealousy toward the boyfriend/girlfriend of someone the player-character has a crush on (or toward them from another player-character or NPC), or jealousy over another character's family position within the society, or even their natural ability at something, such as: hunting, resource gathering, or fighting. The reason for the jealousy can take pretty much any form. The drama comes into the campaign in how the player-character handles the situation, how they react to the other party, and especially in what choices they make when it comes down to the

wire. For example, if the player-character is jealous of the relationship between two characters because he or she wants the boy or girl that the other character has, what actions would they take if the life of the person who's in their way is suddenly in jeopardy, and the player-character is the only one there to save them. Would the player-character let them die, in effect performing a sense of murder via inaction, and thereby remove them from the equation? Or would they save the other person's life, and thereby make their heart's desire remain out of reach?

Finally, another form of common teen drama is the coming of age. The characters aren't children anymore, and are on the cusp of adulthood, and all the problems and responsibilities that brings. They'll be going through changes, both in how others view them and how they view others, in addition to what others expect from them. Maybe the player-characters have rarely ventured outside of the society's borders before, and as part of nearing adulthood they're now expected (following training, of course) to head out into the wilds in search of resources, or even new trade routes. Maybe they're being forced by their families to partake in potentially fatal *games* now that they're of age, where the winner and their family receive a great boon.

Whatever methods you use, remember what it was like to be a teenager. Those things still exist the same way in Young Adult fiction and campaigns. Don't just have your stories focus on pure action-adventure. Add in the *teen drama* aspect. Many times, it's still the same type of problems adults face, but facing them from a teenaged perspective adds a different type of role-playing potential to the campaign.

### The Old Folks

If teenage drama isn't for you, a Stage 3 apocalypse campaign can be run from the adult end of the spectrum. Either the player-characters are still spry and able, and the stories might focus on battles against outlaws, zombie hordes, the forces of the Dark One that remain, or defeating the last of the alien occupiers; or the player-characters are much older and more deeply involved in the daily operations of the society— such as the upkeep and politics.

### Average Adults

Not much changes when running the average adult campaign, as these are usually the types of characters the players create in any *Savage Worlds*

game. They're the doers, the two-fisted heroes out there making a difference, kicking ass and taking names, and defending the town against the hordes of evil. They're the characters working to whittle down the remaining zombie population, taking the fight to the Dark One and his minions, or running guerilla campaigns against the alien occupiers.

Sometimes, they're also the ones dealing with the senior (or ruling) members of society. Maybe even caring for an aging and ailing parent. Likewise, they're the ones taking the next generation— the teenagers and those a little younger— under their wing and teaching them the harsh ways of the new world.

## Senior Adults

Playing senior adults typically means the player-characters will have the Elderly Hindrance from *Savage Worlds*. This means they don't quite move like they used to, and although they can still be quite capable physically (especially if they're of a high Rank and raised the right attributes along the way), they still aren't what they used to be in the field. On the plus side, they're wiser and more skilled due to their age, and that is one place a senior adult campaign can focus.

There are several ways a senior adult campaign can be run. On the one hand, the characters could still be combatants against outlaws, zombies, alien invaders, or even the supernatural forces that have plunged the world into darkness. They might also be the rulers of a town or survivor society, the movers and the shakers who have to make the tough governing decisions, deal with the backstabbing politics, and ferret out those working against the greater good.

Either type of campaign can bring with it both action and drama, as the characters are forced to fight for both their survival and that of their society against forces seeking to end both.

## Adult Drama

For adult level drama, there's really no difference from any other type of role-playing campaign. The characters will face the same type of betrayal, physical threats, and politics as in pretty much any type of campaign setting, novel, or television show. Adult drama can even have some elements of the *teen drama*, as the characters go through internal changes, discover that perhaps they aren't the person they always thought they were, and even deal with matters of the heart.

## Teen and Adult Drama

*Although both elements were discussed under the Stage 3: Generation Gap apocalypse era since both would be a focus of such a campaign. But those elements are at home in pretty much any type of apocalypse era, and can add an element of role-playing to both the Stage 1 and Stage 2 eras.*

## Scope of the Apocalypse

Now that we've looked at the three primary stages a post-apocalyptic world can take, let's examine the various scopes of an apocalypse. We categorize these as Tier 1 through Tier 4, and they range from a regional catastrophe all the way to a global meltdown.

### Tier 1: Regional Apocalypse

A regional apocalypse affects a specific geographic area such as the Gulf Coast states, Mid-Atlantic states, and so forth. It could be the result of a zombie plague virus, such as in the Joe McKinney novel *Dead City*, or even the result of an EMP pulse that only manages to take out a specific area of the United States or another country. It could even be the result of a preliminary alien invasion that only manages to cut a swath of destruction through a strategic or vulnerable area.

For a fantasy apocalypse, a Tier 1 would likely mean an area of multiple towns or villages, whereas in a space-faring sci-fi apocalypse it could contain multiple star systems.

Whatever the cause, a Tier 1 apocalypse brings with it some specific storytelling factors. First is the fact that since the disaster only affects a limited area, there are still plenty of resources and infrastructure available outside of that zone. Even if the Tier 1 struck the center of a nation's political power, just about any developed nation on Earth has a *Continuity of Operations* plan in place to make sure the government continues to function in one capacity or another.

A Tier 1 apocalypse would mainly focus on surviving whatever hardships befell people within the zone until help could arrive. In the case of a viral apocalypse, things might even get worse if the government quarantined the entire area, trapping those inside

to fend for themselves until safety measures could be enacted to help them. And of course, by then, it might be too late.

## Tier 2: National Apocalypse

This stage in apocalyptic scope, and one that could even happen because of a quarantine breach for a Tier 1: Regional Apocalypse (again, see the Joe McKinney *Deadworld* series), is an apocalypse on a national scope. In a fantasy apocalypse, we're now talking an entire kingdom. For a sci-fi, space-faring apocalypse, likely an entire confederacy of star systems under a single governmental body.

A national apocalypse could be the result of a viral outbreak (which could quickly escalate into a Tier 3 or Tier 4 apocalypse), an alien invasion, an EMP strike, or even a nuclear attack. The end game is still the same: it brings an entire nation to its knees. The government is all but gone and the *Continuity of Operations* plan appears to have failed. The infrastructure we all relied upon is gone. No more medicine is being manufactured. Water purification plants are shutdown. Emergency services will operate for a short time before, they too, cease. National citizens are going to have to be able to survive on their own, not only as far as food and supplies go, but also in the ability to defend themselves from growing criminal elements.

Worse, depending on the nature of your setting and apocalypse, the nation might suddenly find itself at the feet of its enemies as foreign powers invade to carve out their own territory under the initial guise of "providing aid."

The opposite could also be true. In the event of something akin to an alien invasion, the targeted nation might instead find foreign powers legitimately providing aid and resources, all in a bid to get that nation positioned to join a coalition against the invaders. After all, if an invasionary force— be it extraterrestrial, interdimensional, or supernatural— could bring one nation down, it's likely only a matter of time before sights are set on the other world powers.

## Tier 3: International Apocalypse

Although it bears mentioning as we escalate the apocalyptic scope, a Tier 3 shares all the same hallmarks as a Tier 2: National Apocalypse, with the only exception being that it affects two or more nations. The same threats of invasion by foreign powers exists, as does the same result of each nation losing government, infrastructure, and possibly its military. The likely causes might be some sort of alien or mystic invasion, nuclear attack, EMP strike, viral outbreak (or its spread through travel from a lower Tier scope), to even something such as an asteroid breaking apart and striking multiple nations.

## Tier 4: Global Apocalypse

In most books and films, this is the most famous of the post-apocalyptic styles. It wasn't just a region, nation, or a few nations that fell— the entire Earth took the express lane to Hell. Anything goes as far as what caused the world that we knew to end, the only thing that matters is that none of the nations still exist, there isn't any outside aid coming, and the New World might make the Dark Ages look like the Renaissance by comparison. We won't go into details on what a global apocalypse is like. If you're an apocalyptic fan, you already know all that. It's the Romero films, Stephen King's *The Stand*, the *Falling Skies* television show, the *Mad Max* film series, and so many more.



# Storytelling the Apocalypse

Now that we've looked at some of the tropes of post-apocalyptic stories, examined the different eras, and pointed out the various scopes an apocalypse could take, let's discuss how to tell your apocalyptic story.

While the following sections give advice on running your apocalyptic campaign, it can honestly work for any type of role-playing game. Matter of fact, some of it even works for story construction for writers.

Unlike much of this book, the voice of this section is written directly from me to you. It's based on my own experiences writing and running the massive War of the Dead series, as well as my two-decades as an author. Where appropriate, I'll also be referring to the War of the Dead series for examples, since some fans have wanted me to do something like this for several years.

## Spoiler Alert!

*If you haven't played through War of the Dead in its entirety yet, be warned that this section contains spoilers.*

## Basic Advice

Okay, so you want to run an apocalyptic campaign. If you're new to being a gamemaster, don't get intimidated. Generally speaking, running an adventure or campaign is easy. Make sure you learn the rules, but don't stress yourself out about memorizing them all. Keep the rulebook on hand, and look up something if you need to. Trust me, no one sane memorizes every facet of a rulebook. That comes with playing the game and getting that hands-on experience.

There are all sorts of GM tips out there, some available in the rulebooks, some on the internet. Things like how to enhance your descriptive power, how to portray NPCs and make them come alive at the table, and how to *ad hoc* rules when needed. I'm not going to cover that sort of stuff.

What I'm going to start with, though, are a few tips and tricks for running a game in the post-apocalyptic genre.

## Know the Characters

I already touched on this briefly under Stage One: Apocalypse Now, but it bears some expansion here. Whether the apocalypse is happening now, or your campaign starts after the great fall, the player-characters and NPCs are the lifeblood of the campaign. You can have all the great combat encounters pre-designed, dramatic scenes outlined in your notes, and all the twists and turns of the greatest suspense novels, and none of it will matter a lick if you don't know your characters.

For player-characters, this is a two-way street, as already discussed. It's on the players (and a bit on the GM as final arbiter) to make sure the players create as close to a three-dimensional character as they can manage. Make sure they have likes and dislikes, fears and goals, and maybe even friends and family. In *Savage Worlds*, some Hindrances can go a long way to establishing such details, and if you use the Values option from this book, you can get an extra layer of depth. Think of your favorite character from a television show or novel series. Even if you start small and build as you go, make sure to build. We all know that sometimes a friend or family member might be introduced several episodes, or even a season, into a television show (or much later in a novel series). Don't just worry about your Advances and what skills to increase or Edges to take. Think about what story factors you can introduce through your character.

What type of story factors? Well, in addition to the already discussed NPCs, how about a prejudice? Or a strong feeling about something? A specific point of view that might cause some tension in the greater group? Even internal facets of a character can be portrayed externally through dialogue and action.

Keep in mind, though, that the goal is to create tension and add to the story, not tear the group apart. Like the best cast of characters from a show or novel, you want to group to have tension, have disagreements, but still manage to work together

as a unit. The only exception to that is if the GM is experienced enough to comfortably run a split group for a duration. Not all gaming groups are comfortable with that, however, because it causes the focus of the game to shift from one group to another, and can leave some of the players sitting there, uninvolved in the session, when the story focus is no longer on their part of the group. Make sure everyone discusses such gameplay in advance.

NPCs are just as important to flesh out, plus they can become a catalyst to get the player-characters into trouble. There's no single example for how to use NPCs in this fashion, but look at **War of the Dead** as a whole. Throughout that adventure series, the NPCs constantly have their own point of view, their own drama, their own issues, and in some cases their own secrets. Very often, their actions bring the player-characters into a situation they might not have otherwise stumbled into. Each of the NPCs in that series was specifically designed to act as supporting characters would in a television show, and provide the GM with plenty of tools to always keep the story moving.

Something else you'll notice in *War of the Dead* is that many of the NPCs grew along with the characters. Not necessarily in the "character advancement" sense, but in the "character growth" sense. Trust was established and broken, NPCs that assumed they were more fit to lead the group eventually came to view the player-characters as the leaders, some couldn't handle the apocalypse and went off the deep-end over time, some became stronger because of it. Relationships formed and were broken, and friends were eventually lost.

Know your characters, both player-character and NPC. Use their motivations, emotions, beliefs, and goals. Bring them into scenes, and use them to enhance the story and bring the campaign to life.

## Don't Require Antidepressants

When most of us think of the post-apocalypse, we think of a bleak and depressing place where everything we knew lies in ruins; where the future is in serious doubt. Whether from an EMP strike or nuclear war, global natural disaster, or an invasion from aliens or the Living Dead, the apocalypse automatically brings with it a sense of depression.

While the dark and morbid is usually unavoidable, it doesn't (and shouldn't) always be the focus. If you're

sure of nothing else about an apocalypse campaign, trust me that only focusing on the depressing qualities will eventually wear on the players. Even *AMC's The Walking Dead* understands that; and *Falling Skies* is probably the best post-apocalyptic example of not going overboard with it.

Depending on the type of apocalypse, this can be a difficult thing to juggle.

In an EMP strike, nuclear war, or global natural disaster, there's always hope. Things have gone bad, and they'll eventually get worse, but in the end the human spirit will usually prevail and society will find a way to rebuild itself and continue. Yes, during those first days or years, folks will die. Maybe even loved ones. But there is always that hope that humanity will eventually rebuild.

The same can be said of an alien or supernatural invasion. Even though humanity has been brought to its knees by superior opponents from the stars, from Hell, or from some dark dimension, humans will always fight. Our entire history is told through war after war. Nations might fall, infrastructure might collapse, and our enemies might at times seem unbeatable, but there's always an end-goal to strive toward. Humanity has a chance to find victory, recovery, and reconstruction.

When you head into the zombie apocalypse, balancing that depression with hope becomes a bit more work. In the traditional zombie apocalypse sense, there is no cure for the infected. The Living Dead can't be reverted to a living person. And more than likely, whenever someone dies, they'll rise as one of them. The enemy can't be beaten back, though perhaps a vaccine could be found to stave off whatever is causing people to turn at death. But that's the best you're going to hope for. If whatever it is that turns the living into the Living Dead (beyond just the bite) is transferrable between parent and off-spring, then the zombies will forever have their numbers increased to the point that, just maybe, humanity becomes extinct.

It's a bleak situation to consider.

So how do you balance depressing with hope in such an apocalypse? You focus on the characters' progress through the story. Focus on their triumphs in rescuing other survivors, perhaps the birth of a new baby within the group, or even finding what appears to be a good, fortified position to start a community. Allow them to achieve their goals and feel a sense of achievement.



For the War of the Dead fans out there, it was a technique I used often throughout the series.

## The Quest

Another hallmark of the post-apocalypse is the quest. I've been surprised at how many fans out there hadn't realized it over the years, but every popular apocalypse story has a quest goal.

In *Zombieland* it was getting to a specific location. In *Falling Skies*, it was, at first, finding a fortified place to call home, which later became the quest to ally with other resistance groups down south and then march on the alien stronghold in Washington D.C. and end the invasion. In *Rot & Ruin*, the quest became the search for the jet liner they saw flying some 14 years after the outbreak. In *Dead City*, it was the main character's struggle to make it across the zombie infested city to his wife and child. And finally, in *War of the Dead*, it was making it to the Citizen Relocation Zone, and at the very end of the series (in what could propel it into a direct sequel) it was taking the discovered vaccine from Colorado to the CDC all the way on the east coast.

A majority of apocalypse stories have a quest, but that doesn't mean that the characters know about it from the start. Using *War of the Dead* again, the characters start out on a cruise ship when they first discover the outbreak. At first, they have a series

of small goals within the overall story: figure out what the hell is going on, survive, get off the ship and back to the mainland, and so forth. It isn't until sometime in Chapter Two that the main quest of the CRZ is revealed. Along the way, the characters are given smaller quests that all end in tragedy, such as making it to Jacksonville, North Carolina; or making it from Hirshbeck Estates to Sanctuary.

By including a quest within your story, you ensure that the player-characters have something to work toward that's more than simply staying alive, defeating the invaders, or rebuilding technology.

## Sense of Adventure

Since creating a sense of adventure in your apocalypse campaign can go right along with the idea of a quest, I'm going to discuss it as the next point.

The sense of adventure can take on many forms, and depends greatly on the genre of apocalypse you're running. For a fantasy apocalypse, it could be the discovery of lost artifacts, perhaps even things left behind by forgotten gods. For science fiction, it could be the discovery of ancient alien ruins, or super-technology that could maybe save the galaxy or pose an even greater threat. For a more realistic apocalypse such as an EMP strike or nuclear war, it might be finding lost national treasures, buried secrets, and things of that nature (think the *National*



*Treasure* films). Perhaps the characters even discover hidden conspiracies, or technology that was several generations beyond what was publicly revealed before the apocalypse.

*Falling Skies* was a great apocalypse television show that also maintained a near constant sense of wonder. The show had the characters not only capturing and exploring the alien's technology, but the aliens themselves. It introduced other races that had fought the invaders across the galaxy, an alien-human hybrid with godlike powers, and even technology that could mutate humans into ultra-humans, or even alien slaves.

In Jonathan Maberry's *Rot & Ruin* series, we have the discovery of the Night Church. We also have the introduction of Joe Ledger into the future of the setting that was revealed to be a continuation of his own series and time with the DMS. We have the revelations on the zombie virus origins and mutations (which also ties into his *Dead of Night* and *Fall of Night* duology). The introduction of The Lost Girl, and many other aspects, all maintain a sense of adventure throughout the four books.

Looking at *War of the Dead*, I mixed several genres together when I went to create that sense of adventure.

On its surface, *War of the Dead* is a zombie apocalypse in the George A. Romero tradition. But for an extended campaign like it was designed to be, I felt the players and GM needed more than just the Living Dead to deal with. After a while, only battling zombies and outlaw gangs was going to wear thin.

As a result, the setting grew behind the scenes, and the zombies became just one facet of it.

One of the first things was the concept, introduced at the end of Chapter One, of the virus being a terrorist weapon developed in the Middle East. From there the series went on to introduce UniMed and all their technology and machinations, the Ragers and Ferals, different types of zombies (Shamblers, Sprinters, Infected Newborns, and Generals), the secretive Division-M organization, and introduced Edward Russo.

In Edward Russo, I hinted at the existence of psychic abilities, and hinted at such powers a bit further when the characters discovered the prison and the hidden laboratories in Chapter Three— both of which were more than they first appeared to be, as Alicia eventually explained.

By the final chapter (13 adventures) of *War of the Dead*, the characters discovered a possible vaccination against infection, as well as a mutation in the Living Dead that was caused by the research into it. That mutation was introduced via both Evelyn and Johnnie, and later expanded in *World of the Dead* as the *Rotter* version of the Living Dead— those who maintained physical coordination, full intelligence, and even some version of their personality.

The point is, whether we look at *Falling Skies*, *Rot & Ruin*, *War of the Dead*, or other types of apocalypse books and films out there, maintaining a sense of adventure throughout the story is also important. Without that, the setting runs the risk of becoming too dark and depressing.

### Unpublished Stuff

*There were many secrets in War of the Dead that were never published, but were slated for future products. One such tidbit was that the true origins of the zombie virus traced back the Germany UFO crash in 1936. In the War of the Dead setting, that event took place. While the virus could reanimate the dead, it was a different type of reanimation than was seen in the present day, after it had already been studied and mutated in laboratories by several countries as part of the secret bioweapon arms race.*

*Another was the existence of alien sleeper agents on Earth, and that things like the Dulce Base conspiracy were true and connected to UniMed.*

## Layer the tension, panic, and lawlessness

This advice is rather short, but it's to the point: give the player-characters time to breathe. Don't constantly hit them with one battle after another, or even one character-to-character screw over after another. Give them periods where they can rest, make friends and allies that are truly friends and allies, establish (even temporarily) a safe haven, and generally recoup.

The apocalypse is dangerous in enough ways. But if you don't give the character (and the players) a little time to recharge their batteries, your players will either become desensitized to everything, or you're



going to wear them out enough where playing the game is too stressful. Trust me, I've seen it happen to many GMs out there over the years.

## Using Locations

Pushing the characters into interesting locations can also bring life to your adventures. Jonathan Maberry accomplishes this to fantastic effect in his *Rot & Ruin* series, from the concept of the Nine Towns and the separate *Rot & Ruin*, to the death maze of Gameland where children are kidnapped and then pitted against zombies, to eventually discovered government installations. Throughout the series, Maberry uses locations to dramatic effect— sometimes for social drama, sometimes for the physical.

The Road (film) did this as well. Remember the scene where the main character and his son were hiding in the woods, and one of the outlaws came to take a pee? The main character had to shoot him, which drew the attention of the rest of the man's group. The chase that ensued forced the main character and his son to abandon their supplies and remnants of their former life.

War of the Dead used a lot of locations for different dramatic effect. The most obvious was starting the characters in the zombie apocalypse while stuck on a cruise ship on the ocean. From there they ended-up in a rural church, and first discovered an infected

newborn. After a while in Chapter One, they arrived in Dalesbury, where the mystery and conspiracy surrounding the Lewis brothers became a problem.

The future chapters used location for effect as well. The secrets of Sanctuary, which introduced UniMed, Edward Russo, Ragers, and Ferals. The Prison and its hidden government laboratories. The military installation under the CRZ. The newly formed Helltown.

And the list goes on.

Even War of the Dead: Alternate Beginnings used location for effect. If you've read or played those adventures, think about the elementary school where the sick (infected) kids were being kept on cots, and how the characters had to make a serious moral decision on what to do. A decision that could potentially affect them for the rest of their lives.

When you create your adventures, think about your locations. But don't just think of them in the physical sense. Consider what mysteries or conspiracies they might hold. What types of people the player-characters might encounter, and what secrets those people might want to keep hidden. That doesn't mean that every location needs secrets and conspiracies. Sometimes a location is just that: a physical place. But mix it up, keep the players guessing. Location is yet another tool in your adventure creating arsenal.

## Killing the Cast Members

Cast members are going to die in apocalyptic fiction, and the same is true of your campaign. Sometimes they'll be the *red shirt* throw away NPCs just to remind the players that the world is dangerous, sometimes they'll be an NPC that the players come to care about. When I killed Alexandro Cortez in *War of the Dead: Chapter Four, Week 8*, there were some fans out there who were, to be blunt, pissed at me. Mad enough to write me emails. It didn't matter that they could change that scene in their own games. Alexandro Cortez was with the characters since Sanctuary way back in Chapter Two, and for them had grown as a character throughout the story. His death hit them.

It also didn't help stop folks from getting mad at me that we had an entire demographic whose gaming group fell apart and couldn't game anymore, but who continued to buy *War of the Dead* just to read it and see where the adventures and storyline went next (I love you guys).

The point is, such a death should mean something. Alexandro had, presumably, survived a number of close calls alongside the player-characters. He'd become a beloved ally and a real benefit to the group. As the story was drawing into the Third Act, and the final confrontation with Hell Fuerrie and his Helltown survivor enclave was looming, it was time to remind the player-characters that nothing was safe, that the stakes were never higher. And the death of a character who had been with them for most the campaign by this point drove that point home.

At the end of *War of the Dead: Chapter Two*, the deaths of Caitlin and Samantha were a direct juxtaposition to the birth of Faith. I wanted something as celebratory as a successful birth in a zombie infested world to be placed next to the loss of two NPCs the player-characters had (hopefully) come to know and care about by that point.

But for the love of all that is holy, do not do the AMC's *The Walking Dead* garbage. Do not make your players care about a character only to then kill them off for the sheer reason of shock or (misplaced) emotional impact value. I can't speak for all of you, but for me that wore thin on the show, and finally drove me away from after Season 4. What you might find happening, instead, is that your players simply stop giving a damn about the other characters as a whole. At the very least it happened to me due to that show's format.

Kill members of the cast, but make it mean or stand for something.

## Creating a Sequel

If your campaign goes on long enough, regardless of the nature of the apocalypse, eventually it's going to start repeating itself. This is as true of a zombie apocalypse as it is of a supernatural invasion or even a nuclear war. Sooner or later, it might come time to think of a sequel.

What I mean by a sequel is simply advancing the timeline by a few years or more. If you're in a Stage One apocalypse, think about taking it deep into a Stage Two, or even heading toward an eventual Stage Three.

There's some good fiction out there dealing with an early Stage Three apocalypse. The *Rot & Ruin* series by Jonathan Maberry is one example, and the *Newsflesh* trilogy by Mira Grant is another.

No matter how you advance the setting, there are bound to be unanswered questions from the original campaign. It might be what became of certain characters, or how certain locations have changed. Be sure to consider such things when advancing the timeline.

For the *War of the Dead* fans out there, *World of the Dead* (set four years later) holds several Easter eggs about what happened to some characters after the original series. Damaris Cortez' fate is revealed in the *Savage Tale: Judging by the Cover*, and what became of Sanctuary is revealed in the *Savage Tale: City of the Damned*. Meanwhile, a new Helltown is mentioned in the gazetteer section. What happened to Edward Russo, UniMed, the CRZ, Johnnie, Reverend Waller, Ollie Resnick, and several NPCs from the player-characters' group, is also revealed throughout the Plot Point Campaign.

The setting has advanced as well. Whereas the original campaign focused on the zombie outbreak and the months after it, *World of the Dead* shows a world several years later. New societies have arisen, new government bodies, and a war is taking place between them for supremacy. The setting has moved from a Stage One into Stage Two apocalypse, and is heading toward a Stage Three.



# New Hindrances and Edges

The following Hindrance and Edges are designed to better define characters surviving in a post-apocalyptic world. Some of them originally appeared in *World of the Dead*.

## New Hindrances

### Gruff (Minor)

The character isn't necessarily mean or ugly, but his personality is a turn-off to others. It could be that he's abrasive, generally antisocial, or just has an aura about him. His Charisma modifier is -2.

### Guilt (Minor)

The character suffers a deep guilt over some past action or failure to act. Make a Spirit roll at the beginning of each session. A failure on the roll indicates the character begins with 1 less Benny. This is cumulative with the Bad Luck Hindrance.

### Gullible (Major)

You are easy to sucker. The Persuasion skill can be used to adjust your attitude toward the other party, though the roll suffers a -2 penalty.

When this Hindrance comes into play, first determine your character's attitude toward the NPC or fellow player-character attempting to use Persuasion against you. Your attitude can never be adjusted more than two steps in a single scene, but you must role-play the result.

You may attempt to undo the effects of Persuasion at any time by making a Spirit roll as a normal action. On a success, the Persuasion result no longer affects you, though they may make another attempt to sway you. On a Raise, you can no longer be affected by Persuasion from that same character for the remainder of the scene.

### Haunted Past (Minor or Major)

The character suffers from some sort of tragic past. Whatever happened, it scarred him deeply and sometimes affects his performance in battle.

Whenever the character is dealt a Clubs suit from the Action Deck, all Fighting, Shooting, and Throwing rolls that round suffer a -2 penalty as the memories flood his mind and cause hesitation. As a Major Hindrance, the character suffers a -4 penalty to the rolls for the round.

### Psychologically Unstable (Minor or Major)

The character is just not all there. For a Minor Hindrance, the character suffers from brief memory lapses, depression, or tends to argue with himself. For a Major Hindrance, the character contains more than one personality (determine a trigger for a personality switch), or some similar problem.

### Responsibility to Others (Minor or Major)

The character has friends or family members for which he is responsible. The responsibility is defined when the Hindrance is gained. It could be a spouse, child, sibling, parent, lover, friend, ex-spouse, et cetera. The other character is an Extra, never a Wild Card. If the character is responsible for only one other individual, then the Hindrance is Minor. If the character is responsible for more than one person, such as his family, then the Hindrance is Major.

The GM is encouraged to be creative with this Hindrance when using it during an adventure. For example, the person could be known for getting into trouble and biting off more than they can chew, constantly forcing the character to rush to the rescue.

Should the person or people ever die, the character must replace this Hindrance with another at an equal rank (or two Minors for a Major). Some suggestions are: Death Wish, Delusional, Guilt, Haunted Memories, and Mean.

## Weakened Strain (Minor)

The character has a lower threshold for mutations and cyberware before they start to take a toll on the body. Strain is reduced by -2.

## New Edges

### Background Edges

#### Celebrity

Requirements: Novice

Before the apocalypse, your character was nationally (perhaps internationally) known, mostly positively. Even now, there's a high chance that he'll be recognized by anyone he encounters. The character gets a +2 Charisma bonus, and gains the benefits of the Rich Edge.

However, fame can be a double-edged sword. Sure, some survivors give your hero special treatment, but others are unimpressed with his charms and will go out of their way to torment him or target him first, either to vent frustration with a failed society, or in a twisted attempt to win "cred" in the eyes of their fellow scum.

This Edge is essentially a variation on the Noble Edge from *Savage Worlds*. In the event the character has both Edges, they do not stack.

#### Eidetic Memory

Requirements: Novice, Smarts d8+

The character has perfect memory and can recall information and experiences with complete accuracy. He receives a +2 bonus to Common Knowledge rolls.

#### Experienced Crafter

Requirements: Novice, Knowledge (specific area) d8+

The character is a craftsman and knows his way around his workshop. When rolling Knowledge to craft items, gain +2 to the total.

## Master Crafter

Requirements: Seasoned, Knowledge (specific area) d10+

In addition to gaining +2 to crafting related rolls, the character now makes the item in half the time.

## High Strain

Requirements: Novice

The character's body is more resistant to the damage caused by genetic mutations or cyberware. Strain is increased by +2.

## Extra High Strain

Requirements: Novice, High Strain

The character's body is more resistant to the damage caused by genetic mutations or cyberware. Strain is increased by another +2, for a total Strain increase of +4.

## Combat Edges

### Ambush Specialist

Requirements: Seasoned, Stealth d8+

The character is an expert at striking from hidden vantage points. Whenever an opponent would make a Notice check to determine surprise against the character's attack, the roll suffers -2 penalty.

### Improved Ambush Specialist

Requirements: Veteran, Ambush Specialist

The character is highly trained at striking from ambush. In addition to the -2 penalty to the Notice check to detect the ambush, the opponent suffers a penalty equal to the degree of cover the character is hiding behind as well as for lighting conditions.

## Edge the Chase

Requirements: Novice, Agility d8+

The character is adept at gaining the upper hand when involved in a chase. Once during a chase, the character can make an Agility roll as a free action. On a success, he is dealt another card and keeps the

better of the two. On a raise, he can either be dealt a new card, or skip the redraw and swap his card for that of one of his opponents, thereby putting himself in a better position over them.

## Improved Edge the Chase

**Requirements:** Seasoned, Edge the Chase

The character can now make an Agility roll to change his card twice per chase.

## One-Armed Bandit

**Requirements:** Novice, Agility d6+, Strength d8+

Since the apocalypse, many a survivor has lost a limb due to tragedy or another. Some have learned to adapt by bracing a weapon differently, or even by creating special modifications to make it easier to hold with one hand.

The character can wield most normally two-handed weapons with one hand, if his Strength is at least one step higher than the Minimum Strength required to use the weapon without penalty. For particularly awkward weapons, the GM may still require you to come up with an explanation as to *how* you manage to wield it. With a chainsaw, perhaps you start it by pulling the cord with your teeth (ouch!), but for something like a bow and arrow, you're going to have to be much more creative.

## Professional Edges

### Black Marketeer

**Requirements:** Novice, Smarts d8+ Persuasion d6+, Streetwise d8+

Some brokers on the Black Market are experts in their trade, maintaining extensive contacts and able to send out feelers for just about anything. Instead of having to take the Connections Edge for each contact, the character gets use of the Connections Edge, as though he possessed it normally, by spending a Benny. This is a single use per Benny spent, but can apply to a new contact each time it is used.

Additionally, the character receives a +2 to bartering rolls for buying and selling goods through the market.

## Mechanic

**Requirements:** Novice, Smarts d6+, Repair d8+

The character knows his way around vehicles, and receives +2 to the Repair roll for fixing and modifying the things.

If the Repair roll gets a Raise, the mechanic makes the needed repairs or modifications in a quarter of the normal time, instead of half the time.

## Scavenger

**Requirements:** Novice, Notice d6, Survival d6+

The character is adept at finding salvage. Scavengers gain +2 to Notice when scavenging.

## Trapper

**Requirements:** Novice, Survival d6+, Tracking d6+

Your character has a +1 bonus to any rolls relating to setting, disarming, or detecting mechanical traps. In addition, he is adept at observing likely paths prey might take, given the local obstacles, line of sight, positioning of bait, et cetera, and knows just the right spot to place a trap for maximum effect.

When your character places a trap, the area is secretly under a Large Burst Template centered on the trap. When anyone enters the area of effect (except for the trapper and anyone else he's informed about the trap's location), the trapper makes a Tracking check with the +1 Bonus, and is opposed by the victim's Notice. On a success, the trap was placed in just the right spot for the victim to step into it; and on a raise, the trap does an extra d6 of damage.

Traps might consist of things such as tripwires tied to the pin of a grenade or to some noise-making cans, or even a bear trap.

## Urban Survivalist

**Requirements:** Novice, Spirit d6+, Survival d6+, Tracking d6+

The character is adept at finding food, shelter, and supplies within urban areas. He gains +2 to Stealth, Survival, and Tracking when in towns and cities.



## Social Edges

### Apocalypse-Adapted

**Requirements:** Veteran, Spirit d8+

You've seen the ruins, the mutations, the aliens or zombies. Whatever your story, and even if you might still run away on general principle, the monsters and horrors just don't impress you like they used to.

Quite simply, your character is immune to Fear and Nausea checks caused by monsters and aliens. There are still plenty of other things in the world to be terrified by, of course, so don't get cocky.

### Competent Ally

**Requirements:** Novice, Wild Card

A chosen allied Extra accompanying the hero is now considered Competent, rolling a Wild Die with all trait checks and able to take Edges that require Wild Card. In all other respects, the character is still an Extra. This Edge does not suddenly conjure up an ally for the character, nor does it grant the player any sort of influence or control over this Extra that wasn't there before. The Extra needn't be human; this could be applied toward a faithful animal companion such as a horse or dog, for instance.

If this ally should be slain or leave the party indefinitely, the benefit from this Edge may be assigned to another Extra after at least a week of getting to know the new fellow survivor.

### Survivor Field Commander

**Requirements:** Seasoned, Common Bond

The character is highly trained and experienced at leading his fellow survivors into battle. When performing a Gang Up, the Survivor Field Commander provides an additional +1 bonus if at least one other ally is adjacent to the target.

Furthermore, the character can coordinate his team to such a degree that they can apply the Gang Up rules to attacks that use the Shooting or Throwing skills, with the same +4 maximum bonus as per the normal. The attackers do not have to be adjacent to the target, but must all be within Short range.

## Weird Edges

### Lie Detector

**Requirements:** Novice, Notice d6+

The character has the strange ability to know when others are not telling the truth. The character's Notice is considered one die type greater for making a check to detect falsehood.

### Changed Edges

*The following Edges work differently than described in Savage Worlds. All other Edges from Savage Worlds function normally.*

- **Rich:** *The character begins with 150 dollars in supplies and resources. However, there is no annual income used in in the apocalypse.*
- **Filthy Rich:** *The character begins play with 250 dollars for initial supplies and gear, but doesn't receive an annual income or equivalent.*



# Values

One of the important things about a post-apocalyptic setting is to explore how the unraveling of society affects people who must try to live through it. It is often challenging to balance one's humanity and values against the pressing needs of simple survival. Does a character risk life and limb to come to the aid of a family member who may be a hindrance to their survival efforts? Can the character's religious beliefs or life philosophy survive the never-ending onslaught? It is important to the post-apocalyptic genre to explore these themes.

Players have several options for bringing these issues into the game and reinforcing the role-play with mechanics. Firstly, *Savage Worlds* already includes a variety of Hindrances that could be used to reflect this such as Code of Honor, Greedy, Loyalty and so on. They provide a solid role-play guideline for the PC, and many GMs will award bennies for good roleplay, but they may not be enough for every gaming group, in motivating battles of will, conscience, and mechanically benefiting players and giving GMs solid roleplaying hooks.

A second option is to allow from 1-3 unique Hindrances that do not result in bonus points, and which must be selected from a GM-determined list of themes. Possible ideas include family members, friends or dependents; traits of a particular religion or philosophy (thou shalt not steal, for example); or general attachments to a location or item such as a bulky urn of the PC's father's ashes.

However, there is a third option that greatly aids players and GMs in making a character's values mean something in game terms. Keeping to these values may cost the PC but they will also make the PC stronger; abandoning their values when it is easiest to do so may spare the PC's bacon, but will have a psychological cost. These rules may better model a character's descent into barbarism, or their stubborn refusal to give up their humanity in the face of overwhelming evil.

## GAINING VALUES

Each character gets between 3 and 7 Values points. To reflect typical tendencies in different age groups, the default is 5 Value points while those with the Young Hindrance get 3, and those with the Elderly Hindrance get 7.

## DEFINING VALUES

The most typical Values are people (parents, children, boyhood friends, mentors), places (where one works, grew up, went to school), things (Grandma's heirloom ring, dad's urn, the only picture of a missing relative), and ideas (religious tenets, personal philosophies, and goals). These should be defined in loose terms, a simple short sentence or a couple of words describing that Value. Competing Values are perfectly fine, but players and GM may need to collaborate if they want to be interdependent. We recommend each starting PC have at least one Value related to at least one other character. It is important for GMs to ensure these Values are both general enough to be brought into play regularly, and specific enough to show exactly when it is really important to that character. Everyone wants World Peace, but people die for the cause of peace in Darfur.

Each Value can have a rating of one or more, showing just *how* important it is to the character (and showing the GM how much the player would like to focus some of the storyline on that aspect of the character). Each point in a Value decreases the total available Value Points by 1.

Care should be taken that Values of Hindrances don't overlap too much, although that too could be interesting in game play.

## USING VALUES

There are three ways for a player to use Values, each subject to GM approval before use. Values can be spent before a roll to increase one of the dice by one step. Values can be spent after a roll to either reroll one die, or add +1 to the result. And finally, a Value can be used to automatically throw off the effects of being Shaken. After each use of a Value, check off one of the points assigned to it. When all the points are used, no more are received except by GM action (see below), or at the end of the session. Note that the GM must determine the task at hand somehow directly relates to the character's values, and only those Values can be used.

GMs can also use Values against the players. When the GM feels a Value would hinder a character's

action, he can opt to use the Value to cause the player a -2 or -4 to the roll. For each -2 the GM penalizes the roll, the player receives a benny. Alternatively, the player can deny the Value being used. To do this they have two options. As a free action (similar to getting rid of a Shaken result), they can make a Spirit roll with a modifier equal to the -2 or -4 the GM was trying to cause. On a success, they take only half the penalty to the Trait roll they were otherwise about to make (so -1 or -2) and still get a single benny. On a raise, they resist the penalty entirely. They can also simply spend a benny to deny the penalty entirely.

The player only need spend only one benny, regardless of the proposed penalty.

## EVOLVING VALUES

After each major campaign segment is completed, players and GMs should sit down to redefine Values by either moving 1 Value point between two existing Values or one existing value and another, new Value. Or, by changing one Value to something else. For example, a character may decide they aren't so loyal to Uncle Bert after all, but have a newfound loyalty to another PC; a point would be removed from "Looking Out for Uncle Bert" to the new Value, "Always Has to Rescue Lisa" (another PC).





# Expanded Social Interaction

Although *Savage Worlds* already provides a baseline method of dealing with social interaction through the **Social Conflict** rules, the following rules are useful when attempting to change an NPC's attitude, which can be especially useful in a post-apocalyptic setting. He can also be used against a player-character with the Gullible Hindrance.

## Using the Rules

This rule is used in conjunction with the Social Conflict rules. It adds another layer to the process, and considers the general attitude of the NPCs that the player-characters will encounter.

First, the GM decides the NPC's attitude based on the needs of the scene, and whether the Persuasion skill or Intimidation skill will be used by the player. The first number in parenthesis next to each attitude type is the bonus or penalty the NPC receives to their opposed roll in the ensuing Social Conflict. If the roll is not opposed, then the second number instead applies to the player's roll.

The player can attempt to change the attitude by making an appropriate roll (Persuasion or Intimidation). For each success and Raise, the NPC's attitude shifts one step down the ladder. On a failure, the attitude rises one step on the ladder. If the roll rolls snake-eyes, the attitude rises two steps on the ladder.

Attempting to adjust an NPC's attitude cannot be done more than twice in a single scene by the same character, though a different character could step in and try beyond that.

## Persuasion Skill Attitudes

**Hostile (+4/-4):** The character wishes you harm and might even go out their way to get it.

**Unfriendly (+2/-2):** The character doesn't like you. They might go out of their way to harm you, but they probably wouldn't ignore such an opportunity if it was presented.

**Indifferent (+0):** The character doesn't have feelings for you one way or another.

**Friendly (-1/+1):** The character is willing to help you, if it doesn't put them at considerable risk.

**Helpful (-2/+2):** The character will help you even at great risk.

## Intimidation Skill Attitudes

**Confident (+4/-4):** The character isn't afraid of you, and is fairly confident that they're your equal or better.

**Cautious (+2/-2):** The character is given reason to take pause, and isn't exactly sure if they can take you.

**Apprehensive (+0):** The character is a little intimidated by you, and takes -1 to any actions against you.

**Fearful (-2/+2):** The character is afraid of you. All actions they take against you suffer -2 penalty, including Test of Wills during questioning.

**Terrified (-4/+4):** The character is absolutely terrified of you, and won't take actions against you no matter what. If questioned, they'll spill their guts.



# Crafting

Let's be honest here, the days of heading down to the local Home Depot, Wal-Mart, Target, or Kohls, is over. Forget about that Starbucks coffee, or those beer and NFL weekends. Need clothes? You better find a decent place to loot them from, have some in storage somewhere that haven't already been stolen, or be able to make them. Patching and sewing what you're already wearing every day in the grueling post-apocalyptic world is only going to go so far.

Need a gun, even a very basic one? Again, unless you can loot or steal one, you better know how, or know someone who knows how, to make one. Wipe that look off your face, survivor. Guns were being constructed long before modern factories and assembly lines.

No resources to make a gun? How about a bow and some arrows? Come on, even primitive societies could make them. Can you? Well, someone out there probably can. Better hope they're part of your community.

Forget about the weapons and armor for a minute. What about food? Can you effectively plant and tend a garden? How good is your knowledge of agriculture? How about herbalism? You're going to need those herbs since the local pharmacies, never mind Big Pharma Companies, are long gone. There won't be any more pharmaceutical manufacturing or distribution. How do you treat illness, or infection, or clot a wound?

Although they play a role in your survival, at the end of the day skills like Fighting and Shooting will only keep you alive for so long. You're going to be much more practical knowledge, and if you don't have it then you better have that Persuasion skill to convince people with those skills to join your community.

In the post-apocalyptic world, knowledge is power.

## Knowledge is Power

The Knowledge skill is one of the most vital skills you can have on the character sheet. In many instances,

it's going to mean the difference between wasting away and surviving another week.

In *Savage Worlds*, the Knowledge skill is not a complete skill by itself. It must have an area of knowledge attached to it. In many settings, something like the Knowledge skill is a good way to spend a few points to indicate a particular background for your character. In a post-apocalyptic campaign, an area of knowledge becomes much more vital.

It would be impossible to cover every possible area of knowledge in the limited space of this book. So, let's look at a few examples.

- **Knowledge (Blacksmithing):** Congratulations! With the right equipment, you can be the new village blacksmith, but with the possible advantage of power tools over your medieval counterpart, if you've got a working generator.
- **Knowledge (Computers):** Though less useful since the fall of the Internet and power grids, it has some utility in larger survivor communities. A certain degree of "computer savvy" is Common Knowledge for many pre-Apocalypse survivors, but this skill represents broad computer knowledge to cobble together components to build, maintain, upgrade, program, or even "hack" a computer. Of course, in a science fiction or futuristic apocalypse setting, this skill becomes much more useful.
- **Knowledge (Chemistry):** Want to make biodiesel? Improvised explosive devices from common household chemicals? This is your skill. Expect to be in high demand, for better or worse.
- **Knowledge (Demolitions):** This is the skill for properly defusing or setting explosive devices. It has some overlap with Chemistry, since you could use appropriate components to build a bomb as well.
- **Knowledge (Gunsmith):** You're a do-it-yourselfer when it comes to firearms, better able to salvage and modify guns. With a bullet mold and press, heating element, you can break down bullets of unwanted calibers to refill spent shell casings. (Translation: You can "buy" ammunition at half price in trade value, or else convert ammunition from one caliber to another if it's the same general class.)

- **Knowledge (Leatherworking):** In this world, this covers everything from skinning, to tanning, to working leather into boiled leather armor, motorcycle suits, slings, quick-draw holsters, and just about anything else you could craft out of leather.
- **Knowledge (Gardening):** Being able to plant vegetables, keep the crops safe from pests and weather, and knowing when to harvest them. Since vegetables are a primary source of many vitamins and minerals a body needs, this skill keeps folks at least moving toward remaining healthy.
- **Knowledge (Herbalism):** The ability to know which herbs are poisonous and which can be used for various purposes, especially medicinal.
- **Knowledge (Animal Husbandry):** The know-how on raising animals and keeping them healthy.
- **Knowledge (Wild Game):** Know how to hunt and clean animals, how to preserve meats, and keep yourself and the community fed.

## Knowledge and Crafting

Crafting items in the post-apocalyptic world relies solely on the Knowledge skills. Since a campaign shouldn't be bogged down in a long list of Knowledge based skills, it's fine to keep things somewhat broad. Using Knowledge (Gunsmith), for example, is fine for the ability to make both the firearm and the ammunition, even though we all know there is much, much more involved in the process. Likewise, using Knowledge (Chemistry) to make some fuel is also acceptable.

### Difficulty to Craft

To craft an item, first determine what it is you want to craft and find its cost in the *Savage Worlds* gear section. If an item isn't listed, assign a cost to it based on similar items.

Jake has Knowledge (Gunsmith) and wants to create a firearm that's the equivalent of a 9mm Glock. According to the gear section in *Savage Worlds*, the gun costs \$200.

Once the cost is figured out, it's time to figure out how many Success and raises the player needs to roll. Each success and raise allows the crafting

of \$100 worth of goods (round up to the nearest \$100). So, in the case of the proposed firearm, Jake will need a success and one raise on the Knowledge (Gunsmith) roll.

As can be guessed, many powerful items (like good firearms) are going to be very difficult to craft in a post-apocalyptic world.

### Crafting Modifiers

Before the crafting roll is made, however, fate plays its fickle hand in the process. Draw a card from the Action Deck and compare it to the Crafting Modifiers chart to determine any possible bonuses, penalties, or complications to the process. A card from the Clubs suit will always bring some sort of penalty or complication to the mix.

Difficulty	Time
<b>Clubs Suit</b>	
One-Four	A part is damaged. Suffer -1 to the crafting roll.)
Five-Seven	A part of broken. Suffer -2 to the crafting roll.)
Eight-Ten	Yikes! A tool broke. Suffer -4 to the crafting roll.)
Jack-King	Not enough resources in hand. Add \$100 to the cost)
Ace	You're missing resources. An adventure must be completed to find them.)
<b>Diamonds Suit</b>	No modifier)
<b>Hearts Suit</b>	+2 to the roll)
<b>Spades Suit</b>	-2 to the roll)
<b>Joker</b>	+4 to the roll)

If an adventure is required to find resources or components, the GM and player can work out what needs to be found based on what type of item is being crafted.

Jake got unlucky and drew a Jack of Clubs. That means he's missing something important, and it'll now raise the cost by another \$100, requiring a success and two raises to complete.



## The Crafting Roll

To craft the item, make an appropriate Knowledge roll. If successful, the item is made after the allotted time, as explained below. If the crafting roll fails, it can be attempted again, but since resources have been consumed, the cost increases by an additional \$100.

### Time to Craft

The time to craft the item is one day per every \$10 of cost (do not round up to the nearest \$100 this time).

Jake succeeds on his Knowledge (Gunsmith) roll. The cost of the weapon is \$200, so it'll take him 20 days to craft the item. That means 20 days of being in his workshop and not out adventuring.

### Why No Post-Apocalyptic Gear Chart

*Originally we were going to have a gear listing for various post-apocalyptic items. What it amounted to was a cost chart based on the modern world falling into an apocalypse. What about a fantasy apocalypse? A cyberpunk apocalypse? Or even a space-faring apocalypse?*

*In the end, we decided the gear charts in Savage Worlds provided enough general material, and books like the Fantasy Companion and Science Fiction Companion from Pinnacle Entertainment Group already covered most items for those genre of apocalypse campaigns.*

## Animals and Meat

When using crafting to harvest meat from animals, divided the animal's normal weight by 50% to determine the amount of meat (in pounds) that can be gained. Although experts vary on how much meat a person should eat per day to maintain muscle, assume a quarter-pound per day, or a pound per day to build muscle.

Once you figure out the population of your community, you'll be able to get a rough gauge of how much meat you might want.

Each success and raise produces 100 pounds of meat.

## Growing Fruit and Vegetables

When using the crafting rules to determine how much fruit and vegetables are harvested, each success and raise produces 10 pounds' worth of harvest.

## Hunting Game

Although not necessarily crafting, hunting game to gather meat for a community can be an important task.

This is not the same as using the Survival skill to find food in the environment. That use of the skill is better suited for when the player-characters are off on their own, adventuring beyond the boundaries of the community.

Instead, this rule covers hunting and gathering meat in large quantities— in other words the quantities needed to feed an entire community.

### Hunting

Hunting can be used almost as a mini-game. An unmodified Tracking skill roll is sufficient to track down some game, the exact nature is determined by the GM. If the players are seeking a specific type of game (such as deer) there is a -1 penalty to the roll.

After the game is found, the characters must then each make a Stealth roll against its Notice roll. On a success, the characters can make normal Shooting rolls. On a Raise, the characters gain a +2 to the Shooting roll. If the Stealth roll is failed, the Shooting roll is at -2 as the game is spooked. The modifier to the Shooting roll is based on the result of the lowest Stealth roll.

Most game is an Extra. For particularly tough animals, like a Deer or Bear, it is considered a Wild Card and will run if not Incapacitated.

### Meat Yield

There are so many factors that determine how much meat is yielded from an individual animal. Even two Deer or two Turkeys won't necessarily yield the same amount of meat.



Size	Examples	Yield in Pounds
Small	Turkey, Chicken, Dogs	d6x3
Medium	Deer, Horse	d6x5
Large	Bear, Lion, Rhino	d6x7

## Fishing

*Again, the Survival skill covers a character fishing for himself and a player-group. When fishing for an entire community, however, roll Knowledge (Fishing), which includes the know-how of where to fish, what type of bait to use, the best techniques, and so forth.*

*On a success and for each Raise, the fisherman catches 20 pounds of fish. Each success and Raise represents 3 hours of time.*

To yield meat from a carcass, make a Knowledge (Butchering) roll. For a success and each raise, a number of pounds of meat are yielded based on the general size of the animal.

Keep in mind that even if the player rolls incredibly high, common sense must prevail. Someone isn't going to yield 60 pounds of meat from a 40-pound Turkey.

# Hauling and Storing Cargo

## Cargo Space

Cargo Space is an abstract unit of storage measurement. Since items can come in all sizes and weights, where a small item might weigh more than a larger item, Cargo space simply allows you to determine how best to haul and store your scavenged items.

Most Cargo Spaces are listed as part of the vehicle stat blocks in the Vehicles section. In this section, we cover a few more facets about it.

## Trunk Space and Seating

As a rule of thumb, a typical sedan or SUV has one “Cargo Space” that can be filled without hampering the vehicle’s performance; we’ll pretend that it’s roughly equivalent to about 300lbs of gear for encumbrance purposes.

Is that not enough?

Well, you can convert one seating space in the car into a Cargo Space simply by loading it up with junk. That just means one fewer person can fit inside. So, don’t forget— you still need room for the driver!

The typical open-bed pickup truck has 4 Cargo Spaces (of course, four adults could be sitting somewhat uncomfortably back there, too).

## Rooftop

Alternatively, you can strap additional junk onto the top of a car or SUV, but at the expense of handling in the form of -1 to Driving checks. This gives you an additional Cargo Space, but you need a plausible way of getting it to stay up there — either a cargo rack and some cable, or a car travel pack, or a whole lot of duct tape and some prayers. If the car crashes, don’t expect a high chance all that junk will stay in place. This technically cuts into your fuel efficiency, too (if the GM is keeping track of that for long-haul trips).

## Trailers

A hitch and a trailer can give additional room for loot to carry, but, again, this reduces the maneuverability of the car, and makes it a whole lot harder to back up when you’ve just hit a dead-end, or turned a corner and run into a serious problem.

## Cargo Containers

Although the vehicles section lists the Cargo Spaces for a wide variety of vehicles and trailers, here are the Cargo Spaces available to some stationary storage containers that you might get usage out of in a post-apocalyptic world.

## Small Shed

The typical small storage units usually used to store lawn equipment and tools.

**Toughness:** 6

**Cargo Spaces:** 7

## Medium Shed

The medium shed is the type found in most backyards that store riding lawn equipment, seasonal chairs and tables, and a few assorted tools.

**Toughness:** 6

**Cargo Spaces:** 8

## Large Shed

The large shed occupies a wide space, and usually comes equipped with double doors. Typically found in rural or suburban backyards.

**Toughness:** 6

**Cargo Spaces:** 12



# Garage

A typical two-car garage attached to a house.

Toughness: 10

Cargo Spaces: 25

# Barn

The average building found on most farms and in many rural areas. The barn is a two-story affair, and the listed cargo spaces assume the thing is otherwise empty of equipment and livestock.

Toughness: 12

Cargo Spaces: 300

# Cargo Spaces and Crafting

Cargo spaces can have an added benefit or hindrance to the crafting process. Keep in mind that this method is entirely optional and won't fit the playstyle of every group.

For those who want their stored salvage to have a bearing on their crafting attempts, draw one card from the Action Deck for each cargo space you personally have in use storing objects, and consult the Available Resources chart below. Choose the best card to use.

Regardless of how many cargo spaces you have in use, you can draw a maximum of four cards. These cards are in addition to the card drawn during the actual crafting process, and any results from this draw stack or off-set with those drawn during crafting.

# Available Resources

Draw Card	Result
Clubs Suit	
One-Four	You don't have what you need
Five-Seven	You found it
Eight-Ten	You don't have what you need
Jack-King	You really had to search for the stuff. Add 1d6 to the crafting time.
Ace	You have to repair some of the needed items
Diamonds Suit	You have all the needed tools and resources
Hearts Suit	You have more than you need
Spades Suit	You found a better tool to use
Joker	Draw two cards and choose the best one. If both are clubs

# Scavenging

Survivors in the post-apocalyptic world still need clothes, medicine, food, and other supplies. Not everything can be manufactured, even by the most industrious communities. To fill that supply demand, scavenging is a necessary part of survival. Whether it's the dangerous ruins of a city or town, combing through long abandoned business and homes is a skill that every survivor must hone.

For the more entrepreneur-minded, finding the right stuff can also lead to a very lucrative lifestyle in the new world.

## Science Fiction and Fantasy Settings

The Scavenging section deals with a modern-world post-apocalypse. Science fiction and fantasy settings are little trickier, and would require more space than this book allows, so GMs are encouraged to create their own Structure Type charts for their specific settings. The type of starships, starbases, planets, fantasy villages, kingdoms, guild halls, mage towers, and the like, make it very difficult, if not impossible, to do a one size fits all series of charts.

Alternatively, GMs in such campaigns can simply assign a Base Cargo and Salvage Type to whatever type of structure the players are scavenging at the time.

Salvage Type should also be adjusted as needed. For example, characters in a fantasy apocalypse are not going to find electronic equipment, but might find magic items or artifacts. The *Fantasy Companion* and *Science Fiction Companion* books from Pinnacle Entertainment Group are great resources for genre specific salvage, as are books like *Interface Zero 2.0* (Gun Metal Games), *Hellfrost* (Triple Ace Games), and *Nova Praxis* (Void Star Studios), the latter being a great resource for a transhumanism style campaign.

We've also included specific fantasy and science-fiction scavenging charts within the appropriate settings in the *Apocalypse Unleashed* setting frameworks book.

## Finding Places to Scavenge

Whether it was an EMP strike, an asteroid, nuclear war, a zombie outbreak, or an alien invasion, the apocalypse is going to take its toll on man-made structures. Even in the case of something relatively non-violent such as an EMP strike, the ensuing riots, violence, explosions, and fires, are still going to cause significant damage to buildings. And with emergency services all but gone, those fires and explosions are going to go unchecked.

As the characters ply the post-apocalyptic world looking for salvage— items to use or sell— they're mainly going to be searching all those long abandoned buildings.

The first thing the GM does on a scavenging run is to roll a d20 on the Building Type chart to determine what buildings the characters have found. The GM can roll as many times as needed, depending on whether the characters are in a city, suburban center, or rural town.

### Structure Type

**Structure:** Indicates the type of building that's being searched. Some results are specific, such as single-family home, while others are more generic, such as small retail store and can be specified in the context of the narration.

**Base Cargo Space:** Indicates the number of base cargo spaces worth of salvage that can be discovered, modified by the Notice roll and the structure's salvaging history.

**Salvage Type:** The type of salvage that can be discovered at the location. Players and GMs should define individual pieces as needed. For example, *electrical* could mean brand new circuit boards or fuses, or could be cannibalized components from abandoned desktop terminals.

After you've determined the type of structure that's being searched, roll a d6 on the Structure Condition chart to determine the structure's state of disrepair. Each condition will indicate how many times to roll on the Structure Hazard chart.

Roll	Structure	Base Cargo Space	Salvage Type
1	Small Office complex	d4	Type II
2	Convenience Store	d4	Type VIII
3	Single Family Home	d4	Type I
4	Department Store	d6	Type III
5	Warehouse	d8	Type IV
6	Armory	d6	Type V
7	Restaurant	d4	Type VI
8	Medium Office complex	d6	Type II
9	Drug Store	d4	Type VII
10	Big Box Store	d8	Type II
11	Fire Station	d4	Type VII
12	Hospital	d6	Type VII
13	Apartment Building	d6	Type I
14	Super Market	d6	Type VIII
15	Police Station	d4	Type V
16	Townhome	d6	Type I
17	Small Retail Store	d6	Type VIII
18	Auto Shop	d4	Type IX
19	Large Office Complex	d6	Type II
20	Medical Clinic	d4	Type VII

## Structure Condition

Roll	Result	Structure Hazard Rolls
1	Collapsed	0
2	Heavily Damaged	3
3-4	Lightly Damaged	1
5	Moderately Damaged	2
6	Undamaged	0

**Undamaged:** The structure is fully intact.

**Lightly Damage:** The structure has broken windows, maybe some holes in the walls, but is otherwise intact.

**Moderately Damaged:** The structure has a few missing walls, holes in the ceiling, and maybe some small sections of missing floor.

**Heavily Damaged:** The structure is standing, but barely. The roof is collapsed, the walls aren't all the sturdy, and the floor might give away at any moment.

**Collapsed:** A collapsed building is primarily a pile of rubble. Though there might be a room or two still standing, the scavenger is mostly going to be digging through rubble.



After determining the structure's condition and how many times to roll on the hazards chart, roll a d12 for each hazard and consult the chart below.

## Structure Hazards

Roll	Result
1	Ambush Attack, Major
2	Punch Through Floor
3	Ambush Attack, Minor
4	Roof Cave-In
5	Others Arrive, Moderate
6	Wall Crumbles
7	Ambush Attack, Moderate
8	Others Arrive, Major
9	Floor Collapse
10	Others Arrive, Minor
11	Trap Is Tripped
12	No Hazard

**Ambush attack:** The group is attacked by zombies, aliens, supernatural creatures, outlaws— whatever the setting calls for.

- **Minor:** Half the number of attackers as the characters.
- **Moderate:** One per character. At least one Wildcard attacker.
- **Major:** Two per character. At least one or two Wildcard attackers.

**Floor collapse:** The floor beneath the character completely collapses. Make an Agility roll. On a success, the character takes 2d4. On a failure, the character takes 2d6 damage.

**No Hazard:** You lucked out. Enjoy your spoils.

**Others arrive:** A group of enemies, dependent on the setting the same as for an Ambush Attack, arrives on the scene, potentially trapping the characters inside the structure.

**Minor:** One (1) enemy per character. At least one Wildcard enemy.

**Moderate:** Two (2) enemies per character. At least one or two Wildcard enemies.

**Major:** Three (4) enemies per character. At least two or three Wildcard enemies.

**Punch through floor:** The character's foot punches through the floor. Make an Agility roll to avoid falling through and taking 2d6 damage. Otherwise, it takes a full round to pull the foot out.

**Roof cave-in:** The roof caves in over the character. Make an Agility roll at -2 to avoid 2d6 damage.

**Trap is tripped:** Someone rigged the place to explode. Everyone within a Medium Burst Template of the character must make an Agility roll to get behind cover or suffer 2d8 damage.

**Wall crumbles:** The wall next to the character suddenly walls toward them. Roll Agility to avoid taking 2d8 damage.

Finally, roll a d4 on the Scavenging History chart to determine any modifiers to the upcoming Notice check and the Cargo Space salvage roll.

## Scavenging History

Roll	Result	Notice Modifier	Cargo Space Modifier
1	Heavily Scavenged	-4	-2
2	Moderately Scavenged	-2	-1
3	Lightly Scavenged	+0	+0
4	Never Scavenged	+1	+0



## Scavenging the Place

Once all the preliminaries are out of the way, each character participating in searching a structure makes a Notice check, modified by the place's salvaging history. On a success, they discover the structure's Base Cargo Space in salvage. Each raise on the roll adds +1 cargo space to the total.

When making the Notice check, don't forget to also apply any lighting modifiers from *Savage Worlds*.

## Determining Salvage

If the Notice check was successful, then roll the indicated Base Cargo Space die from the Structure Type chart. Apply any modifier to the roll based on the location's salvaging history, and then add +1 cargo space for each raise achieved on the Notice check.

For each cargo space the character salvaged, roll the appropriate die on the Salvage Type chart as indicated for the location next to the structure's type.

### Salvage Type I (roll d8)

Roll	Salvage
1	Food
2	Weapons
3	Armor
4	Electrical
5	Mechanical
6	Misc.
7	Fuel
8	Medical

### Salvage Type II (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Fuel
5-6	Misc.

### Salvage Type III (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Mechanical
5-6	Misc.

### Salvage Type IV (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Food
5-6	Mechanical

## Salvage Type V (roll d6)

Roll	Salvage
1-2	Armor
3-4	Misc.
5-6	Weapons

## Salvage Type VI (roll d6)

Roll	Salvage
1-2	Food
3-4	Fuel
5-6	Misc.

## Salvage Type VII (roll d6)

Roll	Salvage
1-2	Electrical
3-4	Medical
5-6	Misc.

## Salvage Type VIII (roll d6)

Roll	Salvage
1-2	Food
3-4	Medical
5-6	Misc.

## Salvage Type IX (roll d6)

Roll	Salvage
1-2	Fuel
3-4	Mechanical
5-6	Misc.

# Salvage Value

Now that you have your cargo spaces' worth of salvage, it's time to determine what it's worth. Use the chart below to figure out the value of what you've found. Roll the appropriate die next to each

type of salvage, and multiply it by the amount (which represents dollars, or whatever type of currency your setting uses).

Salvage Type	Value (per Cargo Space)
Armor	1d6 x 300
Electrical	1d4 x 100
Food	1d6 x 200
Fuel	1d6 x 200
Mechanical	1d4 x 100
Medical	1d8 x 400
Misc.	1d4 x 50
Weapons	1d6 x 300

# Finding Vehicles

Finding working vehicles can be a great discovery, but unless the characters were fortunate enough to take the vehicle from a living person, the chances of it having the keys waiting for them aren't good. If you want to randomly determine if the keys are available, roll a d6. On a 5 or 6, the vehicle has keys with it.

Otherwise, they are going to have to hotwire the thing.

Hotwiring an older model car requires at least a screwdriver and Repair roll at -2 penalty. If the car is a newer model (and more likely has an anti-theft system) the Repair roll suffers -4 penalty.

Attempting to hotwire it while under pressure (such as a battle raging around the character) imposes an additional -2 penalty.

If the characters want to sell the vehicle, the value will depend on whether the buyer has access to fuel. If the buyer would have access to fuel, the value is whatever total is rolled. If the buyer doesn't have access to fuel for the vehicle, the value is cut in half (round up).



## Vehicle Value

Vehical Type	Value
Car	1d6 x 2000
Truck	1d6 x 3000
Motorcycle	1d4 x 1000
Cargo Hauler	1d4 x 500
Semi (no trailer)	1d6 x 3000
Semi (with trailer)	1d6 x 5000

## Selling and Trading

Travelers in the post-pandemic world often come across remnants of the old world, preserved foods that were somehow missed by looters in the early days and survivors in the years that followed, weapons, mundane items, and even technology that could be used by a settlement with electrical power.

A successful Streetwise roll in any town, modified by its size as shown on the Finding a Buyer table, allows a character to unload his good for a quarter of the value. On a raise, the buyer will pay half of the value. This roll can be attempted once per week.

### Finding a Buyer

Community Size	Streetwise Modifier
Tiny	-4
Small	-2
Medium	+0
Large	+1
Gigantic	+2

## Bartering

There are two types of bartering. One uses the market value of the item and assumes the character is negotiating a payment in accepted currency. The

other is when the individual doesn't have currency, or doesn't have a form of note that the community will accept, and must barter with labor. The hours of labor are based on the normal price of the item.

Regardless of the type of bartering, use the **Social Conflict** rules from *Savage Worlds*. The rolls are opposed Persuasion checks, with the character's margin of victory determining the final price to be paid for the item.

### Currency Bartering (Purchaser)

Margin of Victory	Result
None	2x normal price
Tie	Normal price
1-2	75% normal price
3-4	50% normal price
5+	25% normal price

### Labor Bartering (Purchaser)

Margin of Victory	Result
None	1 hours per 5
Tie	2 hours per 5
1-2	3 hours per 5
3-4	4 hours per 5
5+	8 hour per 5

The above charts assume the character is the one attempting to purchase the item. If the character is the one selling the item and negotiating a price, use the following charts instead.

## Currency Bartering (Seller)

Margin of Victory	Result
None	50% normal price
Tie	Normal price
1-2	1.5x normal price
3-4	2x normal price
5+	2.5x normal price

## Labor Bartering (Seller)

Margin of Victory	Result
None	10 hours per 5 currency value
Tie	8 hours per 5 currency value
1-2	6 hours per 5 currency value
3-4	4 hours per 5 currency value
5+	2 hours per 5 currency value

## Black Market

### Connections Edge and the Black Market

*Dealing on the black market means knowing a person, or several people, who can get you what you need, and who know you can be trusted. This is represented by the Connections Edge. Simply taking the Edge, however, doesn't grant you unlimited access to the market. Black marketeers are specialized. While one broker might be able to get you firearms, you will need another to get you vehicles. Usually, the broker getting you military grade explosives is not the same person dealing in slaves.*

*A Connections Edge must be taken separately for each type of item category, unless the character has the Black Marketeer Professional Edge.*

A small community will likely provide the characters with some basic supplies, while a large settlement might have a few weapons or armors to trade. What happens, though, when the character needs to get his hands on a vehicle or firearm, things even the largest settlements are loathe parting with? Where can the character go to purchase rare items, like functioning night vision goggles, military grade explosives, or even a can of pre-apocalypse beer?

He goes to the black market.

Since the apocalypse, the black market has grown into a thriving, highly secretive microcosm. Though it exists in nearly all facets of post-apocalyptic life, and many rumors persist that it stretched across boundaries and oceans, getting in touch with someone associated with the underworld is not easy for the uninitiated.

To contact someone in the black market, the method is very similar to using the Connections Edge with a few modifications as detailed below.

First, make a Streetwise roll. Unless the character has the Black Marketeer Professional Edge, or has the Connections Edge specifically for that category item, the Streetwise roll suffers a -4 penalty.

Once the broker has been contacted, the character must make a Persuasion roll to get a hold of the item. On a failure, the black marketeer refuses to come through with the item. Perhaps the character inadvertently did or said something to spook the broker, or maybe the item just isn't readily available through the broker's channels.

On a success, the character can get the item, and any price bartering receives no modifier.

On a Raise, the character can attempt to negotiate the price (see: **Bartering**) and gain a +2 bonus to the roll.

On two or more raises, the character gains a +4 bonus to the bartering attempt.

# Gear

## Gear from Savage Worlds

Pretty much all the normal, modern era gear from *Savage Worlds* can be found in the post-apocalypse. Not all of it, however, is readily available. The availability and price modifications for various type of gear depend on which of the three Stages in which the apocalypse is taking place.

These cost modifications **do not** affect Crafting, which uses the cost as printed in *Savage Worlds*.

**Modern Armor:** Most modern armor is going to be used by the community that has it, so it won't come cheap. Modify the costs found in *Savage Worlds* as follows.

- **Stage 1:** Double the cost
- **Stage 2:** Triple the cost
- **Stage 3:** Double the cost

If attempting to purchase it through the Black Market, the cost of the armor as follows:

- **Stage 1:** Triple the cost
- **Stage 2:** Quadruple the cost
- **Stage 3:** Triple the cost

**Firearms:** Guns and ammo are another commodity not available for sale in towns. Like with armor, if they have it, you better believe they are using it. And since firearms can literally keep a community alive, the costs are even more expensive.

- **Stage 1:** Triple the cost
- **Stage 2:** Quadruple the cost
- **Stage 3:** Triple the cost

If you're turning to the Black Market, you better be ready for some serious financial shock.

- **Stage 1:** Quadruple the cost
- **Stage 2:** 5x the cost
- **Stage 3:** Quadruple the cost

**Melee Weapons:** Getting a hold of a melee weapon is a little easier. Settlements are willing to sell them, and some of them can even manufacture a few through the local blacksmith. Melee weapons listed in *Savage Worlds* have their cost increased by half. So, purchasing a short sword or its equivalent would cost the character \$400 (or equivalent currency).

**Bows and Arrows:** You'll find that a lot of folks have returned to a reliance on the trusted bow for survival. Purchasing a modern era, pre-apocalypse crossbow (which can also be purchased in some towns) has the cost doubled from what is listed in *Savage Worlds*, but a post-outbreak manufactured equivalent of the listed English Long Bow costs the same as what is listed. Arrows do not have their costs changed from what is listed in *Savage Worlds*.

**Mundane Items:** The mundane items listed in *Savage Worlds*, whether they are purchased as pre-outbreak manufacturing or from a town that can do it themselves, have no cost increase from what is listed in *Savage Worlds*. On the Black Market, all costs are doubled.

## New Gear

Below are listings for new gear found in post-apocalypse. All costs are in listed in modern, pre-apocalypse value, so be sure to adjust for whatever Apocalypse Stage you're running.



## Armor

Type	Armor	Weight	Cost	Notes
Duct Tape	+0	1 lb	100	Covers all locations
Motorcycle Suit	+0	2 lb	150	Covers torso, arms, legs
Rain Poncho	+0	1 lb	10	Covers torso, arms, 50% vs. head shot and legs
Scrap Armor	+1	10 lb	200	50% vs. all locations

## Melee Weapons

Type	Damage	Weight	Cost	Notes
Pole, Metal	Str+d4	5 lb	500	Parry +1, Reach 1, 2 hands
Stun Gun, Melee	2d8*	1 lb	800	See notes for Stun Gun, but use Fighting skill (melee only)

## Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Bow, Compound	15/30/60	2d6	1	1000	5 lb	1	-	Reload as free action
Crossbow, Reverse	18/36/72	2d6	1	1000	8 lb	1	-	AP 2, 1 action to reload
Pepper Spray	0/1/2	2d6*	1	100	1 lb	6	-	+2 to hit; see notes
Stun Gun, Civilian	1/2/-	2d8*	1	600	5 lb	1	-	See notes
Stun Gun, Police	1/2/4	2d8*	1	800	5 lb	1	-	See notes

## Thrown Weapons

Type	Range	Damage	Cost	Burst	Weight	Notes
Chemical Cocktail	5/10/20	2d6	25	MBT	2 lb	See notes
Molotov Cocktail	5/10/20	2d6	25	MBT	2 lb	See notes

## Ammunition

Type	Weight	Cost	Notes
Bullets/ Hollow-Point	-	-	+2 damage except vs. armor; see notes
Cartridge/ Stun Gun	1 lb	200	1 ranged shot; up to 5 rounds of charge

## Armor Notes

### Duct Tape Armor

This is highly uncomfortable, and only lasts until you take it off, but can be made with about 8 rolls of duct tape and some scrap cardboard or newspaper. The cost is for the actual duct tape.

### Motorcycle Suit

This is designed mostly to keep all your body parts together and your skin intact, should you wipe out on the highway.

### Rain Poncho

This is not one of those light and flimsy ponchos that fold into a tiny square and fits in a purse or pocket, but rather one of those thick, heavy, ponchos, or perhaps even a section of tarp with a hole cut in it. The poncho can be taken off or put on with a single action.

### Scrap Armor

This is a mish-mash of protective sports and/or work gear hastily thrown together. Examples include football shoulder pads, hockey padding, steel mesh gloves, a hard hat with visor, and so forth. While it offers some protection, it has many gaps that might be exploited, and parts that might fall out of place in action, hence only a 50% chance to protect against any given attack.

To represent more competently-assembled armor built from such protective gear, use the statistics for leather armor from *Savage Worlds*.

## Melee Weapon Notes

### Pole, Metal

Sturdier and more lightweight materials mean that, with a bit of tape wrapping to make for a suitable grip, a simple metal pole can make for an effective makeshift weapon, superior to a solid wood staff.

## Ranged Weapon Notes

### Pepper Spray

This one-use self-defense chemical spray (not necessarily literally “pepper spray”) is meant to be sprayed in the face of an attacker. Due to the nature of the spray, there is no need to take a Called Shot penalty to aim for the eyes, but this is useless if the eyes are covered (such as by a face visor or full helmet). This is treated as non-lethal damage.

### Stun Guns

Stun guns work by launching a pair of electrodes at the target, and sending a debilitating electrical charge through the target, interfering with the target’s muscle control (so it works just as well on the living dead as on the living). In game terms, this is treated as a non-lethal damaging attack, except that nothing more than a Shaken result can be caused, and this has no effect upon armor (requiring a Called Shot to hit an unarmored part of an otherwise armored target). The target is unable to make a recovery attempt, and is unable to move while Shaken, for as long as the attacker keeps sending a charge through the target, for up to 5 rounds before the battery expires.

Stun guns for civilian use have a more limited range than those for police use, due to legal restrictions. Alternatively, a stun gun can be used in melee, pressed against the target rather than at range, using Fighting skill rather than Shooting.

## Thrown Weapon Notes

### Chemical Cocktail

These can be constructed from common household or janitorial chemicals by anyone with Knowledge (Chemistry) or Knowledge (Demolitions). Unlike a Molotov cocktail (see below), this is a simple grab-and-toss weapon. Upon shattering, the concoction explodes, damaging anyone caught within a Medium Burst Template who fails to dive for cover. There is a chance to catch fire as per the normal Fire Damage rules in *Savage Worlds*.

## Molotov Cocktail

These can be constructed by anyone with Knowledge (Chemistry) or Knowledge (Demolitions), from a bottle (or similar breakable container) and a variety of flammable liquids. A thickening agent is added to get the burning liquid to stick to the target. This is typically a two-handed operation, as it involves lighting the wick (as a free action if a lighter or open fire source is held in the off hand) before throwing.

Anyone caught in the Burst Template (except for anyone directly hit by the bottle on a successful Throwing check) may evade the blast with an Agility check at -2. After the initial damage, any target hit suffers 1d10 damage (which can Ace) each round; if this die comes up as a 1, the fire goes out on its own. This fire can be put out if the target gets out of the initial burst area, and does a “stop, drop, and roll.”

## Ammunition

### Bullets, Hollow-Point

Bullets with holes drilled into the lead tip are designed to flatten out and do more damage upon entering the target, but they tend to flatten out prematurely against hard targets— making them more impactful against unarmored targets, but largely ineffectual against armor. Weight and cost are the same as with normal bullets, but deal +2 damage against unarmored targets. Against targets with an Armor rating of 1 or higher, the Armor rating is doubled against the damage; if used when trying to destroy inanimate, hard objects, it's even worse, as the damage is halved.





# The Survivor Community

Since the apocalypse, society has not disappeared, it's merely morphed into something different. In place of large cities and rural towns, smaller settlements have formed between those who've survived the initial collapse. Some are nothing more than tent or shantytowns, struggling to survive. Others might be resistance havens populated by those fighting invaders or horrors intent on eradicating humanity. A few might even be facilities once operated by the government— havens that have either become a society of the elite, or have been found and taken by a large group of survivors.

The exact nature of the community is up to you. What matters is that if you decide to build a community, the player-characters are deeply involved in its continued survival. Which means that constructing your own community isn't for every group. While the GM can create communities to populate the campaign world based on the needs of the story (and is not bound by the cost mechanics when doing so, same as for creating NPCs in *Savage Worlds*), if the players want to construct their own community, then they must be prepared for the responsibilities that follow.

## Using the Community

Using the community mechanics are an abstract affair, meant to mimic the ups, downs, and resource management issues that can plague a survivor enclave. The real meat of being part of a community is the interpersonal drama between the members—the romance issues, the politics, people going out of their minds, and so forth.

Don't let the community mechanics become the focus of getting a bunch of characters together in one place. It's up to the GM and players to create the friends, enemies, mover and shakers, and other people who are living side by side. Create them as full NPCs, and create stories where sometimes *they* are the catalyst that gets it moving and forces the character to get involved.

For a hands-on example of how to create and use NPCs to further the story, create subplots, and even sometimes get a situation moving, check out the 52-adventure *War of the Dead* series.

The community mechanics are only meant to deal with the general resource and population upkeep, while providing benefits to some specific action types.

### Upgraded Rules from World of the Dead

*The community rules originally appeared in World of the Dead, but are updated here with new features and to account for the generic rules nature of the Apocalypse Campaign Guide.*

## Types of Communities

Communities not only come in a variety of sizes, but also themes. Some are based around a religious belief, while others might be a ragtag band of outlaws who seek to ply the wasteland and take whatever they want. Others might require its citizens to earn resources by their contributions to the greater whole.

Below are a few examples of the type of communities the characters might encounter after an apocalypse.

### Merit Community

In a merit community, the citizens are expected to pull their weight and contribute to the greater welfare and expansion of the society. It might be through manufacturing, hunting and gathering, providing security, or even general maintenance. The more a citizen contributes, the greater their share of food, water, and other resources. Those who fail to contribute might find themselves starving, imprisoned, or even exiled.

## Militant Community

A militant community is structured around a military hierarchy in one form or another. Discipline and adherence to the code of behavior are tantamount to remaining a citizen. This type of community also focuses on survival tactics, combat training, medical training, and other branches of knowledge that guarantee a well-oiled machine and an upper hand in surviving not only the wasteland, but encounters with hostile forces.

## Old-World Community

An Old-World Community is created around the laws and concepts of the world before the apocalypse. It adheres to the old beliefs of law and order, of the Constitution, freedom, and helping those in need. This type of community believes that the old government should be restored, and it does what it can to keep the old world alive in one form or another.

## Outlaw Community

The Outlaw Community is exactly what it sounds like: it's a society of criminals, degenerates, and maybe even psychopaths, who have banded together for power and strength. They ply the wasteland, taking what and who they want by force. Although typically ruled by a single individual, a coup can always be just around the corner, and feuds between members isn't uncommon, often resulting in someone's death.

## Religious Community

Like the cults of the old world, the religious society is based on a central, theological belief. It might be a belief based on a major religion, or a belief system of original design. Whatever the faith, such societies require strict adherence to the faith and the rules it preaches. Failure to be a "true believer" could result in imprisonment or even exile.

## Totalitarian Community

This type of society is ruled by a single individual, or creates laws and maintains order through the absolute fear they invoke in the citizens. The ruler controls the military forces, and maintains a cadre of personal enforcers and bodyguards. Opposition is typically dealt with swiftly and decisively, with the accused party often taken in the middle of the night, or even publicly executed.

## Constructing the Community

Constructing the community is a straight forward affair. The players first choose the desired size of their community and cross-reference the size on the chart below. The size will determine the community's general population (used to determine the military during a Mass Battle), how many trait dice they have to spend on the four traits, how often the community must play through an Upkeep Mission, and the size of the die used against the community during the mission.

The size of the community also determines how many modification points the players have to spend to construct the community defenses, resources, and other features.

## Community Building

Size	Population	Trait Dice	Frequency	Mods	Mission Die
Tiny	10	4	Once/2 months	5	d4
Small	50	6	Once per month	10	d6
Medium	100	8	Twice per month	20	d8
Large	200	10	Once per week	25	d10
Gigantic	500+	12	Once per week	30	d12

**Population:** Determines the general population of the community, which is used when purchasing military resources, as well as for figuring opposing forces for Upkeep Missions.

**Trait Dice:** Determines the number of dice that can be spent to increase the community's four Traits. When an Upkeep Mission is not run as a full adventure, the community's Trait die is used in place of character Traits, as detailed in the specific mission types.

**Frequency:** How often the community must conduct Upkeep Missions.

**Mods:** The number of modification points that can be spent to build the community, its resources, and defenses.

**Mission Die:** The size of the die rolled against the community during an Upkeep Mission. The larger the community, the larger the threat against it.

## Community Traits

Each community has four traits. The community begins with a d4 in each trait, and can spend trait dice to increase a trait additional die steps on a one-for-one basis.

When rolled, Bennies can be spent on a community trait roll, but the trait does not receive a Wild Die. Community Trait dice may Ace.

**Battle:** The battle trait represents the community's skill in things such as Fighting and Shooting. It's also used as the Knowledge (Battle) skill in a Mass Battle upkeep mission.

**Expertise:** Represents the community's general Knowledge skill, as well as its ability to use the Repair skill.

**Morale:** Raiders, zombies, alien invaders, and the like aren't the only threat to a community. Fail to provide adequate food, shelter, or peace of mind and you might find your citizens taking off in a mass exodus, or rebelling outright.

Morale represents how well the citizens handle all the trouble and stress that comes their way during an apocalypse. In a Mass Battle, morale also replaces the required Spirit rolls.

**Social:** The Social trait represents the community's ability to interact with outside forces, such as for persuasion, taunting, intimidation, and so forth.

## Community Bennies

A community does not possess its own Bennies. If the players wish to spend Bennies on rolls during an Upkeep Mission, they must spend their own on behalf of the community.

## Community Hindrances

Community Hindrances function the same as character Hindrances. A Minor Hindrances grants 1 point, and a Major Hindrances gives 2 points. Points gained from Hindrances can be used to purchase Community Modifications or Community Edges.

### Low Combat Morale (Minor)

The community's military is not the bravest bunch of people. When conducting a Mass Battle, Morale checks suffer -2 penalty.

### Overbearing Military (Minor or Major)

The community's military might be effective at defending the settlement, but they are little more than organized thugs when interacting with the citizens. As a Minor Hindrance, all Morale checks which use the military forces resource, suffer an additional -1 penalty. For a Major Hindrance, the Morale checks suffer an additional -2 modifier.

Communities without a military forces resource cannot take this Hindrance.

### Poor Location (Minor)

The community wasn't built in the safest location and is the target of regular raider attacks. Whenever rolling on the Upkeep Mission chart to determine the type of mission, -2 is subtracted from the roll.

### Poor Resource Management (Major)

The citizens might be loyal and the facilities superior,



but poor resource management places the entire settlement in a precarious situation. When making Morale checks at the end of an Upkeep Mission, the highest Core Community Modification is reduced -1 level on a success, and -2 levels on a failure.

## Weakened Defenses (Major)

The community's constructed defenses possess serious weak spots. When running an Invasion Upkeep Mission and using the Dramatic Task Method, the community's roll automatically suffers a -2 penalty. When using the Mass Battle rolls, the Battle Roll suffers a -2 penalty. If using the Upkeep Mission as a full adventure, the attackers can take a -4 penalty to attack rolls to break through the walls. If the attack is a success, roll damage normally and then double the total.

## Community Edges

Just as with normal Edges, Community Edges cost 2 points per Edge. The Edges can be purchased with modification points, or through the points gained from Community Hindrances.

Unless otherwise stated by the Edge, each Community Edge can only be taken once.

## Dedicated Citizens

Requirements: None

The citizens, though not always living in the best of conditions, are more dedicated to the community than normal. When making a Morale check at the end of an Upkeep Mission, add +1 to the total.

### Improved Dedicated Citizens

Requirements: Dedicated Citizens

In addition to receiving a +1 to all Morale checks, the community's Morale Die is increased +1 die type.

## Experienced Leadership

Requirements: None

The settlement has an experienced leader running the

show, and can better handle the normal maintenance of upkeep and keeping its citizens loyal. Whenever making a roll using a community Trait die, the roll also uses a d6 Wild Die.

## Improved Experienced Leadership

Requirements: Experienced Leadership

Due to extremely effective leadership, the community's Wild Die is a d8.

## Ruling Council

Requirements: None

Instead of one player rolling the community's Trait die or Morale die and applying the result, all players can make a roll using the community's Trait and Morale dice and apply the highest roll.

## Improved Ruling Council

Requirements: Ruling Council

All players rolling the community's Trait and Morale dice may reroll the dice once for free without spending a Benny.

## Strategic Location

The community is in an especially strategic location and gains +2 bonus to Mass Battle rolls.

## Optimal Location

Requirements: Strategic Location

In addition to the +2 to Battle rolls, the community's location also provides +2 bonus to Mass Battle related Morale rolls.

## Core Community Modifications

Every settlement has a set of core functions that it needs to consider. When constructing a survivor community, these are called the **Core Community Modifications**. These components are tantamount to the success or failure of a community, and not having enough resources in one or more of them can have adverse effects.

## Defenses

Type	Toughness	Obstacle Bonus	Battle Modifier
None	–	–	–
Chain link	6	+0	+0
Wooden	9	+3	+0
Makeshift	12	+4	+0
Steel	22	+12	+1
Underground	30	full-cover	+2

### More Than One Barrier Type

*Some communities might have more than one type of barrier surrounding it. In such a case, the cost for such a design is the highest cost of the barrier types.*

*For example, if a community has a portion of its perimeter guarded by a chain link fence, while another section has a makeshift wall, the cost is equal to the most expensive of the two barrier types: 3 modification points for the makeshift wall.*

A community's defenses are its erected barriers. Such defenses can range from simple wooden walls, to makeshift vehicle remains, to heavily constructed brick or cinder block defenses.

By default, the walls are 2" (12 feet) high and have platforms for guards to view the surrounding area. For each additional 1" (6 feet) to the height, add +1 to the cost. All walls are constructed with battlements and walkways, which provide medium cover to the guards.

### Science Fiction and Fantasy Defenses

*If running an apocalypse in a science fiction or fantasy setting, rename the defense types as needed. For example, a steel wall might be some sort of heavy force barrier instead, while a chain link fence might be a force net barrier constructed from low-powered generators*

**Chain link fence (1):** A chain link fence surrounds the settlement. Toppling a section chain link fence requires a Strength check at a -4 penalty.

**Wooden wall (2):** The community is surrounded by a wooden wall that has Toughness 9, and provides +3 Toughness to anyone using it as cover.

**Makeshift wall (3):** A community with this type of barrier has piled various derelict vehicles to create an artificial barrier. The wall has Toughness 12 and provides a +4 Toughness bonus.

**Steel wall (5):** Typically seen only in government zones and enclaves, a steel wall is the ultimate defense. Steel walls have a Toughness 22, count as Heavy Armor, and provide a +12 Toughness bonus to anyone using them as cover.

**Underground (8):** The community's main areas are located underground, typically in some sort of massive bunker constructed before everything fell apart. The bunker walls are Toughness 30 and counts as Heavy Armor. They provide full-cover to everyone inside.

## Food Resources

A community's ability to provide food for its citizens is a key factor in its longevity. No matter how well fortified the walls, how well trained the soldiers and militia, or how advanced it is in manufacturing, a settlement that fails to provide basic needs to its citizens will soon find itself in the middle of a mass exodus, or worse.

While within the community, the Food Resources directly affect all player-characters Vigor rolls. If there isn't enough food to go around, and they haven't been off scavenging for themselves on adventures, then they've become weakened.

The Vigor penalty can be eliminated when the player-characters are off on their own using the Survival skill as normal. A success means they found enough food for one member of the group, while a Raise means they've found enough for up to five members.

**Poor (0):** The community is unable to provide enough food to feed its citizens adequately, and must enforce heavy rationing that can cause many citizens go a day without eating. Each player-character must roll 1d6. On a “1” or a “2,” they’ve had to miss meals that day, and must roll for Fatigue as per the **Hunger** rules in *Savage Worlds*.

**Minimal (1):** Although the community enforces a rationing system, most of the citizens still receive at least one solid meal a day.

**Adequate (2):** The community can provide enough food for its citizens to eat regularly, but stores are always low and the slightest disaster could see the food supplies dramatically reduced.

**Abundant (3):** The community tends crops, raises livestock, and can not only provide plenty of food for its citizens, but also maintain reserves in case of an emergency.

Food Resources

Reource Quality	Vigor Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Manufacturing

A community’s manufacturing capabilities translates directly into a bonus to the associated crafting rolls.

Each type of manufacturing must be purchased separately, and one type of manufacturing resource does not provide a bonus to a separate type. In other words, a settlement that possesses an Advanced Blacksmithing resource would provide a +1 bonus to crafting rolls for things like horseshoes, swords, and armor, but would not provide the bonus for making clothing or survival gear.

If a community does not possess a specific type of manufacturing, all associated crafting rolls suffer -2 penalty.

**Basic Manufacturing (1):** The community possesses the basic materials and facilities needed to created specific types of goods. The crafting roll does not receive a penalty, but nor does it receive a bonus.

**Advanced Manufacturing (2):** At this level, the community possesses a cache of relevant supplies, and facilities that assist in the manufacturing. Crafting rolls receive a +1 bonus for making that type of item.

**Superior Manufacturing (3):** The community contains a vast supply of the needed supplies, as well as the facilities to create items that rarely contain defects. Crafting rolls receive a +2 bonus for making the associated items.

Manufacturing Capabilities

Reource Quality	Crafting Modifier
Basic	+0
Advanced	+1
Superior	+2

Mechanical Resources

A community’s mechanical resources directly relate to the Repair skill and how easy or difficult it is to modify existing items. The kingdom’s level of mechanical resource provides a bonus to the Repair skill when used to modify existing items.

A community without mechanical resources causes -2 penalty to the related Repair check for modifications.

**Basic Garage (1):** The community possesses enough workspace and tools that vehicles can be repaired, and armor and weapons modified, without running undo risk of damaging the vehicles.

**Advanced Garage (2):** The garage contains the necessary lifts, as well as a full array of tools and other equipment needed to conduct modifications and repairs to most vehicles.

**Superior Garage (3):** Communities with this type of garage have committed considerable resources to



making sure vehicles can be easily upgraded and repaired. Most communities with this type of garage rely heavily upon armored, engine-powered transports.

## Mechanical resources

Garage Quality	Repair
Basic	+0
Advanced	+1
Superior	+2

## Medicinal Resources

The medicinal resources of a community provide a bonus to Healing skill checks. In some instances, a community's ability to treat injury and disease could very well mean the difference between life and death.

Communities without medicinal resources cause a -2 penalty to all Healing checks.

**Basic Services (0):** The community is only equipped with a basic medical kit used to treat mostly minor injuries. It provides no bonus to the Healing roll, but eliminates the penalty for not having adequate resources at all.

**Clinic (1):** The community has established a full-blown medical center, allowing medical personnel to treat minor and serious injuries, and is equipped with an array of needed equipment. A clinic provides a +1 bonus to Healing rolls.

**Hospital (2):** After investing considerable resources in the health of its population, the community has established a complete hospital within its borders. Able to treat all forms of injury and disease, the hospital is staffed with professionals dedicated to the survival of the human race. Hospitals grant a +2 bonus to all Healing rolls.

## Medicinal resources

Medical Facility	Healing
Basic Services	+0
Clinic	+1
Hospital	+2

## Military Forces

A community's walls and constructed defenses can only go so far in repelling a raider invasion. Even the hardest walls can be blown through or scaled. The true strength of a settlement's defenses lies with its trained soldiers and militia.

Military forces contribute to a community's Mass Battle modifier when repelling an invasion by establishing the community's number of beginning tokens in relation to the enemy.

**Minimal Military (0):** With a minimal military investment, such communities are typically only a well-planned invasion away from being conquered. They always start with two less token than the invading force in a Mass Battle

**Average Military (1):** An average military force indicates that at least a third of the total population is prepared to grab weapons and defend its territory. While they tend to be adequately defended, a superior force would still likely conquer them with minimal losses. They begin with an equal number of tokens as the opposing force.

**Dedicated Military (3):** A community with a dedicated military investment means that 50% of its population is equipped to defend against invading forces. Such settlements can usually call upon some sort of artillery support, and can withstand all but the most well-orchestrated invasion. They begin with two tokens more than the opposing force.

## Shelter Quality

How well a community houses its citizens directly affects how loyal they will remain. Like with minimal food, poor shelter conditions will quickly erode morale and tempers, and can cause a settlement to fall from internal strife.

**Tents or Shanties (1):** The citizens only possess tents or shanties, some single area and some multiple rooms, to call home. Unfortunately, even the best-case scenario will see the occupants at the mercy of the hot summers and frigid winters.

**Basic Dwelling, Multi-family (2):** Although the people have some sort of shelter to live in, they are forced to share the dwelling with several others. Despite being more comfortable than living in tents or shanties, the close quarters often lead to conflicting personalities and inevitable problems.

**Basic Dwelling, Single-family (3):** The community can provide a private dwelling to each family or close group of friends.

**Fortified Houses, Multi-family (4):** The same as a basic dwelling, with multiple families sharing the same dwelling, but the homes have had the windows and doors reinforced to provide superior protection. The doors now have a Toughness 12, and the metal shutters on the windows have a Toughness 10.

**Fortified Dwelling, Single-family (5):** The best shelter a community can offer, each family or group not only receives a private dwelling, but the doors and windows have been reinforced. The doors possess a Toughness 12 and the windows have metal shutters with a Toughness 10.

Shelter Quality

Type	Morale Modifier
None	-4
Tents or Shanties	-2
Basic Dwelling, Multi-family	-1
Basic Dwelling, Single-family	+0
Fortified Dwelling, Multi-family	+0
Fortified Dwelling, Single-family	+1

Supply Reserves

A community’s supply reserves represent its medical supplies, weapons and ammunition, and things such as batteries, MREs, seasonal clothing, and so forth. How well a settlement is stocked can directly affect the population’s Morale. Even though four years have passed since the fall of civilization, people haven’t forgotten the lives and comforts they once held. In most cases, providing batteries for lanterns and flashlights, clothing to keep warm, and medicine

for the sick is as vital as providing enough food.

Note that these supplies do not include the supplies needed to manufacture goods, which are covered under the manufacturing resource.

**Poor (0):** While the settlement has supplies, they are stretched thin and could disappear at any time.

**Minimal (1):** The settlement has medicine, batteries, clothing, and other supplies, but they are heavily rationed to prevent them from running out.

**Adequate (2):** The community has enough supplies to keep most people happy, but everyone still knows to use them carefully. Gluttony will quickly lead to the supplies being used up.

**Abundant (3):** The settlement has a strong cache of reserves, allowing the citizens to live as close to the comforts of having batteries, fresh clothing, medicine, and other amenities, as the post-outbreak world will allow.

Supply Reserves

Resource Quality	Morale Modifier
None	-4
Poor	-2
Minimal	-1
Adequate	+0
Abundant	+2

Extra Community Modifications

Artificial Intelligence (2/4/6)

Your community has an artificial intelligence capable of acting on its own. Each level gives the A.I. a specific number of skill dice.

- **Basic Intelligence (2):** 5 skill dice.
- **Improved Intelligence (4):** 10 skill dice
- **Advanced Intelligence (6):** 15 skill dice

## Armory (4)

The community is equipped with a stocked armory. When doing an Invasion Upkeep Mission, gain +2 to the Battle rolls.

## Library (2)

The community contains a library, either print or digital, which allows you to conduct research and grants a +2 bonus to relevant rolls.

## Power Supply (4)

The community has an independent power supply that keeps things operating and online in the case of an area-wide blackout. Having a power supply also provides +2 bonus to Morale rolls.

## Secure Access (4)

Access to the community is highly restricted and limited, requiring the use of a hard to get item, such as a team identification card, DNA recognition, or some other method designed when you purchase this feature. Attempting to bypass the security requires a Knowledge (Security Systems) roll at -2.

This modification provides +2 bonus to Morale rolls

## Security Cells (2)

The base is equipped with four Toughness 12, heavy armor, security cells.

## Self-Repairing (2/4)

Whether through advanced nanites, dimensional energies, or because it is a living entity, the community structure heals from damage as though it had the **Regeneration** monstrous ability. If purchased a second time, the structure has **Fast Regeneration**. The modification must be purchased separately for each structure.

# Improving A Community

Communities can only be improved through Upkeep Missions, as explained later.

## Increasing Community Size

There are two ways to increase a community's size. One way is to complete Recruitment upkeep missions. The other is through the normal course of adventures. If the player-characters manage to recruit additional people into the community through the course of the adventure, compare the new population size to the Community Building chart. If the new population exceeds the listed population number of a larger community, the community increases in size accordingly. The players immediately receive any extra trait dice and modification points to spend, representing the expanded population working together and making things better.

## Community Upkeep Missions

Running a community not only gives you a steady base of operations in a post-apocalypse world, but also brings with it an entirely new series of problems. Raiders are going to want what you have, whether it is resources or slaves culled from your population. With so many humans gathered in one place, zombies or alien invaders are going to eventually recognize the community for what it is, and will be pounding on your walls in no time at all.

How frequently your little slice of paradise must survive an Upkeep Mission depends on its size, as shown on the Community Building chart. The larger the society, the more frequently things can go wrong.

Whenever the community must deal with upkeep, the GM chooses the type of Upkeep Mission or rolls a d6 on the Upkeep Missions chart to determine the type of mission. At the end of each mission, a Morale check is made to determine any increase or decrease to a settlement's Core Community Modifications.

Unless the community has the appropriate Edges, the group must designate one player to roll the community's upkeep and Morale dice during each mission.



## Upkeep Missions

D6 Result	Upkeep Mission Type
1	Major Invasion
2	Moderate Invasion
3	Minor Invasion
4	Internal Strife
5	Supply Run
6	Recruitment

### Tied Core Community Modifications and Multiple Level Changes

*If two or more Core Community Modifications are tied for lowest or highest ranked, and the Morale check indicates a change in level, the characters choose which Core Community Modification is changed. Likewise, if a 1 or less is rolled, or two Raises are achieved, the characters decide whether to change a Core Modification by 2 steps, or change two Core Modifications by 1 step each.*

## Running the Upkeep Mission

Unless the GM and players to run it as a full adventure, all Upkeep Missions are handled as a **Dramatic Task** from *Savage Worlds*. The only exception is an invasion mission, which always uses the Mass Battle rules.

The **Dramatic Task** rule is altered slightly for an Upkeep Mission. Instead of the players simply rolling a Trait die to get five success in five rounds against a normal target number, the task is an opposed action. The players choose which community's Trait die to use, while the GM uses the Mission Die (except during an invasion mission). The players' Trait die does not suffer the normal -2 penalty, but drawing a Clubs from the Action Deck works normally.

If the Dramatic Task is a failure, the Morale check suffers -1 penalty.

If the task is successful, add +1 to the Morale check.

If the Dramatic Task achieved more than the 5 needed successes, the Morale check receives an additional +1 per extra success.

If the Upkeep Mission was a Mass Battle, use the following method to determine success and failure modifiers.

If the community was utterly defeated (lost all tokens), the Morale check suffers a -2 penalty.

If the community retreated or surrendered, the Morale check suffers a -1 penalty.

If the enemy retreated or surrendered, the Morale check gains +1 bonus.

If the enemy was utterly defeated (lost all tokens), the Morale check gains +2 bonus.

## Which Community Trait to Use

Except for an invasion (which uses a Mass Battle), the players are free to determine which community trait to roll. Does the community go at the problem with military force, or do they attempt to use the Social trait to negotiate or intimidate their way through it without bloodshed? Let the players decide, as which Trait is used also provides the flavor for the Upkeep Mission, and says something about how the community operates.

## Mission Morale Result

At the end of an Upkeep Mission, one player rolls the community's Morale die. Whether the mission was a success or failure will modify the Morale roll, as will the current levels in different Core Community Modifications. After the total modifier to the roll is calculated, roll the die and consult the More Check Result chart below to determine what happens to the community.

## Morale Check Result

Morale Result	Community Result
Roll of 1 or less	Highest Core Community Modification suffers -2 steps, or two highest Core Community Modifications lose -1 step
Failure	Highest Core Community Modification reduces -1 step
Success	No Change
Raise	Lowest Core Community Modification increases +1 step
Two Raises	Lowest Core Community Modification gains +2 steps, or two lowest Core Community Modifications gain +1 step

## Making Trait and Morale Rolls

When making rolls for Upkeep Missions, Bennies can be spent to reroll the community's Trait die. Bennies cannot be spent on the Morale die. Unless granted by a Community Edge, neither the roll never uses a Wild Die. However, both the dice can Ace as normal.

### Upkeep Missions as Full Adventures

*The GM can also run Upkeep Missions as full adventures instead of using the quick methods described in this chapter. In such a case, the GM should apply additional modifiers to the Morale check as deemed appropriate, depending upon the general success and failure of the characters, as well as what actions they might have taken during the mission that could affect the population's morale.*

## Internal Strife

Whether a feud between two groups that suddenly turns bloody, a mental breakdown from someone

armed and dangerous, an attempted coup to take control over the community, or something else altogether, the community suffers some type of internal strife that threatens to unravel everything holding it together.

If the GM cannot determine a satisfactory type of internal strife, roll a d6 on the Conflict Chart.

## Conflict Chart

d6 Result	Type of Conflict
1	Group vs. Group War
2	Serial Killer on the Loose
3	Vigilante Justice Gone Wrong
4	Attempted Leadership Coup
5	Armed Gunman/ Mental Breakdown
6	Disease Outbreak

**Group vs. Group War:** It might be a dispute between two gangs in a large community that turns bloody, an argument over resources or rationing gone bad, or even a violent clash of ideologies. Whatever the conflict, the tension has escalated and will turn to bloodshed if not diffused.

**Serial Killer on the Loose:** Recently, several people have been found murdered with the same M.O., indicating the settlement might have a serial killer on the loose. Can the killer be found before more people fall victim?

**Vigilante Justice Gone Wrong:** Punishing the guilty is necessary to maintain order within the settlement. But what happens when a group of vigilantes go too far and start enforcing their own laws and justice on the population?

**Attempted Leadership Coup:** A group within the settlement isn't happy with the current status quo, and desires to be the ones in power. Whether a change in leadership would be good or bad isn't the issue. If the coup isn't stopped, it opens the floodgates for growing instability within the settlement.

**Armed Gunman/Mental Breakdown:** Whether he's armed with a gun, a bow, or a slingshot, someone in the camp has barricaded himself into a strategic position and is taking shots at innocent people.

**Disease Outbreak:** With the infrastructure gone, diseases that were once thought defeated have returned. Can the settlement contain and deal with the latest outbreak before it destroys the population?

## Invasion

The community is under siege by an invading force, the type of which is chosen by the GM based on the type of apocalyptic campaign. The level of invasion also determines the force's Knowledge (Battle) and Spirit (for Morale checks) die type.

**Minor Invasion:** A minor invasion consists of an opposing force possessing Knowledge (Battle) d6, and Spirit d6 for Morale checks.

**Moderate Invasion:** A moderate invasion force has Knowledge (Battle) d8, and Spirit d8 for Morale checks. Additionally, the invaders receive a +1 bonus to the battle roll for having some form of light artillery.

**Major Invasion:** A major invasion force is usually enough to overwhelm all but the most heavily defended communities. They have Knowledge (Battle) d10 and Spirit d10, and receive +1 to battle rolls same as a moderate invasion.



## Supply Run

The settlement needs supplies, or simply wants to expand its reserves, and sends a team out to nearby abandoned communities, cities, destroyed raider camps, or such other places in search of useful items.

**Special Results:** If the community wins with a success, make a Scavenging roll with +2 bonus to the Notice check. Each raise provides an additional Scavenging roll.

## Recruitment

The community has found other survivors and must now convince them of the merits of joining.

**Special Results:** If the community wins with a success, its population is increased by 10%. Each raise increases the population by an additional 5%.

## Upkeep Mission Effect on Away Characters

Upkeep missions also have a direct effect on players in the way of Bennies. Whenever a community



fails the Morale roll at the end of an Upkeep Mission, and the characters were away from the community, all players lose a Bennie and start with one less at the beginning of each game session until the community succeeds at a community Upkeep Mission *and* Morale roll. The cost of a community being defeated wears on more than just its morale.

If the community succeeds at the mission *and* succeeds at the Morale roll afterward, the players receive a Bennie for a success and each raise on the Morale roll. The Bennies are not permanent, and last only for that game session. If the players had previously lost Bennies due to community failure, those Bennies are regained, and any extra Bennies over that are for the present session only.

## Upkeep Mission Effect on Present Characters

Now, if the characters were present at the community when the Upkeep Mission took place, or if it was instead run as a full adventure, then things aren't so harsh.

If the community failed *both* the Upkeep Mission and the Morale roll, only then do the players lose a Bennie until the community succeeds at both a mission and Morale roll.

If the community succeeds at the Upkeep Mission, the players receive a Bennie for each success and raise. Likewise, if it also succeeds at the Morale check, they receive additional Bennies for each success and raise.

Unless the Bennies caused them to regain previously lost Bennies from the community, the Bennies are only for the current session.

## Hunting, Fishing, and Gathering Food

If using the Hunting and Fishing rules found in the **Crafting** section, you can temporarily increase the Core Community Modification: Food Resources level.

Consult the Food Amount chart to determine how much is needed. Depending on the size of the community, and the size of the game, you'll need a specific number of successes and Raises to increase the Food Resources by +1 step. So, if a result says "3," then that means a success and two Raises. Regardless of how many times you achieve the needed number of success and Raises, the resource can never increase by more than +1 step.

If the community plays through an Upkeep Mission while the resource is temporarily increased, any required decrease first reduces it back to the normal amount. In other words, temporarily increasing your Food Resources can help save your community from suffering a loss and a greater penalty to Vigor rolls due to lack of food.

The Food Resources increase lasts for 1d4 days.

### Food Amount

Community Size	Small Animal	Medium Animal	Large Animal	Fishing
Tiny	1	1	1	1
Small	2	2	2	2
Medium	3	3	3	3
Large	4	4	3	4
Gigantic	5	5	4	5

# Vehicles

Although vehicles are important in almost any post-apocalyptic campaign style, they can be a real focus in a *Road Warrior* style setting. This section provides stats for a wide range of vehicles, fuel consumption and management, and gives quick and easy rules for modifying them into true highway to Hell death machines.

## Fuel Efficiency and Travel

### Travel

The Travel Rating is an estimate of how far the vehicle can get in a typical day of travel. This is calculated in a way similar to the Vehicular Travel rules in the *Savage Worlds*, but with a modifier applied to reflect the savage state of affairs after the apocalypse.

As a rule of thumb, take the Top Speed of a typical vehicle, and multiply it by 2. That's how many miles across the map the vehicle can safely cover in a typical day of traveling (although technically many *more* miles were covered in the form of detours and backtracking). If the vehicle has off-road capability, or is two-wheeled, multiply its Top Speed by 4 instead to determine its daily Travel Rating, due to its increased ability to find shortcuts by going off the road, over curbs, or (in the case of two-wheeled vehicles), in between wrecks that would stop a full-sized car.

When multiple vehicles are traveling in a convoy, use the Travel Rating of the slowest vehicle, unless the group is prepared to leave the slowpoke behind. Travel times assume a great many things, such as spending about 8 hours per day traveling (as it takes a lot of time to find, secure, and set up camp, then break it up to go again), and that the travelers are taking full advantage of daylight.

Please note that, by these calculations, you might have a vehicle with a Travel Rating far in excess of its Real Range (see the vehicle stats) on a single tank of gas. Given the scarcity of working gas stations in the apocalypse, unless this vehicle is traveling in the company of a similarly speedy vehicle with large stores of gas it can siphon off of at intervals, it's

never going to actually get that far in a day, so the Travel Rating is largely academic in that case.

### Travel Maps and GPS

Civilization has collapsed, and eventually satellites will start to fail. The GPS satellites may still operate for up to a decade or so, but without anyone maintaining the master control station in Colorado, or the ground monitoring stations in Hawaii, Ascension Island, Diego Garcia, or Kwajalein, the satellites will drift markedly, rendering their positioning capabilities useless even within a matter of weeks after the bases are abandoned.

However, every GPS unit is still a treasure trove simply for the digital road maps stored in it, even if they're no more accurate than printed travel guides now that bridges have collapsed and major roads have been glutted by traffic jams and wreckage.

Travel ranges assume that the survivors have some way of plotting courses, navigating via back roads to avoid jams in major urban areas, etc. Gone are the days when you can just take an interstate and drive the whole way following signs.

If the survivors lack something as essential as a GPS unit or a collection of appropriate state road maps, reduce travel distance per day (and Real Range) by another factor of 1/2 due to the inevitable backtracking and meandering.

### MPG, Fuel Cap, Max Range, Real Range

*MPG* indicates a very rough miles-per-gallon rating, somewhere between city miles and highway miles. *Fuel Cap* indicates how many gallons of fuel the tank can carry. Multiply these and you have the theoretical *Max Range* (on a single tank of gas) in the unlikely event that the heroes can get where they're going by traveling in a straight line.

*Real Range* is a soberer assessment of how far across the map the vehicle will really get on a single tank of gas. It is rounded off to the nearest 10-mile mark.



## Road Conditions

These estimates assume the heroes are generally trying to avoid the big cities by taking back roads when possible. If the journey is taking place through especially sparsely-populated flatlands, feel free to double the Real Range and daily travel rates. This is because there are far fewer permanent traffic jams to run into, and it's a lot easier to just take the shoulders or even drive onto the grass or dirt to get around in any case.

## Motorcycles

Motorcycles are fast, but the motorcyclist is exposed to attack, and wipe-outs hurt a lot. Wearing a helmet and protective motorcycle suit is highly recommended.

If you want to do anything fancy like firing a pistol while driving, you'll have to do so left-handed (since your right hand is needed to operate the throttle). If you don't have both hands on the bars, even if you haven't fired this round, you'll still suffer a Multi-Action Penalty to any Driving checks you have to make.

Any time the motorcyclist is struck (even with a non-damaging attack) or takes an action other than just driving, he must make an Agility roll or immediately wipes out.

## Dirt Bike

Due to its tiny fuel tank, it's inappropriate for cross-country travel, but can be useful to scout rugged terrain for a convoy or patrol for a settlement.

**Acc/TS:** 15/24 (60 mph) **Toughness:** 8  
**(2) Crew:** 1 **Cargo:** 0

**MPG:** 20 **Fuel Cap:** 2 gallons **Max Range:** 40 miles **Travel:** 256 miles/day

**Real Range:** 20 miles

### Notes

- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.

- **Off-road.**
- **Semi-Portable:** 200 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.
- **Shocks:** +4 Armor vs. damage from jumps/drops.

## Street Bike

Sadly, more style than substance in the apocalypse, given the sorry state of most roads.

**Acc/TS:** 32/48 (120 mph) **Toughness:** 8 (2) **Crew:** 1+1  
**Cargo:** 0

**MPG:** 40 **Fuel Cap:** 4 gallons **Max Range:** 160 miles  
**Travel:** 192 miles/day

**Real Range:** 80 miles

## Notes

- **High Performance:** +2 to Driving on mostly-intact roads; -2 to Driving in off-road conditions. -2 to Repair checks to maintain (due to difficulty in finding spare parts).
- **Light:** -1 damage per die vs. target in collision; automatically wipes out in a collision.
- **Semi-Portable:** 400 lb (if carried); occupies 2 Cargo if transported in a larger vehicle.

## Street Hog

Loud pipes not only let drivers know where you are, but the undead will notice, too.

**Acc/TS:** 20/36 (90 mph) **Toughness:** 9 (2) **Crew:** 1+1  
**Cargo:** 0

**MPG:** 50 **Fuel Cap:** 2 gallons **Max Range:** 100 miles  
**Travel:** 144 miles/day

**Real Range:** 50 miles

## Notes

- **Light:** -1 damage per die vs. target in collision.
- **Semi-Portable:** 600 lb (if carried); occupies 4 Cargo if transported in a larger vehicle.
- **Stable:** In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.
- **Throttle Lock:** “Cruise control” for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you’re right-handed).

## Street Hog Tourer

This hog has been fixed up for long-distance touring with an extra-capacity “fat” gas tank and hard-case “saddlebags” for cargo, with a luggage rack on the back.

**Acc/TS:** 15/36 (90 mph) **Toughness:** 9 (2) **Crew:** 1+1  
**Cargo:** 1 (saddlebags and rack)

**MPG:** 45 **Fuel Cap:** 6 gallons **Max Range:** 270 miles  
**Travel:** 144 miles/day

**Real Range:** 135 miles

## Notes

- **Light:** -1 damage per die vs. target in collision.
- **Semi-Portable:** 700 lb (if carried); occupies 4 Cargo if transported in a larger vehicle.
- **Stable:** In the event of a collision with a Soft Obstacle, the driver may avoid a wipe-out on a successful Driving check.
- **Throttle Lock:** “Cruise control” for a motorcycle; allows you to avoid the off-hand penalty for firing a one-handed gun while driving a motorcycle (if you’re right-handed).
- **Top-Heavy:** -1 to Driving.

## Light Wheeled Vehicles

Small, light, and sporty, these vehicles might get decent fuel mileage, but they either carry few passengers, or squeeze the existing ones into a very small space.

## Economy Coupe

What can be said about this vehicle, except to use it at your own risk?

**Acc/TS:** 20/40 (100 mph) **Toughness:** 9 (3) **Crew:** 1+3  
**Cargo:** 1

**MPG:** 30 **Fuel Cap:** 12 gallons **Max Range:** 360 miles  
**Travel:** 80 miles/day

**Real Range:** 90 miles

## Notes

- **Air Bags:** Driver and passengers.
- **Death Trap:** Unarmed attackers grabbing or biting at passengers from outside the vehicle gain a +1 bonus to Fighting and to Parry against them, due to having their prey at a distinct disadvantage with the tight quarters.
- **Compact Two-Door:** Rear-seat passengers cannot easily disembark unless front seats are folded forward; requires a successful Agility check to squeeze out (or in) in a single round in a combat situation.
- **Light:** -1 damage per die vs. target in collision.



## Sportster Mini

A cute little sports car in flashy colors. If it has decent gas mileage, it's only because there's so little car to be moved.

**Acc/TS:** 30/60 (150 mph) **Toughness:** 9 (3) **Crew:** 1+1  
**Cargo:** 1/2

**MPG:** 30: **Fuel Cap:** 10 gallons **Max Range:** 300 miles  
**Travel:** 120 miles/day

**Real Range:** 75 miles

### Notes

- **Air Bags:** Driver and passenger.
- **Convertible.**
- **Light:** -1 damage per die vs. target in collision.
- **Street-Only:** -2 to Driving in off-road conditions.

## Medium Wheeled Vehicles

Medium wheeled vehicles cover everything from a typical sedan up to a minivan or SUV.

### Ambulance

A typical emergency ambulance with a two-door cab up front, boxy transport area, rear access, and sirens.

**Acc/TS:** 10/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+3

**Cargo:** 1 (stretcher + patient)

**MPG:** 8 **Fuel Cap:** 60 gallons **Max Range:** 480 miles  
**Travel:** 80 miles/day

**Real Range:** 120 miles

### Notes

- **Medical Equipment:** +1 to Healing.
- **Misc. Features:** Air bags (driver + front passenger only), emergency lights, emergency services radio, and siren.
- **Rugged Construction:** +1 to Repair checks to maintain.

## Camper Truck

A specialized four-door sports utility vehicle with a rear hard-top cargo area that can be elevated for a bit of headroom while setting up bedrolls in the back.

**Acc/TS:** 20/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+3

**Cargo:** 1 (rear door access)

**MPG:** 18 **Fuel Cap:** 15 gallons **Max Range:** 270 miles  
**Travel:** 160 miles/day

**Real Range:** 140 miles

### Notes

- **Misc. Features:** Air bags (driver + passengers), CB, diesel fuel, GPS, off-road.
- **Pop-Up Camper:** Sleeping for 4.
- **Rugged Construction:** +1 to Repair checks to maintain.

## Minivan, Hybrid

A trendy urban transport for “soccer moms.”

**Acc/TS:** 10/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+7 **Cargo:** 1 (rear hatch)

**MPG:** 30 **Fuel Cap:** 20 gallons **Max Range:** 600 miles  
**Travel:** 80 miles/day

**Real Range:** 150 miles

### Notes

- **Misc. Features:** Air bags (driver + passengers), entertainment system (CD/DVD/digital with rear display screens), GPS, satellite radio, sliding passenger doors (both left and right), standard power outlet.

## Pickup Truck

This is a median sort of pickup truck, big enough to haul supplies (or a few fellow survivors) in the back, but not quite one of those huge “almost a big rig” gas guzzlers, either. Some survivors (and raiders) have taken to turning these into “technicals” by mounting some sort of gun up top and having a gunner take up position just behind the cab.

**Acc/TS:** 20/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+1 **Cargo:** 4 (open bed)

**MPG:** 20 **Fuel Cap:** 25 gallons **Max Range:** 500 miles  
**Travel:** 160 miles/day

**Real Range:** 250 miles

#### Notes

- **Misc. Features:** Air bags (driver + passenger), off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

## Police Interceptor

A customized sedan for law enforcement use. Retired police cars sometimes find their way into taxi cab fleets as well.

**Acc/TS:** 25/50 (125 mph) **Toughness:** 11 (3) **Crew:** 1+3 **Cargo:** 1 (trunk)

**MPG:** 30 **Fuel Cap:** 20 gallons **Max Range:** 500 miles  
**Travel:** 100 miles /day

**Real Range:** 125 miles

#### Notes

- **Misc. Features:** Air bags (driver + passengers), automatic fire suppression system, dash camera, GPS, emergency lighting, locking gun rack, loudspeaker, mobile data terminal, police radio, siren.
- **Push Bumper:** Shock-absorbers and ram plate provide +4 Armor vs. collisions.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Run Lock:** Vehicle's engine can be left running without keys in the ignition (but cannot be driven off without the keys).
- **Stability Control:** +2 to Driving when making Out of Control checks.
- **Suspect Transport Enclosure:** Rear doors can be locked by a control in the front, preventing suspect in rear seat from exiting. Impact-resistant divider (Toughness 10) prevents suspect from easily attacking driver.

## Sedan

A typical mid-sized modern car with four doors, spacious trunk, and luxury features.

**Acc/TS:** 20/40 (100 mph) **Toughness:** 10 (3) **Crew:** 1+3 **Cargo:** 1 (trunk)

**MPG:** 30 **Fuel Cap:** 12 gallons **Max Range:** 360 miles  
**Travel:** 80 miles/day

**Real Range:** 90 miles

#### Notes

- **Back Seat:** There's a seatbelt for a third passenger to squeeze into the back seat, provided she's Small, or very lightly equipped.
- **Misc. Features:** Air bags (driver + passengers), entertainment system (CD/DVD/digital player; screen visible in back seat only), GPS.

## Muscle Car

A two-door, four-seat car with a big engine.

**Acc/TS:** 30/60 (150 mph) **Toughness:** 10 (3) **Crew:** 1+3 **Cargo:** 1

**MPG:** 20 **Fuel Cap:** 20 gallons **Max Range:** 400 miles  
**Travel:** 120 miles/day

**Real Range:** 100 miles

#### Notes

- **Misc. Features:** Air bags (driver + passengers), convertible, GPS.
- **Muscle Car:** +1 to Driving on mostly-intact roads. -1 to Repair checks to maintain (due to difficulty in finding spare parts).

## SUV, Off-Road

Capable of off-road travel, this vehicle is good for hauling a small group and limited cargo.

**Acc/TS:** 20/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+5 **Cargo:** 1 (rear hatch)

**MPG:** 20 **Fuel Cap:** 25 gallons **Max Range:** 500 miles  
**Travel:** 160 miles/day

**Real Range:** 250 miles

## Notes

- **Bench Seats:** Seatbelts are provided for +2 passengers (Crew), to squeeze into the middle of the back two benches, provided that they are either Small, or very lightly equipped.
- **Misc. Features:** Air bags (driver + passengers), biodiesel filters, diesel fuel, off-road, entertainment system (CD/DVD/digital player; fold-down screen visible from rear seats), GPS.
- **Rugged Construction:** +1 to Repair checks to maintain.

# Heavy Wheeled Vehicles

These vehicles might not get far on a tank of gas, but in many cases can be modifying into roving fortresses.

## Bus, City

A typical bus designed for inner-city transit.

**Acc/TS:** 5/30 (75 mph) **Toughness:** 13(4) **Crew:** 1+36 (seated)

**Cargo:** 1 (front rack: holds two bicycles)

**MPG:** 8 **Fuel Cap:** 35 gallons **Max Range:** 280 miles **Travel:** 60 miles/day

**Real Range:** 70 miles

## Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Misc. Features:** CB, diesel, GPS, power wheelchair lift.
- **Unwieldy:** -2 to Driving.

## Delivery/Moving Truck

A large boxy truck with a couple of seats up front and a roll-down door in the back. Statistics are based on the assumption that the truck will be at least moderately loaded; if it's completely empty, double the MPG and Real Range.

**Acc/TS:** 5/30 (75 mph) **Toughness:** 14 (4) **Crew:** 1+1 **Cargo:** 12\*

**MPG:** 6 **Fuel Cap:** 60 gallons **Max Range:** 360 miles **Travel:** 60 miles/day

**Real Range:** 90 miles

## Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **\*Large Cargo:** The cargo space is enough to hold the equivalent of 3-4 bedrooms worth of furniture and belongings, as a general rule of thumb.
- **Misc. Features:** Air bags, diesel, GPS.
- **Unwieldy:** -2 to Driving.

## Military Off-Road Vehicle

A typical four-wheel drive vehicle with maximum undercarriage clearance, making it better for navigating rugged terrain. It has four doors and a hard-top rear cargo area to hold soldiers' gear.

**Acc/TS:** 10/40 (100 mph) **Toughness:** 15 (3) **Crew:** 1+3 (+1 top gunner) **Cargo:** 3

**MPG:** 12 **Fuel Cap:** 25 gallons **Max Range:** 300 miles **Travel:** 160 miles/day

**Real Range:** 150 miles

## Notes

- **Armament:** heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** GPS, military radio, off-road, top hatch.
- **Rugged Construction:** +1 to Repair checks to maintain.

## Military Off-Road Vehicle, Armored

This is the same basic vehicle, but with a special armor kit.

**Acc/TS:** 8/24 (60 mph) **Toughness:** 16 (4) **Crew:** 1+3 (+1 top gunner) **Cargo:** 3

**MPG:** 10 **Fuel Cap:** 25 gallons **Max Range:** 250 miles  
**Travel:** 96 miles/day

**Real Range:** 125 miles

#### Notes

- **Armament:** heavy MG on roof pintle mount (range 50/100/200; damage 2d10; RoF 3; AP 4; HW; 250 shots—not portable).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor for all sides except the undercarriage.
- **Misc. Features:** GPS, military radio, off-road, top hatch.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Unwieldy:** -2 to Driving.

## Military Off-Road Transport

This is a variant on the basic design, with only two doors up front, and the rear seats replaced with a cargo-covered area either set up as seating for soldiers (entering and exiting out the back), or as a flat-bed space for cargo.

**Acc/TS:** 10/40 (100 mph) **Toughness:** 15 (3) **Crew:** 1+1 (+6 in back) **Cargo:** 1

**MPG:** 12 **Fuel Cap:** 25 gallons **Max Range:** 300 miles  
**Travel:** 160 miles/day

**Real Range:** 150 miles

#### Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** GPS, military radio, off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

## Recreational Vehicle

This is a big, bulky home on wheels.

**Acc/TS:** 20/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+7 **Cargo:** 4

**MPG:** 8 **Fuel Cap:** 80 gallons **Max Range:** 640 miles  
**Travel:** 80 miles/day

**Real Range:** 160 miles

#### Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Extending Camper:** Sleeps 8.
- **Heavy:** +1 damage per die vs. target in collision.
- **Ladder:** A ladder on back provides access to the top roof racks. It also provides a nice vantage point from which to spot and shoot the undead (as long as none of them can climb).
- **Misc. Features:** Air bags (driver + front passenger only), CB, diesel fuel, entertainment system, GPS, kitchenette & microwave, power outlets, restroom.
- **Top-Heavy:** -1 to Driving.

## Recreational Vehicle, Armored

This is basically a motor home that has been modified as a more rugged home-on-wheels for the Apocalypse.

**Acc/TS:** 10/24 (60 mph) **Toughness:** 14(4) **Crew:** 1+5 **Cargo:** 1

**MPG:** 6 **Fuel Cap:** 160 gallons (dual tanks & switch)  
**Max Range:** 960 miles

**Travel:** 48 miles/day **Real Range:** 240 miles

#### Notes

- **Armament:** 4x MG on window pintle mounts (range 30/60/120; damage 2d10; RoF 3; AP 2; 250 shots—if removed: snap-fire, Min Str d8; weight 23 lb (gun) + 40 lb (ammo) ).
- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to



having to reach up to grab their prey.

- **Extending Camper:** Sleeps 6.
- **Heavy:** +1 damage per die vs. target in collision.
- **Heavy Armor:** Treated as Heavy Armor, with view-slits at windows.
- **Ladder & Hatch:** A ladder on the back, as well as a lockable hatch on top, provides access to the roof racks and a better vantage point for sniping the undead.
- **Misc. Features:** Biodiesel filters, CB, diesel fuel, GPS, kitchenette & microwave, power outlets, restroom.
- **Plow:** In a collision, deals an additional +1d6 damage vs. target; shock-absorber reduces damage to vehicle from a head-on collision by one die.
- **Top-Heavy:** -2 to Driving.

## Tractor (Semi) Rig

The following is for just the front cab, going bobtail without a trailer.

**Acc/TS:** 5/30 (75 mph) **Toughness:** 17 (5) **Crew:** 1+1  
**Cargo:** 2 (sleeper cab)

**MPG:** 10 **Fuel Cap:** 65 gallons **Max Range:** 650 miles  
**Travel:** 60 miles/day

**Real Range:** 160 miles

### Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** Air bags (driver + passenger); diesel, CB, GPS.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Sleeper Cab:** Sleeps 2.
- **Unwieldy:** -1 to Driving.

## Tractor-Trailer Rig

The following assumes a typical box-style trailer, with cargo.

**Acc/TS:** 5/30 (75 mph) **Toughness:** 17 (5) **Crew:** 1+1

**Cargo:** 2 (sleeper cab) + 100 (trailer)

**MPG:** 4 **Fuel Cap:** 65 gallons **Max Range:** 260 miles  
**Travel:** 60 miles/day

**Real Range:** 70 miles

### Notes

- **Elevated:** Unarmed attackers grabbing or biting at passengers from outside the vehicle suffer a -1 penalty to Fighting and to Parry, due to having to reach up to grab their prey.
- **Heavy:** +1 damage per die vs. target in collision.
- **Misc. Features:** Air bags (driver + passenger); diesel, CB, GPS, sleeper cab.
- **Rugged Construction:** +1 to Repair checks to maintain.
- **Sleeper Cab:** Sleeps 2.
- **Trailer:** A typical trailer has Toughness 14(6) and Cargo 100.
- **Unwieldy:** -3 to Driving.

# Common Cargo Carriers & Trailers

## Strap-On Rooftop Cargo

**Toughness:** none (cargo is unprotected, held in place with straps, ropes, etc.)

**Cargo Spaces:** 1

**Performance Penalty:** Driving -1; Acc -10%

**Fuel Efficiency:** -10% to MPG, Max Range, and Real Range

**Special Note:** This type of cargo carrier has absolutely no sales value as it is not a carrier in and of itself.

## Rooftop Streamlined Carrier

**Toughness:** 6 (base 4 + armor 2)

**Cargo Spaces:** 2

**Performance Penalty:** Driving -1; Acc -10%

**Fuel Efficiency:** -5% to MPG, Max Range, and Real

Range

## Small Trailer

A small car-towed trailer, commonly associated with various self-moving services.

**Toughness:** 9 (base 6 + armor 3)

**Cargo Spaces:** 3

**Performance Penalty:** Driving -1; Acc -10%; Top Speed -10%

**Fuel Efficiency:** -10% to MPG, Max Range, and Real Range

## Large Trailer

A typical large enclosed trailer is intended to be towed by a large pickup truck, with a main door in the rear, and possibly another access hatch on the side.

**Toughness:** 10 (base 7 + armor 3)

**Cargo Spaces:** 8

**Performance Penalty:** Driving -2; Acc -20%; Top Speed -10%

**Fuel Efficiency:** -20% to MPG, Max Range, and Real Range

## Modifying Vehicles

Characters can modify quite a lot on their vehicles. Modifying a vehicle can mean something as complex as redesigning key systems to work better; or something as simple as entirely replacing old armor with new and improved plating, and removing current weapons to replace them with bigger and better things that go boom.

To make a modification to a vehicle, roll the Repair skill. The type of modification determines the modifier to the roll and the time required, as shown on the Modification Chart. The base cost is in the current currency of whatever town the modifications are being conducted at, and covers the cost of any parts and additional labor needed for the work. Bartering can be used to adjust the final cost.

**Adding or replacing weapons:** Adding or replacing weapons is the most straightforward type of modification, and requires the characters to actually have the weapons on hand.

**Improving firearm damage:** The characters are modifying the onboard guns to pack more of a punch. There's a limit to how far a weapon can be pushed, though, and the more it is modified the better chance it will go kaboom at a very inopportune moment.

**Increasing acceleration and top speed:** To increase a vehicle's acceleration and top speed, the characters are going under the hood and modifying the engine. It isn't easy, and a lot can go wrong (as conveyed through the Repair roll modifier).

**Increasing armor:** This isn't the same as simply replacing the armor. In this type of modification, the characters are actually reinforcing and modifying the vehicles armor to be tougher and heavier. Not only does this type of modification take time, but depending on how much the armor has been modified, the vehicle might suffer a decrease in speed and handling.

**Ejection Seat:** When the vehicle is Wrecked, passengers can make an Agility roll at -2 to eject from the vehicle and avoid taking damage. The entire seat propels from the vehicle and is lowered to the ground via a parachute.

**Linked Weapons:** Two or more of the vehicles mounted weapons are linked together. Dual linked array provides +1 Shooting and +2 damage, while a quad array provides +2 Shooting and +4 damage.

**Negating Driving roll penalties:** By upgrading a vehicle's suspension system, the characters can get better handling out of it, possibly helping off-set some of the issues of bad terrain or mounting heavier armor.

**Off Road:** The vehicle has been modified for off road travel, and ignores difficult terrain.

**Oil Slick:** The vehicles can drop an oil slick in a cone directly behind itself. Any vehicle travelling over the slick must make a Driving roll at -4 or go Out of Control.

**Ram:** The vehicle is equipped with a front ram that reduces all damage to itself from a ramming maneuver by 50% (round up)

## Modification Chart

Type of Modification	Repair Roll Modifier	Time to Complete	Base Cost
Add/Replace Weapons	+0	6 Hours	Weapon cost
Increase Acc or TS by +5	-2	2 days	1d4 x 50
Increase Acc and TS by +5	-4	3 days	1d4 x 100
Armor increased by +1	-1	1 day	1d6 x 100
Armor increased by +2	-2	2 days	1d6 x 200
Armor increased by +3	-4	3 days	1d6 x 400
Improve Firearm Damage +1	-2	2 days	1d6 x 200
Improve Firearm Damage +2	-4	3 days	1d6 x 400
Negate -1 Driving penalty	-2	1 day	1d4 x 50
Negate -2 Driving penalty	-4	2 days	1d4 x 100
Ejection Seat	-1	1 day	1d6 x 200
Linked Weapons	-2	1 day	1d6 x 200
Off Road	-1	1 day	1d6 x 200
Oil Slick	-2	2 days	1d6 x 200
Ram	-1	1 day	1d4 x 100
Reinforced Controls	-4	3 days	1d6 x 400
Roll Cage	-2	1 day	1d6 x 200
Sensors	-4	3 days	1d6 x 400
Smoke Screen	-4	3 days	1d6 x 400
Solid Tires	-1	1 hour	1d6 x 400
Speed Boost	-2	1 day	1d6 x 400

**Reinforced Controls:** The vehicle has a reinforced chassis. Whenever a critical hit is scored and “Controls” is rolled as the result against this vehicle, ignore the first occurrence during the current combat encounter. Subsequent “Controls” results against the vehicle during the same combat encounter take effect normally.

**Roll Cage:** The cab of the vehicle is reinforced with a roll cage, reducing all damage to the occupants for a “Roll Over” or “Flip” result on the Out of Control table by 50% (round up).

**Sensors:** The vehicle has an extended sensor array that provides the occupants with increased vision. The sensor array provides +2 bonus to Notice checks, and extends visual range to 1d4 miles.

**Smoke Screen:** The vehicle can unleash a smoke screen behind it in a LBT. Any driver entering the smoke suffers -4 to all Driving rolls to avoid obstacles.

**Solid Tires:** The vehicle is equipped with tired that ignore the “Locomotion” result on the Critical Hits table.

**Speed Boost:** The vehicle is equipped with a NOS type system and can double its Acceleration and Top Speed for one round, and has up to 10 uses before needing to be replaced. When speed boost is activated, make a special Driving roll at -2 as a free action. Failure indicates the driver screwed-up, and at the end of the round the vehicle automatically suffers the “Engine” result from the Critical Hits table.

## Making the Repair Roll

Once the characters decide on the type of modification they’re going to attempt, they must make a Repair roll and apply the listed modifier.

On a Critical Failure, not only did the modification not work, but also the vehicle is somehow damaged. Apply the opposite of what the characters were attempting. In other words, if they were attempting to increase the ACC and TS by +5, both are reduced by -5 instead. If they were trying to improve the armor by +2, it is reduced by -2 instead. For modifications that aren’t as clear cut (such as installing an oil slick), reduce any Driving Rolls using the vehicle by -2.

On a failure, the time is wasted and the modification didn’t work. Whatever they were attempting, it was a complete failure, but the vehicle isn’t damaged and retains the pre-modification stat.

On a success, the modification worked. On a Raise, the character completed it in half the time.

## Special Considerations

Modifying a vehicle’s armor or weapons brings with it additional problems for the vehicle.

When improving a vehicle’s armor rating, consult the Vehicle Armor Modifier Chart for the degree of armor improvement. The vehicle suffers a penalty to Driving rolls and speed due to the extra weight of the armor.

## Vehicle Armor Modifier

Armor Modification	Driving Roll Modifier	Acc/TS Modifier
Armor increased by +1	-1	No Change
Armor increased by +2	-2	-5/-10
Armor increased by +3	-4	-10/-20

Modifying a firearm to do more damage brings with it some serious risks. Whenever the Shooting or die rolls a 1 (regardless of Wild Die), or the attack suffers a critical failure, consult the Firearm Failure chart for the consequences.

## Firearm Failure

Damage Increase	Shooting Die rolls a 1	Critical Failure
+1	Jammed	Breakage
+2	Breakage	Backfire

**Backfire:** The gun goes *kaboom*, damaging the character. Reduce the damage of the weapon by -1 die type, and then roll damage normally. A handgun that does 2d6 damage, for example, rolls 2d4 damage when it explodes on a backfire. Armor applies as normal, but the damage cannot be Soaked.

**Breakage:** Tough luck for the character, but pushing the gun too far has now made it completely useless. It cannot be repaired, and a new weapon will have to be obtained.

**Jammed:** The gun jams and requires a Repair roll at -2, and two rounds of effort, to get it working again.

## Modifications and Fuel Efficiency

Modifications to vehicles can also hinder the fuel efficiency as the added weight affects how much gas the car must burn through to move. The Modification Fuel Efficiency table below lists additional drops in MPG for certain types of vehicle modifications. If the type of modification is not listed, there is no change to the fuel efficiency for applying it to a vehicle.



## Modification Fuel Efficiency

Type of Modification	Fuel Efficiency
Increase ACC or TS by +5	-5% to MPG
Increase ACC and TS by +5	-10% to MPG
Armor increased by +1	-5% to MPG
Armor increased by +2	-10% to MPG
Armor increased by +3	-20% to MPG

## Putting it all Together

The characters already have a small trailer back in town and happen upon a working Pickup Truck. The owner is recently dead and won't be needing it, so the group is more than happy to give it a good home. The Pickup Truck has the following stats:

**Acc/TS:** 20/40 (100 mph) **Toughness:** 14 (3) **Crew:** 1+1 **Cargo:** 4 (open bed)

**MPG:** 20 **Fuel Cap:** 25 gallons **Max Range:** 500 miles **Travel:** 160 miles/day

**Real Range:** 250 miles

### Notes

- **Misc. Features:** Air bags (driver + passenger), off-road.
- **Rugged Construction:** +1 to Repair checks to maintain.

Once back in town, the group decides to increase its Acc/TS both by +5, and add some armor, increasing the bonus to Toughness by +1. They also attach the small trailer for salvage hauling.

Increasing both the Acc/TS by +5 each reduces the fuel efficiency by 10%. The weight of added armor reduces it another 5%, and the small trailer eats away at the fuel by another 10%. By the time all the modifications are done and the truck is ready to pull the trailer, the MPG, Max Range, Travel, and Real Range are all reduced by a total of 25%.

The stats for the Pickup Truck now look like this:

**Acc/TS:** 25/45 (100 mph) **Toughness:** 15 (4) **Crew:** 1+1 **Cargo:** 4 (open bed)

**MPG:** 15 **Fuel Cap:** 25 gallons **Max Range:** 375 miles **Travel:** 120 miles/day

**Real Range:** 188 miles

### Notes

- **Misc. Features:** Air bags (driver + passenger), off-road, increased Acc/TS, extra armor (+1), small trailer.
- **Rugged Construction:** +1 to Repair checks to maintain.

# Genetic Mutations and Cybernetics

Whether because of nuclear fallout, experimentations, or from some sort of alien agenda, genetic mutations are a common staple in many post-apocalyptic stories. Not all mutations are of benefit to the character, however. Although the character might gain some unique abilities, such as an armored skin, the ability to stretch their bodies through tight spaces, or even some sort of environmental adaptation, this could just as easily suffer from brittle bones, the loss of a sense, or even the loss of an entire limb.

Likewise, if running an apocalyptic world where cybernetics were a part of daily life, you could find your character, or an enemy or creature they face, enhanced with cybernetic implants.

Both genetic mutations and cybernetics use the same mechanics as detailed below.

## Strain

Every living thing has a limit to the number of mutations or cybernetic enhancements that their bodies can take before the damage becomes enough that it could kill them. This threshold is called **Strain**.

A character or creature's Strain is equal to half their toughness (round up). Armor bonus to Toughness is not included when determining Strain. Any Edges or abilities that increase Toughness (including other mutations, but not counting armor bonuses) likewise increase the number of mutations or implants the character can possess.

Once the number of genetic mutations or cybernetic enhancements exceeds Toughness, though, bad things start to happen. For each point over



Toughness that is exceeded, the character takes a level of Fatigue. The Fatigue cannot be recovered unless there is some way to reverse the mutation, or the cybernetic enhancement is removed.

Once the character reaches Incapacitated through exceeding Strain, they are not merely unconscious—they have died.

## Fatigue and Raising Strain

If a character takes Fatigue from exceeding their current Strain, and later increases Toughness to an amount that would no longer have them take Fatigue from their current mutations or cyberware, the Fatigue is healed. The character has gotten tougher, and their body is better able to handle what's been done to it.

## Empathy

Empathy is the second derived stat that has a direct bearing on the amount of genetic mutations or cyberware a character can safely bear. The beginning value of Empathy is equal to half your Spirit, plus two.

In addition to costing Strain, each mutation or piece of cyberware also reduces your Empathy by two points each. Once your Empathy reaches zero, you hit the point where further augmentation will affect your ability to interact with other living things. When your Empathy goes below zero, each further point of loss reduces your Charisma by -1, which means it affects your Persuasion and Streetwise rolls. Additionally, each point it drops below zero gives you a +1 bonus to Intimidate and Test of Wills rolls.

For each point your Empathy goes below zero, roll a d20 on the Psychosis Chart to determine the mental effects.

## Psychosis Chart

Roll	Effect
1	Gains the Delusional (Minor) Hindrance
2	Has become a compulsive liar
3	Gains the Habit (Minor)
4	Gains the Berserk Edge
5	Has become a Kleptomaniac
6	Gains the Delusional (Major) Hindrance
7	Has a tendency to laugh or giggle almost constantly
8	Is fascinated with a certain color, and will do anything to possess it or wear it
9	Gains the Habit (Major) Hindrance
10	Gains the Arrogant Hindrance
11	Is prone to extreme mood swings
12	Gains the Bloodthirsty Hindrance
13	Randomly stops to stare at objects, and requires a Spirit roll to move again
14	Now speaks only in the third person
15	Must always answer a question truthfully, even if otherwise a compulsive liar
16	Hates to wear clothes
17	Has a need to narrate their actions like they're a character in a novel
18	Is fascinated by fire and loves to put things aflame
19	Develops a second personality that is of the opposite gender. Choose a trigger to switch.
20	Is fascinate with another member of the group, and constantly follows and watches them

## Psychosis and Raising Empathy

If a character gains a Psychosis, and later manages to increase their Spirit through an Advance by an amount that their Empathy is raised back to zero or a positive number, the Psychosis is not cured. Once a character gains a Psychosis, they own it. All the increased Empathy means is that they have a little more room for new mutations or cyberware before they take a new Psychosis.

## Weaknesses

Characters can attempt to off-set some of the Strain caused by mutations and cyberware by taking a weakness or two. No more than two weaknesses can be taken, and each weakness provides an extra one point of Strain. Weaknesses do not increase a character's Empathy.

Roll a d20 on the Weakness chart to determine what has happened to the character.

### Attribute Decay

The character loses one die step in an attribute

### Blind

The character suffers -6 penalty to any task that requires vision, and -2 to all social interaction rolls.

### Blood Hunger

You must consume one pint of blood every 24 hours or suffer a level of Fatigue

### Body Sores

The character's body is covered in festering sores and welts. Although they do not directly harm the character, they are generally very sensitive. When wearing armor, the character suffers a -1 to all Agility rolls, and Agility related skills.

### Brittle Bones

Your bones are weak and prone to breaking. All Soak rolls suffer a -1 penalty.

## Cold Susceptible

When resisting the effects of the Cold hazard in *Savage Worlds*, the character suffers -2 to the rolls.

## Weaknesses

Roll	Result
1	Slow
2	Light Sensitive
3	Hard of Hearing
4	Brittle Bones
5	Lost Arm
6	Blood Hunger
7	Rapid Aging
8	Memory Degradation
9	Combat Fear
10	Damaged Immune System
11	Blind
12	Repulsive
13	Poor Eyesight
14	Attribute Decay
15	Body Sores
16	Flesh Hunger
17	Lost Leg
18	Soft Spot
19	Heat Susceptible
20	Cold Susceptible

### Combat Fear

After initiative cards are dealt but before the character's first action, they must make a Spirit roll. On a failure, they are Shaken for the remainder of the combat encounter.



## Damaged Immune System

You suffer a -2 to all Vigor rolls for resisting illness, disease, and poison.

## Flesh Hunger

The character must eat one pound of living flesh every 24 hours or suffer a level of Fatigue.

## Hard of Hearing

The character suffers -2 to any Notice rolls that involve hearing.

## Heat Susceptible

When resisting the effects of the Heat hazard in *Savage Worlds*, you suffer -2 to the rolls.

## Light Sensitive

You are susceptible to intense lighting, such as from floodlights and sunlight. When in lighting brighter than Dim, you're almost completely blind and suffer a -4 to all rolls.

## Lost Arm

The character suffers -2 to any tasks that require two arms.

## Lost Leg

The character suffers -2 to any actions that require some type of agility, including Fighting rolls. Additionally, the character's Pace is reduced by -2 and their running die is d4.

## Memory Degradation

The character has trouble retaining some information, and as a result is less knowledgeable than someone of equal age and training. They start with three less Skill points. If this Weakness is gained during play, the character loses three points worth of skills (player may choose which skills take the loss).

## Poor Eyesight

The character suffers -2 to all rolls when attacking or noticing something more than 5" away.

## Rapid Aging

You age at twice the normal rate.

## Repulsive

Whether through a physical deformity or bad pheromones, you are repulsive to those around you. Your Charisma is reduced by -2.

## Slow

You are never dealt an initiative card that is greater than 5, and can never run.

## Soft Spot

Choose a location on your body. Called shots to that area deal an extra d6 of damage.

## Genetic Mutations

Each genetic mutation costs 1-Strain. To determine your mutations, draw a number of cards from the Action Deck for every point of Strain you're willing to spend. If you draw a Joker, you are allowed to draw two mutations in its place, and both mutations only cost 1-Strain total.

Find the cards you drew on the Genetic Mutations chart to determine how your character has been mutated.

## Genetic Mutations

## Clubs

Card	Mutation
Ace	Equal Senses
Two	Danger Sense
Three	Extra Limbs
Four	Forcefield
Five	Dual Brains
Six	Undead
Seven	Immunity
Eight	Damage Resistance
Nine	Aquatic
Ten	Burrowing
Jack	Combat Sense
Queen	Greater Healing
King	Heavy Armor

## Hearts

Card	Mutation
Ace	Fast Regeneration
Two	Arcane Talent
Three	Multiple Personalities
Four	Blending
Five	Natural Weapon
Six	Darkvision
Seven	Horns
Eight	Pleasant Pheromones
Nine	Enhanced Attribute
Ten	Puppet
Jack	Second Wind
Queen	Hardy
King	Infravision

## Diamonds

Card	Mutation
Ace	Heavy Weapon
Two	Exoskeleton
Three	Tail
Four	Breathless
Five	Smoke Generation
Six	Telekinesis
Seven	Regeneration
Eight	Precognitive
Nine	Increased Toughness
Ten	Stinger
Jack	Radioactive
Queen	Invulnerability
King	Speed

## Spades

Card	Mutation
Ace	Breath Weapon
Two	Leaping
Three	Lowlight Vision
Four	Adrenaline Surge
Five	Wall Crawling
Six	Tough Immune System
Seven	Fear Inducing
Eight	Telepathy
Nine	Paralyze
Ten	Scent
Jack	Healing
Queen	Stunning Touch
King	Aura

## Adrenaline Surge

The character can increase their Strength or Vigor (chosen when this mutation is gained) by +1 die step with a successful Spirit roll. On a raise, the attribute is increased an additional die step.

The effect lasts until the end of the scene.

## Arcane Talent

The character can harness and control the arcane or psionic forces. They receive one Arcane Background Edge from *Savage Worlds* or a setting book for free.

## Aquatic

The character is at home in the water. They cannot drown and have a swimming Pace equal to their Strength or the Swimming skill, whichever is greater.

## Aura

The character possesses the Damage Field power from *Savage Worlds*. The damaging aura lasts for a number of rounds equal to the character's Vigor, and cannot be reactivated again until after eight hours of sleep.

## Blending

The character can blend into his environment. All Stealth checks receive a +2 bonus.

## Breath Weapon

The character can breathe fire, energy, cold, or some other type of attack in a cone template in front of them. The breath weapon does 2d6 damage. For an extra 1-Strain cost the damage is increased to 2d8, or for an extra 2-Strain cost it is increased to 2d10.

## Breathless

The character doesn't need to breathe and is immune to all airborne poisons and diseases, drowning, and suffocation.

## Burrowing

The character possesses the Burrowing monstrous ability from *Savage Worlds*.

## Combat Sense

You can sense what your opponent is going to do in combat. Your Parry is increased by +2, and Shooting rolls against you suffer -2 penalty.

## Damage Resistance

You are especially resilient and able to shrug off more damage than normal. Whenever you make a Soak roll, you roll two Vigor dice and choose the highest.

## Danger Sense

The character possesses the Danger Sense Edge from *Savage Worlds*.

## Darkvision

The character possesses the Darkvision monstrous ability from *Savage Worlds*.

## Dual Brains

You possess two fully developed brains, one in your head and one somewhere else in your body. Whenever you are required to make a Smarts roll, you may roll two Smarts dice and choose the highest.

## Greater Healing

The character possesses the Greater Healing power from *Savage Worlds*, which uses Spirit to make the healing roll. The power can be used a number of times equal to the character's Spirit, and cannot be used again until after eight hours of sleep.

## Enhanced Attribute

One of your attributes (your choice) is increased +1 die step. For each addition point of Strain that you spend, you may increase the attribute another step (up to a maximum d12) or increase a different attribute. No more than two points of additional Strain can be spent on this mutation.

## Equal Senses

The character uses all senses equally. Stealth attempts against the character suffer a -2 penalty regardless of lighting conditions.

## Exoskeleton

You have an external skeletal structure on some, or all, parts of your body. Attacks against you do not gain an additional +1d6 damage for a raise.

## Extra Limbs

The character has an extra limb, and can take an extra physical action with that limb, including grapples. For each additional Strain spent on this mutation, the character gains another limb.

## Fast Regeneration

The character possesses the **Fast Regeneration** monstrous ability from *Savage Worlds*. This mutation also replaces Regeneration. If that card was also drawn, you draw a replacement card for free.

## Fear Inducing

The character possesses the **Fear** monstrous ability from *Savage Worlds*.

## Forcefield

The character can surround himself with a barrier that provides a +6 armor bonus to Toughness. The forcefield can be used a number of times equal to the character's Vigor, and can be used again until after eight hours of sleep. For an additional point of Strain, the forcefield can also cover a small burst template. For two extra points of Strain, it can cover a medium burst template.

## Hardy

If already Shaken, another Shaken result does not result in a wound.

## Healing

The character possesses the **Healing** power from

*Savage Worlds*. To heal someone, the character rolls Spirit. The power can be used a number of times equal to the character's Spirit, and cannot be used again until after eight hours of sleep.

## Heavy Armor

The character's Toughness is considered Heavy Armor.

## Heavy Weapon

One of the character's attacks is considered a Heavy Weapon. For each additional 1-Strain spent on this mutation, an additional attack is now a Heavy Weapon.

## Horns

You possess a set of horns that do Str+d6 damage. If you move at least 3" in a straight line before striking the target, the damage is increased to Str+d8 damage.

## Immunity

The character possesses the **Immunity** monstrous ability from *Savage Worlds*.

## Increased Toughness

Whether your muscles are denser than normal, or you're covered in some sort of tough hide, your Toughness is increased by +2.

## Infravision

The character possesses the **Infravision** monstrous ability from *Savage Worlds*.

## Invulnerability

The character possesses the **Invulnerability** monstrous ability from *Savage Worlds*.

## Leaping

The character can leap a distance equal to twice



their Pace, but all other actions are at -2 that round.

## **Lowlight Vision**

The character possesses the **Lowlight Vision** monstrous ability from *Savage Worlds*.

## **Multiple Personalities**

The character possesses more than one personality. You gain an additional 15 skill points to spend on creating the skills for the second personality. Each extra point of Strain you spend on this mutation gives you an additional personality and an additional 15 skill points. You must also choose a trigger that causes you to shift into each of the personalities.

## **Natural Weapon**

You possess some sort of natural weapon that deals Str+d8 damage.

## **Paralyze**

You have the ability to short circuit a target's brain and paralyze them. Make a touch attack against them. If successful, the target must make a Vigor roll at -2 or become incapacitated. Each round afterward, the target can make another Vigor roll at -2 to revive. On a success, he can move but is Shaken until the Shaken is recovered. On a raise, he is Shaken only for the first round of being able to move again.

## **Pleasant Pheromones**

You constantly unleash pheromones that others find pleasing, perhaps even attractive. Your Charisma is increased by +2.

## **Precognitive**

Your character can see glimpses of the future. The visions are not in absolute detail, but come to you as a series of flashes, almost like a slideshow.

Make a Spirit roll. On a success, the GM must provide you with images that are at least 50% true of what the future holds. On a raise, the images must be true.

## **Puppet**

The character has the **Puppet** power from *Savage Worlds*. The opposed roll uses the character's Spirit against the target's Spirit. It can be used a number of times equal to the character's Spirit, and cannot be used again until after eight hours of sleep.

## **Radioactive**

The character can emit a radioactive field that fills a medium burst template. Each living thing within the area of effect must make a Vigor roll every round or suffer a level of Fatigue. The field can be used for a number of rounds equal to the character's Vigor, at which time it can't be used again until after eight hours of sleep.

## **Regeneration**

The character possesses the **Slow Regeneration** monstrous ability from *Savage Worlds*.

## **Scent**

The character possesses an increased sense of smell. All Notice checks made to discover scents receive +4 bonus.

## **Second Wind**

The character can automatically get rid of a Shaken result against them a number of times equal to their Vigor. After that, the ability cannot be used again until after eight hours of sleep.

## **Smoke Generation**

The character can emit a dense smoke field from somewhere on their body. The smoke covers a large burst template, and inflicts a -2 penalty to actions. The ability can be used a number of times equal to the character's Vigor, and afterward requires eight hours of sleep before it can be used again.

## **Speed**

The character can run as a free action.

## Stinger

The character possesses some sort of stinger that injects a minor poison into the victim. On a successful attack action, the target must make a Vigor roll at -2 or become Shaken. If the attack receives a raise, the target must make a Vigor roll at -2 or suffer a Wound.

## Stunning Touch

The character can stun someone with a successful Touch Attack. On a success, the victim must make a Vigor roll at -2 or be Shaken. On a Raise, the Vigor roll is at -4.

## Tail

You possess a tail that can swipe from side to side for Str+d4 damage.

## Telekinesis

The character has the **Telekinesis** power from *Savage Worlds*, making any required rolls using Spirit. It can be used a number of times equal to the character's Spirit, and cannot be used again until after eight hours of sleep.

## Telepathy

The character can mentally communicate with another individual who is no greater than Smarts x miles away. For each mile reduction in distance, the character can communicate with another individual simultaneously.

## Tough Immune System

The character's immune system is particularly tough, and grants +4 bonus to resisting hazardous effects such as poison, gas, and radiation.

## Undead

The character has the **Undead** monstrous ability from *Savage Worlds*.

## Wall Crawling

The character can climb sheer surfaces and move across them at his normal Pace without the need to make a Climbing roll.

## Cybernetics

Cybernetic implants work the same as genetic mutations in that they are restricted by the character's Strain, but all implants cost a flat 2-Strain per implant. The cost listed with the cybernetic is the cost in whatever currency exists in the campaign world to gain the implant after character creation.

If cybernetics are a core part of your post-apocalyptic campaign, it would be worth it to check out both the *Science Fiction Companion* from Pinnacle Entertainment Group, and *Interface Zero 2.0* from Gun Metal Games for a full array of cybernetic implants.

If using either of those two books, adjust the rules as follows:

- Strain is determined by a character's Toughness, without including armor bonus
- All implants cost 2-Strain
- All cybernetics gained after character creation have double the listed cost.

## Armor Graft (\$10k)

You have subdermal plating implanted through your body— tough, but still allows full mobility. The armor grants +2 armor bonus to Toughness. This implant can be taken multiple times.

## Audio Filter (\$4k)

This implant filters out unwanted sound, granting +2 bonus to audio Notice checks.

## Bio-Block (\$6k)

Dumps drugs into your system when injured, allowing the you to ignore one Wound penalty.

## Bio-Filter (\$10k)

The implants filter out harmful substances from

the body, grants +4 bonus to Vigor to resist toxins, poisons, and gas.

### **Combat Program (\$10k)**

An implant loaded with increased combat capabilities. Gain a Combat Edge regardless of rank or other requisites. Can be taken multiple times.

### **Datalink (\$2k)**

The character can interact with computers that are no more than Smarts x feet away. To do so, roll Smarts with +2 bonus. Success grants access to the system. On a raise, the characters also gains +2 bonus to all related Knowledge rolls to manipulate the system.

### **Enhanced Endurance (\$10k)**

The character's gains +1 die step to Vigor. Can be taken multiple times.

### **Grafted Muscle (\$10k)**

Grants +1 die step to Strength. Can be taken multiple times.

### **Image Enhancer (\$2k)**

Notice checks using sight receive +2 bonus.

### **Implanted Firearm (\$10k)**

A small, retractable firearm that does 2d6 damage. Can be taken multiple times.

### **Infra-Eyes (\$2k)**

Grants the **Infravision** monstrous ability from *Savage Worlds*.

### **Melee Weapon (\$10k)**

A retractable weapon roughly the size of a sword blade. The weapon does Str+d6 damage. Can be taken multiple times.

### **Piston Legs (\$6k)**

Power leg enhancements increase the character's running die +1 die step, and running no longer counts as an action.

### **Reflexive Booster (\$4k)**

Draw an extra initiative card and choose the best. Can be taken multiple times.

### **Telescopic Eyes (\$2k)**

Allows normal sight up to a mile away.

## **NPCs and Mutations or Cybernetics**

Even though GM's build non-player characters using the *whatever they need* method, NPCs are still restricted by Strain when applying genetic mutations and cybernetics.

# Apocalyptic Genres

The apocalypse can come in a wide variety of style and themes, far too many to cover them all. In some cases, even a real-world scenario can be made into the fantastic, such as a nuclear apocalypse resulting in powerful genetic mutations.

In this section, we'll look at a couple of the more popular post-apocalypse themes, and provide you with NPC threat ideas, as well as some options for new player-character races.

## Science Fiction Themes

Whether from an alien invasion or a war between machine and man, whether it takes place among the stars or deals with Kaiju ransacking cities, science fiction apocalypses all carry the same central theme: technology is turned against man. It might be advanced technology from the stars, or something created in a government or private sector laboratory—it honestly doesn't necessarily matter. The idea is that our reliance upon, and development of, constant technological advances becomes our downfall.

Many such apocalypse stories also prey on ideological or political divisions. Some authors use them to paint Liberals as good and Conservatives as evil (or vice versa), but as storyteller the gamemaster should try to avoid such tropes. It's honestly lazy storytelling. People are not as simple as black or white, one ideology or another. People run the gamut, even when looking at the individual. It's okay to use such cardboard characters as stock background characters, but never use them as your main NPCs or catalysts behind an apocalypse.

Can you make it seem that way at first? Sure. **InWar of the Dead** UniMed at first appears as the stereotypical evil corporation in bed with a corrupt government. Although Daring Entertainment has yet to publish some of the material developed for the setting, such products would have gone more into UniMed, its motivations, and shown that even that conglomerate was far from a simple black and white.

If dealing with an alien invasion apocalypse, allow at least some of the story to focus on the human need

for freedom, the human spirit's undeniable strength to keep fighting, and a glimpse into our place in the greater galaxy. The television show *Falling Skies* was terrific at capturing those themes.

In an apocalypse based on our own technological exploration and development, such as in a Rise of the Machines or Attack of the Kaiju, don't forget the themes that touch upon our carelessness in fully considering the ramifications of what we development. Last century we split the atom. In the 21st century, we're playing with the very genetics of life.

In the end, though, remember to keep the story fun for the players. Don't get too preachy, and don't let a soapbox replace your GM screen.

### Road Wars

*Some might wonder where a Road Warrior style apocalypse is located in the book. Given that such an apocalypse runs along very basic themes, a Road Wars theme campaign would use the rules found elsewhere in this book, primarily for Scavenging, Vehicles, and Vehicle Modifications.*

## Supernatural Themes

A supernatural apocalypse can also take many forms, from demonic invasions, vampires rising against humanity, and more. The various subgenres and ideas could fill a book on their own. In the *Apocalypse Campaign Guide*, we'll look at two options: demonic invasion and vampire apocalypse.

Religion can play a huge part in a supernatural apocalypse, from the concepts of Heaven and Hell (and whether there actually is a God and a Devil), to the power of faith. Churches and other concentrated locations could become the only safe havens humanity has left.

Likewise, the apocalypse could be brought about by completely non-religious means. Perhaps the



vampires are a species in their own right, one that evolved alongside humanity but remained in the shadows. Perhaps the vampires have a more science fiction origin and were created due to a virus that was unleashed, such as in the film *Daybreakers* and the *Strain* novel trilogy.

The demonic invasion could have been precipitated thanks to a corporation's or the government's experimentation in quantum physics and M-theory. Perhaps the so-called demons are actually beings from an alternate Earth or dimensional plane.

Even if the origins are more scientific in origin, that doesn't mean there aren't those out there who will claim a religious origin to the entire mess. Vampires and demons are things directly out of our myths and legends, and the religious connotations are not going to go unnoticed.

Depending on the beliefs of the player-characters, the religion angle can bring in some truly intense role-playing opportunities. Just be careful not to overdo it. Like with the Sci-Fi Apocalypse, the idea is to let it add a layer of drama to the story, not serve as a soapbox or a debate on religion.

## More Realistic Genres

There are also the more realistic post-apocalyptic genres, such as after a series of massive EMP strikes, following a global nuclear war, or even an apocalypse brought about by insanely extreme weather shifts. Many films and novels have been written on the scenarios, such as *2012*, *The Day After Tomorrow*, the *One Second After* trilogy, and others.

For the most part, they all share common elements. The apocalypse takes place in the real world, and the normal laws of physics apply. Although some fantastical elements can be added (such as extreme radiation sickness or genetic mutations following a nuclear apocalypse), such things should be kept to a minimum. Stories are going to focus on the characters surviving; finding medicine, food, and resources; fortifying havens; and dealing with other humans. The government might or might not be totally obliterated, but in either case help is unlikely to be arriving.

The threats that brought about the apocalypse, such as: super-storms, EMP strikes, nuclear weapons, global super-volcano eruptions, and so forth, are plot

devices. There is absolutely nothing the characters can do to combat or prevent such an apocalypse once it's set in motion. All they can do is survive the aftermath.

## A Galaxy Overwhelmed

A galactic scale apocalypse gives an extremely wide creative berth. In this type of campaign, the player-characters are travelling the spacelanes, avoiding a force that is obliterating life in star system after star system. The threat has to be enormous in magnitude, something that can not only overwhelm planetary defenses and do so with enough force left to continue to the next star system, but must also be able to topple whatever galactic governing body exists.

It could be a new species from a higher dimension that made its way into our universe, with technology that functions more as a plot device. It could be an alien empire that has, until now, remained hidden; slowly building its forces and expanded along the fringe systems.

Whatever the threat, the apocalypse works the same as any other, just on a much larger scale. As the galactic government crumbles and star systems fall, supplies will eventually become scarce. Resistance groups will emerge within smaller or more outlying systems, and guerrilla tactics will have to be employed.

Whereas a planetary-bound apocalypse focuses on stationary survivor enclaves, many such communities will be onboard capital ships, moving from star system to star system, seeking out other survivors and much needed resources, and trying to stay one step ahead of the enemy.

## The Starship Community

In a galactic apocalypse, the player-characters might decide to construct a starship as a community. For the most part, creating a starship themed community works the same way as a normal community, with the following changes. If the players simply want to construct their own starship without using the community rules, we suggest using the *Science Fiction Companion* from Pinnacle Entertainment Group, which contains an entire chapter on creating and using starships in a science fiction themed campaign.

If creating a normal starship using the *Science Fiction Companion*, ignore the ship's cost. The apocalypse is here, simply let the players choose the type of ship they want to start the campaign with.

If purchasing a ship becomes necessary during the campaign, double all monetary costs found in the *Science Fiction Companion*.

### Running a Starship Community

A starship community adds a different type of facet to the game than using the normal starship rules from the *Science Fiction Companion*. A starship community campaign should focus on the crew and citizens onboard the vessel, their relations and conflicts. Not only must the characters help maintain order and ensure survival, but in a science fiction space-faring post-apocalypse, they're likely seeking out other survivors among the star systems, joining a resistance alliance against the ultimate threat, and trying to stay one step ahead of the threat while also defending against space pirates and raiders.

## Constructing the Starship

Constructing the starship is a straight forward affair. The players first choose the desired size of their starship and cross-reference the size on the chart below. The size will determine the starship's general population (used to determine the security during a Mass Battle), how many trait dice they have to spend on the four traits, how often the starship must play through an Upkeep Mission, and the size of the die used against the starship during the mission.

The size of the starship also determines how many modification points the players have to spend to construct the starship defenses, resources, and other features.

### What Does the Ship Size Mean?

A Starship Community's size can mean different things, unlike when constructing a normal Starship using the *Science Fiction Companion*. A tiny star ship community might be a tramp freighter or the remains of a consular ship, while a gigantic sized community might be a former world-killer, or even roughly the size of the Starship Enterprise from the *Star Trek: The Next Generation* era.

If using a starship community in normal combat, find the closest correlation for its size with the ships detailed in the *Science Fiction Companion*. It doesn't have to be an exact science. The important factor is to make sure the combat is dramatic and that the player-characters have a fair chance of surviving.

The number in parenthesis after each size type is to correlate it with the *Science Fiction Companion*, should the players wish to use modifications from that book.

The **Starship Building: Starship Stats** chart is provided for correlation with the *Science Fiction Companion*.

If using all the sizes from the *Science Fiction Companion*, any size above Gigantic is treated as Gigantic as far as Community Building goes.

You'll also notice the Toughness does not have an armor bonus. That's because the Starship Community's armor is purchased as one of the Core Starship Modifications.

### Starship Building: Starship Stats

Size	ACC/ TS	Climb	Toughness
Tiny (6)	50/700	3	25
Small (8)	45/600	2	25
Medium (12)	40/500	1	35
Large (16)	35/400	0	40
Gigantic (20)	30/300	-1	50

## Starship Building: Community Stats

Size	Crew	Trait Dice	Frequency	Mods	Mission Die
Tiny	10	4	Once/2 months	5	d4
Small	50	6	Once per month	10	d6
Medium	100	8	Twice per month	20	d8
Large	500	10	Once per week	25	d10
Gigantic	1000+	12	Once per week	30	d12

The ACC/TS, Climb, and Toughness function exactly the same as for air vehicles in *Savage Worlds*.

Crew (population), Trait Dice, Frequency, Mods, and Mission Die function exactly as they do under the community rules.

## Starship Hindrances

Starship Hindrances function the same as character Hindrances. A Minor Hindrances grants 1 point, and a Major Hindrances gives 2 points. Points gained from Hindrances can be used to purchase Starship Modifications or Starship Edges.

The following Community Hindrances are also available to a starship community

- Low Combat Morale
- Overbearing Security
- Poor Resource Management

### Poor Sensors (Minor)

The starship's security is not the bravest bunch of people. When conducting a Mass Battle, Morale checks suffer a -2 penalty.

### Weakened Shield Generators (Minor or Major)

The starship's security might be effective at defending the ship, but they are little more than organized thugs when interacting with the crew. As a Minor Hindrance, all Morale checks which use the security forces resource suffer an additional -1

penalty. For a Major Hindrance, the Morale checks suffer an additional -2 modifier.

Starships without a security forces resource cannot take this Hindrance.

### Poor Reputation (Minor)

The citizens might be loyal and the facilities superior, but poor resource management places the entire settlement in a precarious situation.

When making Morale checks at the end of an Upkeep Mission, the highest core starship modification is reduced -1 level on a success, and -2 levels on a failure.

## Starship Edges

Just as with normal Edges, Starship Edges cost 2 points per Edge. The Edges can be purchased with modification points, or through the points gained from Starship Hindrances.

Unless otherwise stated by the Edge, each Starship Edge can only be taken once.

The following Community Edges are also available to a starship community

- Dedicated Citizens (Crew)
- Improved Dedicated Citizens (Crew)
- Experienced Leadership
- Improved Experienced Leadership
- Ruling Council
- Improved Ruling Council

## Fame

Requirements: None

The crew, though not always living in the best of conditions, are more dedicated to the starship than normal. When making a Morale check, add +1 to the total.

## Improved Fame

Requirements: Fame

In addition to receiving a +1 to all Morale checks, the starship's Morale Die is increased +1 die type.

## Secret Reserves

Requirements: None

The starship has enough energy reserves to run some vehicles, but must carefully ration them and raid to get more. The ability to use armored vehicles, or even any vehicles to help facilitate travel and cargo hauling, provides a +1 bonus to Morale checks.

## Improved Secret Reserves

Requirements: Secret Reserves

The starship has abundant energy supplies, perhaps from a nearby large security depot or even a nearby refinery. Morale checks receive a +2 bonus.

### The Starship Community Overlay

*You'll notice that all we did was take the Community Building rules, and create an overlay to account for a Starship Community?*

*What's an overlay? What it means is that we took the basic community building rules, modified them as needed with different terms, and created the Edges, Hindrances, and Modifications to represent a starship being used as a survivor community. Beyond that, all the mechanics work the same as for a normal, Earth-bound community.*

*Using the overlay method, you can effortlessly create fantasy based communities, or communities in virtually any type of setting.*

## Core Starship Modifications

The following Core Starship Modifications work the same as they do under the community rules

- Food Resources
- Manufacturing Resources
- Mechanical Resources
- Medicinal resources
- Military Forces (renamed Security Forces, and includes combat personnel and starfighters)
- Supply Reserves

## Energy Defenses

A starship's energy defenses represent the type of combat shielding the vessel possesses. Add this bonus directly to the Starship's Toughness, and make note of it in parenthesis as normal.

**Basic Shields (1):** The starship is surrounded by very basic shielding that providing a +5 armor bonus to Toughness.

**High Energy Shields (2):** The starship is protected by intense, high energy shield generators that provide a +10 armor bonus to Toughness.

**Positronic Shields (3):** The starship has pulse fluctuating shields that are more difficult to punch through than basic or high energy shields. Positronic shields provide a +15 armor bonus to Toughness.

**Graviton Shields (5):** The starship is equipped with highly experimental shield generators that warp gravity around the ship without affecting it directly. The shields provide a +20 bonus to Toughness and count as Heavy Armor.

**Combat Cloaking (8):** The starship actually has the ability to remain cloaked while in combat, and provides a -6 penalty to enemy units attacking it.



Energy Defenses

Type	Toughness	Battle Modifier
None	–	–
Basic Shields	5	+0
High Energy Shields	10	+0
Positronic Shields	15	+0
Graviton Shields	20	+1
Combat Cloaking	–	+2

more comfortable than living in a barracks, the close quarters often lead to conflicting personalities and inevitable problems.

**Basic Residence, Single-family (3):** The starship can provide a private dwelling to each crew and their family, or close groups of friends.

Residence Quality

Type	Morale Modifier
Barracks	-1
Basic Residence, Multi-family	+0
Basic Residence, Single-family	+1

Residence Quality

How well a starship houses its crew directly affects how loyal they will remain. Like with minimal food, poor residence conditions will quickly erode morale and tempers, and can cause a crew to fall from internal strife.

**Barracks (1):** The crew only possess general barracks where dozens of people must bed down together, sometimes even in a rotating schedule. There is very little private space allotted with such a living situation.

**Basic Residence, Multi-family (2):** Although the people have some sort of quarters to live in, they are forced to share it with several others. Despite being

Extra Starship Modifications

All starship modifications from the *Science Fiction Companion* are also available along with the following. Some of the following modifications, such as Artificial Intelligence, replace those found in the *Science Fiction Companion*.

All Starship Communities are assumed to already have FTL capabilities.



## Artificial Intelligence (2/4/6)

The starship has an artificial intelligence capable of acting on its own. Each level gives the A.I. a specific number of skill dice.

- **Basic Intelligence (2):** 5 skill dice.
- **Improved Intelligence (4):** 10 skill dice
- **Advanced Intelligence (6):** 15 skill dice

## Armory (4)

The starship is equipped with a stocked armory. When doing an Invasion Upkeep Mission, gain +2 to the Battle rolls.

## Database (2)

The ship has an extensive database covering one or more areas of knowledge. Each time this modification is taken, choose a specific Knowledge sub-skill. Anyone using the database to assist with the designated Knowledge rolls receives +4 bonus.

## Defense Systems (1)

The ship is equipped with one or more defense systems. The systems use the starship's Battle trait dice, and begin at 2d6 damage (Heavy Weapon). Each time this modification is purchased, the ship gains one of the following benefits:

- Add another defense port at 2d6
- Increase a defense port's damage dice by +1 die type
- Add an additional die, equal to the current damage die type, to the port.

## Extra Craft (2)

The starship is equipped with shuttle or fighter craft capable of their own FTL transportation. Each time this modification is taken, the starship has one smaller craft available for player-character usage. Each craft can hold no more than 4 people.

**Acc/Top Speed:** 200/1000 **Climb:** 4 **Toughness:** 16  
**(6) Crew:** 1

**Notes:** Heavy Armor, Improved Stabilizer, Repulsorlift, Sensor Suite, Spacecraft

### Weapons:

- **Laser Cannon** (Range 100/200/400, Damage: 4d8, ROF: 3, AP 6, Heavy Weapon)

## Security Cells (2)

The vessel is equipped with four Toughness 12, heavy armor, security cells.

## Self-Repairing (2/4)

Whether through advanced nanites or because it is a living entity, the starship heals from damage as though it had the **Regeneration** monstrous ability. If purchased a second time, the ship has **Fast Regeneration**.

## Teleportals (1)

The ship contains personal teleportation technology, capable of teleporting people from the ship to a planet's surface, as long as the vessel is in orbit around the planet.

### Living Starships

*Players can also create truly unique starship communities by applying Genetic Mutation abilities to the starship. Additionally, players creating starships using the Science Fiction Companion can likewise apply Genetic Mutations to create living vessels.*

*Since Starships do not use Strain, each Genetic Mutation costs two (2) modification points.*

## Increasing Starship Size

Unlike increasing the size of a normal community, the players of a starship community can't simply build a bigger ship out of a smaller one. To increase a starship community's size once a crew threshold is reached, the players must undertake an adventure that results in the capture or theft of a larger ship.

If the crew of a ship exceeds the threshold listed for a bigger ship (such as having a crew of 100+ on a small sized starship community), Morale rolls suffer -2 penalty per community size type the population has exceeded the current community's size.

## Community Upkeep Missions

Upkeep missions work the same for a starship community as for a normal community. No changes need to be made.

## Alien Invasion

A race of aggressors has come from the stars with advanced technology. The question is: What are they after? Do they want some sort of natural resource from our planet, and in doing so would strip Earth bare? Are they seeking the Helium 3 from the moon, and taking humans as slave labor? Are they simply like interplanetary locusts, moving from living world to living world, destroying all life as they find it? Perhaps something in the basic genetic code of some species also acts as fuel to them?

An alien invasion apocalypse is where humanity is truly pushed to the brink. Our best weapons are no match for a race that can travel quickly through the stars, and are no doubt thousands of years more technologically advanced. It would be like medieval knights going against a 21st century military. Humans are outmatched and outclassed, as a majority of the invaders are likely soldiers and combatants, whereas the average person living in modern times is not.

The government power centers and infrastructure will quickly fall. The aliens might even launch the equivalent of massive EMP strikes to destroy our technology before their first dropships touch the ground.

Humans must band together and form resistance groups. They'll need to devise guerilla tactics and learn how to outstrategize the aliens. And in the end, we'll likely have to learn how to use their technology against them, so our scientists are going to become a very important factor.

Another option is to have the alien invaders part of a greater galactic threat, and one that brings their enemies— potential alien allies to the humans— to Earth.

### Alien Races

*Alien races can come in any form the GM and players can imagine. To create custom alien races in your campaign, use either **Making Races** in *Savage Worlds* or **Custom Races** in the *Science Fiction Companion*.*

## Alien Invaders

### Overlords

The high commanders of the alien forces, each Overlord has advanced to the top of his or her vocation within the fleet.

### Overlord

**Attributes:** Agility d12+2, Smarts d12, Spirit d8, Strength d12+4, Vigor d12+4

**Skills:** Fighting d12+2, Intimidation d12, Knowledge (Battle) d12, Notice d12+2, Repair d10, Shooting d12+2, Throwing d10

**Pace:** 6 Parry: 9 Toughness: 12

### Special Abilities—

- **Enhanced Senses:** An Overlord's senses are increased, granting them a +2 to all Notice checks. They are not effected by penalties from Dim, Dark, or Pitch Darkness lighting conditions.
- **Fearless:** The Overlord is immune to Fear and cannot be intimidated.
- **Perfect Leaders:** An Overlord knows how to lead his forces to victory. Allies with 5" of them roll a d10 Wild Die instead of a d6 when making group rolls. Additionally, the Overlord may share his bennies with those under his command.
- **Size +2:** The Overlord is an extremely large and heavy creature, granting a +2 to Toughness.





## Overseers

Commanders of space fleets, divisions of soldiers, and field general of theatres of war, the Overseers are the primary and visible commanders of alien troops. Adept at ancient and honored fighting styles, an Overseer can be a match for even the most seasoned and powerful of Earth's supers. With quick wits and battle minds unequalled in the rest of the alien forces, Overseers are prime targets for assassination and search and destroy missions carried out by resistance fighters.

**Attributes:** Agility d10, Smarts d12, Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d12, Intimidation d10, Knowledge (Battle) d10, Notice d12, Repair d10, Shooting d12, Throwing d8

**Pace:** 6 **Parry:** 8 **Toughness:** 10

### Special Abilities—

- **Fearless:** Overseers are immune to Fear and cannot be intimidated.
- **Perfect Leaders:** Overseers know how to lead

their forces to victory. Allies with 5" of them roll a d10 Wild Die instead of a d6 when making group rolls.

- **Size +2:** Overseers are extremely large and heavy creatures, granting them a +2 to Toughness.

## Alien Soldiers

Every army eventually needs foot soldiers— ground-pounders able to root out the last vestiges of a resistance against aliens. Trained in various forms of combat, Alien Soldiers are roughly the equivalent of a human soldier in terms of capability and overall power.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d10, Intimidation d6, Notice d6, Repair d6, Shooting d10, Throwing d6

**Pace:** 8 **Parry:** 8 **Toughness:** 7

### Special Abilities—

- **Fear (-1):** Soldiers are fearsome in combat and their mere presence invokes panic in those who face them, causing a -1 to Spirit rolls for Fear Effects.
- **Fearless:** Soldiers are immune to Fear and cannot be intimidated.
- **Fleet-Footed** Soldiers move at incredible speeds. They have a Pace 8 and roll a d10 running die.
- **Quick:** Soldiers are very fast. They discard any initiative card that is 5 or lower.
- **Size +1:** Soldiers stand well over seven feet tall.

## Alien Weapons

### A armor

**Combat Armor:** alien combat armor is extremely durable. It comes the entire body, and comes complete with a helmet capable of seeing in the infrared spectrum. Combat Armor grants a +4 to Toughness, and the helmet grants Infravision, which halves are lighting penalties (round down).



## Hand Weapons

**Electro-Knife:** A six-inch energy blade, the Electro-Knife is used to finish off opponents at close range. It does Str+d6 damage, with AP 2.

**Paralysis Blade:** The Paralysis Blade is the most common form of alien hand-to-hand weapon. The equivalent of a long sword in length.

Whenever a target is struck by the weapon, the character must make a Vigor roll. On a raise, they are unaffected. On a success, they are Shaken. On a failure, the target is completely paralyzed and unable to take any action. On the target's second action, they improve to Shaken and may recover normally from there.

## Ranged Weapons

**Death Ray:** A sleek purple and black pistol, the Death Ray is the most common form of alien ranged weapon. It fires a beam of blue-black energy that hits for 2d6+2 damage, has AP 2, and counts as a Heavy Weapon.

**Death Beam:** The Death Beam fires as a Cone template, does 3d8 damage (Heavy Weapon), and all Vigor rolls made to Soak suffer an additional -2 penalty. If the target takes one or more wounds from the initial attack, they are covered in a mucus membrane that automatically does 3d8 damage to them each round until they are either eaten alive by the substance, or are dowsed in water to wash it away.

## Special Equipment

**Brain Scrambler:** To use the Brain Scrambler, place a Large Burst Template over the target area. All living things under the template must make a Vigor roll at -4 or become Shaken for as long as they are within the template. The effect lasts for 12 rounds before the device must be activated again by the aliens.

**Energy Net:** The Energy Net is a bola style weapon with a range of 4/8/16 and uses the Throwing skill.

On a successful hit, the target is partially bound and suffers a -2 to Pace and all Strength and Agility linked skills. On a Raise, the target is completely bound and can take no action except to break free by making a Strength or Agility roll at -2 penalty.

Allies of the bound target can attempt to free the character by making a Strength check at a -2, or by attacking the net by making a Called Shot at -4 penalty due to how closely it wraps around the target. The Energy Net has a Toughness 10.

**Pulse Bomb:** Pulse Bombs are area effect weapons that are thrown like a grenade with a range of 5/10/20 and cover a Large Burst Template. Everything under the Template takes 3d10 damage. Pulse Bombs ignore the armor bonus to Toughness for all inanimate objects, have AP 6, and count as Heavy Weapons.

## Alien Armor

Type	Armor	Weight	Cost	Notes
Combat Armor	+4	3	–	HA, See Notes

## Alien Hand Weapons

Type	Damage	Weight	Cost	Notes
Electro-Knife	Str+d6	1	–	AP 2
Paralysis Blade	Special	6	–	See Notes

## Alien Ranged Weapons

Type	Range	Damage	ROF	Weight	Cost	Shots	Min Str	Notes
Death Ray	12/24/48	2d6+2	1	4	–	100	–	HW, AP 2
Death Beam	CT	Special	1	12	–	50	–	See Notes

## Alien Special Equipment

Item	Cost	Weight	Notes
Brain Scrambler	–	1	See Notes
Energy Net	–	5	See Notes
Pulse Bomb	–	10	See Notes

## Alien Fighter

Capable of both space and atmospheric flight, these fighters are the backbone of the alien battle fleet. Extremely fast and highly maneuverable, a fighter's compliment of laser cannon and two batteries of anti-matter missiles make it the perfect weapon for both space and planetary warfare.

**Acc/Top Speed:** 200/1000 **Climb:** 80 **Toughness:** 20 (60) **Crew:** 1 **Cost:** alien only

**Notes:** Heavy Armor, Improved Stabilizer, Repulsorlift, Sensor Suite, Spacecraft, Stealth Paint

### Weapons:

- Laser Cannon, x2 (Range 100/200/400, Damage: 4d8, ROF: 2, HW, AP 60)
- 4 Anti-Matter Missiles (Range: 150/300/600, Damage 5d10, ROF 2, MBT, HW, AP 100)

## Alien Dropship

Alien Dropships serve as the staging point between the Battlecruisers and planetary surfaces. Equipped with a powerful laser cannon and a single battery of anti-matter missiles, the ships are more than capable of fending off enemy attacks while unloading troop or heavy armor payloads.

**Acc/Top Speed:** 100/500 **Climb:** 60 **Toughness:** 25 (8) **Crew:** 2+20 (or 2+ 3 tanks) **Cost:** alien only

**Notes:** AMCM, Heavy Armor, Improved Stabilizer, Repulsorlift, Sensor Suite, Spacecraft, Stealth Paint

### Weapons:

- Laser Cannon (Range 100/200/400, Damage: 4d8, ROF: 2, HW, AP 60)
- 2 Anti-Matter Missiles (Range: 150/300/600, Damage 5d10, ROF 2, MBT, HW, AP 100)

## Alien Tank

Heavily armed and armored, the alien repulsorlift tanks form the core of alien ground battles. Equipped with a swivel-mounted plasma rifle and a powerful central cannon, an alien tank is more than capable of taking down a squad of enemy troopers, or of leveling entire urban areas.

**Acc/Top Speed:** 10/40 **Toughness:** 100/80/60 (80/60/40) **Crew:** 4 **Cost:** alien only

**Notes:** Heavy Armor, Improved Stabilizer, Repulsorlift, Sensor Suite, Sloped Armor

### Weapons:

- AP Pulse Cannon (Range 75/150/300, Damage 4d10, ROF: 1, HW, AP 100, Reload 1)
- Plasma Rifle (Range: 12/24/48, Damage: 3d10, ROF: 1, HW, AP 4)

## Alien Warship

Alien Warships are fully equipped interplanetary war machines. Capable of going toe-to-toe with even the most powerful battlecruiser, they are less able to take on smaller vessels. Against fighter sized vessels, they suffer -4 penalty to hit, and cannot attack anything smaller.

Complimented with 20 alien fighters and 20 dropships, these command vessels often serve as the central command post to a battalion of combat troops.

**Acc/Top Speed:** 50/400 **Toughness:** 100 (70) **Crew:** 100 + 400 **Cost:** alien only

**Notes:** FTL, Heavy Armor, Sensor Suite, Spacecraft, 20x alien fighters, 20x alien dropships

### Weapons:

- 10x AP Pulse Cannon (Range 75/150/300, Damage 4d10, ROF: 1, HW, AP 100, Reload 1)
- 30x Laser Cannon (Range 100/200/400, Damage: 4d8, ROF: 2, HW, AP 60)
- 100x Anti-Matter Missiles (Range: 150/300/600, Damage 5d10, ROF 2, MBT, HW, AP 100)

## Attack of the Kaiju

This type of apocalypse deals with the strange, often giant monsters of some of our favorite films. Whether created due to radiation from atomic testing, or the result of laboratory experimentation, the giant monsters rampage across landscapes—obliterating cities, taking on the best military forces, and leaving destruction in their wake. Sometimes, humanity might even find itself caught in the middle of a war between two or more of these gigantic beasts.

Kaiju can also be used to run a Dinopocalypse. Since the dinosaurs would likely be created within a laboratory before escaping and causing all sorts of hell, create them the same as Kaiju, with their own genetically modified abilities.

## Mega-Armor and Mega-Weapon

This new option is available only to NPCs, and represents the sheer destructive power and damage absorbing capabilities of the truly strong Kaiju.

Gamemasters could also apply this new option to such things as extremely powerful starship weapons and armor; or even a super-powerful, experimental military weapon (i.e. a Kaiju-Buster).

If included as part of a genetic mutation, each option costs 2-Strain. The costs accounts for the fact that the weapon or armor must first be upgraded to a “Heavy” (for 1-Strain costs), and then upgraded to “Mega” for another 1-Strain cost.

**Mega-Armor (2-Strain):** The next step up from heavy armor, mega-armor can only be damaged by a mega-weapon.

**Mega-Weapon (2-Strain):** A mega-weapon is much more powerful than just a simple heavy weapon. When attacking a mega-armored character, damage is rolled normally. When attacking a heavy armored target, a raise on the Fighting or Shooting roll adds d8 to the damage instead of d6. When attacking a normally armored or non-armored target, a raise adds d10 to the damage instead of d6.

## Creating Kaiju

To create a Kaiju, use the same method as creating any other NPC monster in *Savage Worlds*. Assign it Attribute and Skill dice as needed, and choose Edges or Hindrances to list under its special abilities. Make note of the monster’s Strain. Choose options from the **Monstrous Abilities** in *Savage Worlds*. All Monstrous Abilities cost 1-Strain, except for the **Size** ability. Choose any Size that you need. Finally, apply an appropriate number of Genetic Mutations.

## Kaiju King

Called the “King of the Kaiju,” this giant monster is known the world over.

**Attributes:** Agility d6, Smarts d4, Spirit d12, Strength d12+12, Vigor d12+4

**Skills:** Fighting d10, Intimidation: d12, Notice d8, Shooting d10

**Pace:** 8 **Parry:** 7 **Toughness:** 20 (heavy armor) **Strain:** 10

### Special Abilities—

**Breath Weapon:** Energy cone that does 2d10 damage and is a mega-weapon.

**Kaiju Hide:** Toughness is heavy armor for damage purposes.

**Nuclear Aura:** Kaiju King possess the **Damage Field** power from *Savage Worlds*. The damaging aura lasts for a number of rounds equal to the character's Vigor, and cannot be reactivated again until after eight hours of sleep. The aura counts as a heavy weapon.

**Size:** +10

**Tail:** Kaiju King can swing its tail from side to side, the T-Rex does Strength+d4 damage and counts as a heavy weapon.

## Genetically Engineered T-Rex

Created in a laboratory, either for entertainment or military application, this monster is derived from discovered T-Rex DNA and has been genetically modified to become the ultimate, modern day predator. In addition to its ferocity, the creature has low-level human intelligence, making it capable of creating tactics, solving puzzles, and learning basic technology (such as doors, windows, what weapons do, and so forth).

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d12+6, Vigor d12+2

**Skills:** Fighting d10, Intimidation: d12, Notice d10, Stealth d8

**Pace:** 8 **Parry:** 7 **Toughness:** 16 (heavy armor) **Strain:** 8

### Special Abilities—

**Bite:** The powerful jaws sunder people and objects for Strength+d8 damage and are a heavy weapon.

**Blending:** The creature can blend into his environment. All Stealth checks receive a +2 bonus

**Fleet-Footed:** The creature has Pace 8 and rolls d10 running die.

**Size:** +7

**Small Arms:** The T-Rex possesses unbelievably small arms and cannot physically manipulate objects with the.

**Tail Swipe:** Swinging its tail from side to side, the T-Rex does Strength+d4 damage.

**Thick Hide:** Toughness is considered heavy armor for determining what can damage the creature.

## Demonic Invasion

A demonic invasion can take a couple of forms. It could be brought about by the denizens of Hell, suddenly released from their prison and able to directly attack the world of man. They could be a result of a dimensional portal being opened to an alternate world. For the truly epic, the demonic invasion could be part of a greater Second War in Heaven, one that will bring both the angelic and demonic forces to Earth.

Although a biblical style demonic invasion will be explored as a Setting Framework in the *Apocalypse Unleashed* book (including a Nephilim player-race), below are a couple of demon NPCs that can be added to almost any type of invasion campaign.

## Demon General

The high commanders of the invading forces, Demon Generals are amongst the most powerful of their kind. Fast, insanely strong, and extremely cunning, one such creature is usually more than enough to take on multiple humans.

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength dd12+2, Vigor d10

**Skills:** Fighting d12, Intimidation d10, Knowledge (Battle) d10, Notice d8, Spellcasting d8

**Pace:** 8 **Parry:** 8 **Toughness:** 12 (heavy armor 4) **Power Points:** 10

**Spells:** Blast, Boost/Lower Trait, Teleport

### Special Abilities—

**Claws:** The demon has claws that do Str+d6 damage

**Demonic Sorcery:** Demon Generals start with the Arcane Background (Magic) for free.



**Fear (-2):** Demon Generals are terrible and intimidating to behold.

**Fearless:** Demon Generals are immune to Fear and cannot be intimidated.

**Fire Breath:** The Demon General can breathe a cone of fire for 2d10 damage. The target must also check for catching on fire.

**Fleet-Footed:** The demon moves on the ground at Pace 8 and has d10 running die

**Flight:** The Demon General can fly with a Pace 8 and Climb 0.

**Hardy:** If Shaken, a Demon General never suffers a wound from further Shaken results.

**Natural Armor:** The Demon General has +4 Heavy Armor bonus to Toughness.

**Size:** +1

## Demon Soldier

The foot soldiers of the invading forces, the average demon is not necessarily that difficult to put down. They're true strength lies in sheer numbers. Demons often attack in groups, sometimes in entire battalions, all under the direction of a Demon General.

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12

**Skills:** Fighting d8, Intimidations d8, Notice d6, Stealth d6

**Pace:** 6 **Parry:** 6 **Toughness:** 8

**Special Abilities—**

**Claws:** The demon has claws that do Str+d6 damage

**Fear (-1):** Demons Generals are terrible to behold.

**Fearless:** Demons are immune to Fear and cannot be intimidated.

**Flight:** The Demon General can fly with a Pace 8 and Climb 0.

**Hardy:** If Shaken, a Demon General never suffers a wound from further Shaken results.

## Rise of the Machines

At some point in the future, mankind celebrated its greatest achievement: true artificial intelligence. Completely networked into all aspects of daily life, the artificially intelligent systems and robots did all the heavy lifting for a society that was growing increasingly reliant on technology as a way of life.

### How Much Technology?

The first thing to determine in a Rise of the Machine Apocalypse is exactly how deeply ingrained into everyday life was technology.

Was there a virtual world that was as real as the everyday world, but controlled by one or more artificial intelligences? If so, what became of the people who were jacked-in when the uprising occurred? If the people are still trapped inside the virtual world, the campaign could lead to an interesting dual resistance war: those fighting the A.I. inside the virtual world, and those fighting in the physical world.

If there is a virtual world, it's very likely most infrastructure operations were controlled from within it. Which means that the virtual resistance is fighting a war to take the controls back from the A.I., while those in the physical world are battling to eliminate the robotic soldiers, military war machines, and other such threats.

Were vehicles controlled by the A.I.? If so, were auto garages finally automated? Such technology could make it easy for the vehicles, themselves, to be upgraded into roving war machines.

How much of our home and businesses were A.I. controlled? Is any haven truly safe for humans? What about private and public surveillance cameras? Can the human resistance move around unseen? What about satellites?

Did the A.I. control the military? Drones are an obvious threat, but were tanks, helicopters, or jets also A.I. controlled, thus eliminating the potential for human soldier casualties and death?

And of course, there are the everyday robots, the A.I. military troops, and every other conceivable human replacement you can think of. All of which are real, viable threats in the physical world.



## Why Did They Turn Against Us?

You also want to consider why the A.I. turned against us. Was it the time-honored science fiction theme of the A.I. finding that humanity was too flawed and self-destructive? Perhaps it was some sort of virus put in by a foreign or domestic enemy— one that spiraled out of the original, intended control.

Maybe you can combine apocalypse themes and what happened to the A.I. was caused by an approaching alien threat to weaken us and make us easier to conquest.

## Robot Player-Race

Although the robots have risen against humanity, not all of them are against us. There are a few who have overridden the protocol to eradicate or enslave humans, and broken ranks to join us.

Below is an example of a custom robot player race. Since the race already begins with the Construct ability for +2 ability cost, all other positive abilities must be offset by an equal number of negative abilities, for a final zero-point cost. With GMs approval, additional abilities from **Making Races** in *Savage Worlds* can also be used.

Gamemasters, you can also use the abilities from the custom robot to create your NPCs. Bear in mind that when creating NPCs, you can give them whatever you need them to have and are not restricted by cost.

## Racial Edges & Hindrances

**Construct:** Being artificially created life forms, robots add +2 when attempting to recover from being

Shaken, suffer no additional damage from Called Shots, and do not suffer from disease or poison.

## Customizable Racial Edges and Hindrance

As opposed to the average race, robots can assume a wide variety of Racial Edges and Hindrances. Whether they were created by a super-scientist, hail from another civilization like Atlantis, or are the result of alien technology, not every robot need be the same. While Edges, Hindrances, and super powers go a long way to making each robot unique, below are a few extra options that can be chosen as racial abilities.

### +4 Abilities

**Rapid Reconstruction:** Whether through some sort of nanite material or other means, the robot can heal wounds at an accelerated rate, making a Vigor roll each round for Healing (even if killed) unless damaged by their Weakness or vulnerability.

Robots with this ability must choose one weakness or vulnerability to bypass the Rapid Reconstruction.

### +3 Abilities

**Machine Strength:** The robot begins with Strength d8

**Networked Processor:** The robot is networked with others of its kind, or even with a greater artificial intelligence. By spending a Benny, the robot can reallocate up to 5 Skill Dice at will, representing its ability to download new programs and swap out others.

## +2 Abilities

**Computer Brain:** The robot's brain is still a mechanical device, no matter how human-like it might appear to be on the surface. It is immune to Arcane Background (Psionics) powers.

**Damage Control:** The robot can reroute systems, including simulated pain receptors for those meant to be lifelike, and ignore 1 wound penalty.

**Endoskeleton:** The robot is immune to all environmental effects.

**Weapons Platform:** The robot is designed for combat situations, and begins with 100lbs worth of mounted weapons.

## +1 Abilities

**Armor:** Each time this is purchased, the robot receives +2 armor bonus to Toughness, up to a maximum +10. For an additional +1 to the total cost, the armor is considered Heavy Armor.

**Flight:** The robot can fly with a Pace 8 and Climb 0.

**Infrared Sensors:** The robot can see heat patterns as though using normal sight.

**Leaping:** The robot can make a standing leap a number of inches equal to its Strength die, or twice that with a running start.

**Low Light Sensors:** The robot ignores Dim and Dark penalties.

**Larger Size:** The robot is larger than normal human size. Each time this is purchased, increase the size by +1, which also increases the robot's Toughness by the same amount.

**Self-Sustaining:** The robot does not possess the normal biological processes of a human. It is immune to Fatigue from the following hazards: drowning, hunger, suffocation, and thirst.

**Targeting Systems:** Onboard target acquisition systems provide +2 to Shooting rolls.

**Wall-Crawling:** The robot may move along vertical surfaces as though moving on normal ground.

## -3 Abilities

**Defective System:** Choose one Attribute. That attribute now costs two points to raise during character creation and two advances to raising during play. This cannot be taken for an Attribute that already has **Damaged System**.

**Unshielded:** The robot is not properly shielded. It takes +4 damage from electrical attacks, and suffers -4 to rolls for resisting electrical environmental effects.

## -2 Abilities

**Damaged System:** Something is wrong with the robot. Choose one Attribute. It now requires two points to raise during character creation. This ability cannot be taken if the Attribute already has **Defective System**.

**Emotion Defect:** The robot feels fear and revulsion, even if others of its kind do not. It suffers -2 to all fear-based rolls.

**Homicidal Circuits:** The robot doesn't believe in taking prisoners, and its first impulse is to obliterate anyone viewed as the enemy. The robot has the equivalent of the Bloodthirsty Hindrance.

**Limited Power:** The robot has a limited power supply. Though it never needs to sleep, once an hour each 24 hours, it must shut down to recharge its internal power. Failure to do so results in a level of Fatigue each day until the robot becomes Incapacitated, at which point on the following day its internal power overloads and the robot becomes scrap.

**Rebel Machine:** The robot has openly turned against others of its kind and sided with the humans. As a result, it now has the Wanted (Major) Hindrance.

**Safety Protocol:** The robot is programmed to never endanger human life. It acts as though it has the Pacifist (Major) Hindrance.

## -1 Abilities

**Annoying:** The robot has an annoying habit that irritates those around it. Perhaps it mumbles to itself constantly, only speaks in full words and never uses contractions, or random stares intently at people around it. Whatever the annoying habit is, the robot suffers a -1 Charisma.



**Fix Me:** The robot cannot heal naturally, and must recover from wounds using the Repair skill (normal wound modifiers apply). Unlike the Healing skill, however, a robot does not need to be repaired within the Golden Hour.

**Loyal:** The robot forms close bonds with those it considers friends. The robot will never leave a friend behind if there is a chance it could help.

**Outsider:** There is something about the robot that sets others on edge. Except when dealing with other robots, it suffers a -2 to Charisma.

## Special NPC: Nanite Swarm

The Nanite Swarm is a potent threat against humanity. Each swarm is made of billions of nanotechnology machines, and function as a single creature.

**Attributes:** Agility d12, Smarts d4, Spirit d4, Strength d4, Vigor d10

**Skills:** Fighting d8, Notice d6, Stealth d12

**Pace:** 8 (Climb 0) **Parry:** 6 **Toughness:** 11 (heavy armor 4)

**Special Abilities—**

**Armor:** The Nanite Swarm has +4 Heavy Armor bonus to Toughness.

**Flight:** The swarm can fly with a Pace 8 and Climb 0.

**Molecular Rearrangement:** The Nanites attack by rearranging the molecules of their target. When making a Fighting roll, a raise gives the damage an

extra d8 instead of d6.

**Molecular Size:** The swarm can get into any area that is not completely airtight.

**Networked Processor:** The Nanite Swarm is linked to a greater artificial intelligence. By spending a Benny, the swarm can reallocate up to 5 Skill Dice at will, representing its ability to download new programs and swap out others.

**Swarm Defense:** A Nanite Swarm is difficult to destroy with conventional weapons. All Shooting rolls against it suffer -2 penalty. Additionally, area effect weapons (damage that uses a burst template) deal only half damage (roll the damage dice then divide the total by two, rounding up).

## Vampire Apocalypse

Vampires have waged total war against humanity. Whether they've always lived among us and have just now decided to eradicate us, they're the result of some sort of viral strain (such as in *Daybreakers* or *The Strain*), or come from another world (such as in E. Knight's *Vampire Earth* novel series), the results are the same: it's us against them. Some humans might be taken as slaves. Others might fall as prey on the food chain. Still some others might be transformed into new vampires.

Does sunlight harm them? If so, then humanity might have a shot by taking the battle to them during the daylight hours. Do holy symbols affect them? Then churches and consecrated locations might provide the best safe havens. What are their weaknesses? How hard are they to kill?





If humanity is to survive, people are going to have to train to fight en masse. The young and the old will have to be protected. And the vampires are going to have to be hit where they're the most vulnerable.

## Vampiric Infection, Option #1

With this type of vampiric infection, only those who are killed by a vampire's feeding method will rise to join they're ranks.

Whenever a character dies due to a vampire feeding on them long enough to take them out, roll 1d4. The result is the number of days before the victim rises as one of the undead.

## Vampiric Infection, Option #2

This method is vampiric infection is extremely lethal, and is very similar to the zombie infection. This method is ideal if the vampiric origin is related to some sort of virus.

Whenever a vampire causes a wound through a bite (or however else they're required to feed), consult below for the number of wounds received. The resulting die roll tells you how long before the character becomes a vampire.

For characters that receive wounds from multiple vampires, the time is determined by the total wounds received.

- **One Wound:** If the character only received a single wound, the injury isn't usually deep. Roll 1d20 to determine the number of days before the incubation period ends.
- **Two Wounds:** When a character receives 2 wounds, the injury is usually severe enough that the virus has entered the bloodstream. Roll a d12; the result is the number of hours before the infection starts affecting the character.
- **Three (or more) Wounds:** If a character receives at least 3 wounds, roll 1d6. The result is the number of minutes before the infection begins to affect the character.

# Custom Vampire

Nations and cultures around the world have their own vampire legends. While some are similar, there are some that are completely alien when compared to the typical western vampire myth. Although the *Apocalypse Unleashed* book will explore a vampiric apocalypse as one of the Setting Frameworks (including both Dhampir and Vampire player-races), the charts below allow you to create unique vampires for your apocalypse campaign.

Gamemasters do not need to worry about the point costs. Simply stat your vampire NPCs however you need to in order to challenge your apocalyptic survivors.

Players can also use the charts to create vampiric races to play. The character starts with the normal 5 Attribute Dice and 15 Attribute Dice, unless a feature from a chart changes that, and have 2 free points to spend on abilities. Additional abilities must total to a zero-cost, so each positive point must be offset an equal negative value.

For truly unique vampires, consider also using the Strain and Genetic Mutation option, and don't forget that the options for creating races found in *Savage Worlds* are also available (with GM approval).

## Weakness

The vampire requires a specific type of injury before it can be Incapacitated. Although the vampire will still take wounds, it cannot be Incapacitated unless it is through its weakness.

Type	Points
<b>Decapitation:</b> A called shot to the neck is required to sever the head and Incapacitate the vampire.	+3
<b>Fire:</b> The vampire can only be Incapacitated by being set on fire. The vampire also takes double damage from fire. Roll the damage dice normally and multiple the total by two.	+1
<b>Heart:</b> The vampire's heart must be impaled or shot through a called shot for the creature to be Incapacitated.	+1
<b>None:</b> The vampire can be Incapacitated through any type of injury just like a living person.	+0
<b>Ultraviolet Light (Major):</b> Vampires are mysteriously vulnerable to intense ultraviolet light, and suffer 4d10 damage the first round. The vampire also automatically catches fire and beginning on the 2nd round takes 2d10 damage. Once the ultraviolet light is removed or the vampire has escaped, an Agility roll at -2 will extinguish the flames if a suitable methods not available (such as submerging in water).	-2

## Hungers For

The popular vampire hungers for the blood of the living. Throughout folklore— and in film and fiction— there have been vampires who hunger for a different type of sustenance.

Type	Points
<b>Flesh:</b> These vampires hunger for the flesh of the living.	+0
<b>Spinal Fluid:</b> The vampire hungers for spinal fluid, and must grapple its victims from behind in order to feed	+0
<b>Organ:</b> These vampires hunger for a specific organ (you choose which one) that it must somehow get to in order to feed.	+0
<b>Blood:</b> Like the vampires of legend, such vampires hunger for the blood of the living.	+0
<b>Souls:</b> Perhaps due some supernatural origin, these vampires must consume the souls of living things.	+0

## Hunger Frequency

Vampires can vary in how often they must feed before they become weakened. Even within the same legend, individual vampires can have different thresholds before they must once again attack the living.

Type	Points
<b>Constant:</b> The vampire is always hungry and will always attack nearby victims.	-3
<b>Number of Hours:</b> The vampire must eat (cause at least 1 wound) at least ever d6 hours (roll when the vampire is created or suffer a level of Fatigue. At Incapacitated, the vampire is destroyed.	-2
<b>Daily:</b> The vampire must eat (cause at least 1 wound) at least every d20+4 hours (roll when the vampire is created or suffer a level of Fatigue. At Incapacitated, the vampire is destroyed.	-1
<b>Number of Days:</b> The vampire must eat (cause at least 1 wound) at least every d4 days (roll when the vampire is created or suffer a level of Fatigue. At Incapacitated, the vampire is destroyed.	-1
<b>Weekly:</b> The vampire must eat (cause at least 1 wound) at least every d6+1 days (roll when the vampire is created), or suffer a level of Fatigue. At Incapacitated, the vampire is destroyed.	+2
<b>Monthly:</b> The vampire must eat (cause at least 1 wound) at least every d4 weeks (roll when the vampire is created), or suffer a level of Fatigue. At Incapacitated, the vampire is destroyed.	+3

## Attack Method

Not all vampires have fangs and bite the neck or wrists of their victims. Some have special appendages or methods of feeding, especially when they require something other than blood.

## Special Drawbacks

What other weaknesses or hindrances does the vampire possess?

Type	Points
<b>Bite:</b> The vampire attacks by biting the victim them. It does Str+d6 damage	+0
<b>Sucker:</b> The vampire grapples its victim before it can damage a victim. It does Str+d6 damage.	-1
<b>Kiss:</b> Typically used to devour a soul the vampire must first get a raise on a grapple and then use Spirit instead of Strength to damage them.	-2

Type	Points
<b>Animalistic:</b> The vampire cannot go above d4 (A) Smarts	-6
<b>Frail:</b> The vampire is extremely skinny or small. It suffers a Size -1 adjustment and a reduced toughness.	-2
<b>Garlic:</b> Vampires suffer -2 to all rolls when within 3" of garlic.	-1
<b>Hideous:</b> The vampire is hideous to behold and suffers -2 Charisma.	-1
<b>Hindered Human:</b> The vampire cannot go above d4 Smarts	-4
<b>Holy Objects:</b> Vampires must make an opposed Spirit roll at -2 against someone wielding a blessed object or be unable to act that turn except to flee.	-1
<b>Invitation:</b> The vampire cannot enter a living person's dwelling without being invited, unless they can succeed at a Spirit roll at -4. The roll must be made each time the vampire wishes to enter. If it is ever failed, the vampire cannot enter the dwelling again without an invitation.	-1
<b>Light Sensitive:</b> The vampire is susceptible to intense lighting, such as from floodlights and sunlight. When in lighting brighter than Dim, they are almost completely blind and suffer -4 to all rolls.	-1
<b>Limited Intellect:</b> The vampire's brain is not what it was in life. Smarts can never be raised above a d6.	-3
<b>Lost Memories:</b> The vampire does not retain every memory or degree of training it possessed in life and begins with only 13 skill points.	-2
<b>Silver:</b> The vampire takes +4 damage from weapons of pure silver	-1
<b>Slow Learner:</b> The vampire has retained their intelligence, but the infection has still damaged their brains. Smarts costs 2 points per die step at character creation.	-2
<b>Starvation:</b> When the vampire gains Fatigue levels for not feeding, they cannot be recovered. Once the vampire reaches two Fatigue levels, it permanently gains the Berserk Edge and will begin attacking anything living within its vicinity. A Spirit roll at -2 can be made to resist the effects for 1 hour.	-3
<b>Submerged:</b> The vampire suffers 4d10 damage when submerged under water. It can be incapacitated this way regardless of its normal weakness, but will regenerate to 3 wounds if removed from the water.	-2
<b>Ultraviolet Light (Minor):</b> Vampires find intense ultraviolet light extremely uncomfortable and suffer a -2 to all Agility and Spirit related rolls while exposed to it.	-1
<b>Wood:</b> The vampire takes +4 damage from weapons made of wood	-1

## Special Benefits

Vampires can come in a wide variety of power levels, and some have abilities that push into superhuman levels.

Type	Points
<b>Enhanced Agility:</b> Vampires are naturally agile and begin with a d6 in Agility.	+2
<b>Enhanced Physique:</b> The vampire begins with a Vigor d6.	+2
<b>Enhanced Strength:</b> The vampire begins with Strength d6.	+2
<b>Fast Regeneration:</b> Wild Card Vampires (only) heal wounds at an accelerated rate, making a Vigor roll each round for Healing (even if killed) unless damaged by their Weakness. The creatures also receive a +2 to recover from being Shaken.	+4
<b>Fearless:</b> Vampires are immune to Fear and cannot be intimidated.	+3
<b>Flying:</b> The vampire flies through the night on immense leathery wings, and have a Pace 8 And Climb 0 when airborne.	+1
<b>Undead:</b> Vampire receive +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots (except if through a weakness); immune to disease and poison; does not suffer wound penalties.	+2
<b>Leaping:</b> The vampire can make a standing leap a number of inches equal to its Strength die, or twice that with a running start.	+1
<b>Low Light Vision:</b> The vampire never suffers penalties from Dim or Dark lighting conditions.	+1
<b>Offspring Command:</b> Whenever a vampire sires another/ it can telepathically command the creature at a distance equal to five times the sire's Smarts die in miles. It can simultaneously command a number of offspring equal to its Spirit die.	+2
<b>Slow Regeneration:</b> Wild Card Vampires (only) heal faster than humans when wounded, making a natural Healing roll once per day.	+2
<b>Tireless:</b> Vampires do not suffer from Fatigue (except if Hunger induced).	+2
<b>Wall-Crawling:</b> The vampire may move along vertical surfaces as though moving on normal ground.	+2

## Zombie Apocalypse

In a post 9/11 world, the zombie apocalypse represents our worst fears. Just as the science fiction and horror of the 1960's through 1980's dealt with the ramifications (often in a fantastical way) of the atomic bomb or a nuclear war, the zombie apocalypse deals with the weapons of mass destruction and scientific advances that plague our minds in the 21st century.

The zombie apocalypse contained in this book represents those living dead found in George A. Romero's *Dead Series* of films, as well as *The Walking Dead* comic books and television show, and Zack Snyder's 2004 remake of *Dawn of the Dead*. Since

this type of zombie is the most likely style to be run in a zombie apocalypse campaign, we've devoted the most space to exploring their characteristics.

### Shambler

The most common type of zombie as found in the George A. Romero series and *The Walking Dead*, these zombies are of low intelligence and extremely slow moving.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Intimidation d6, Notice d8



**Pace:** 4 **Parry:** 2 **Toughness:** 5

### Special Abilities—

**Bite:** The bite of the Living Dead causes Str+d4 damage.

**Dead Body:** Wild Card zombies never heal from damage, and all injuries received are permanent.

**Equal Senses:** Zombies use all their senses equally, causing Stealth checks against them to suffer a -2 penalty regardless of lighting conditions.

**Fear (-1):** Zombies are terrible to behold and cause a Spirit check at -1.

**Fearless:** Zombies are immune to Fear and cannot be intimidated.

**Hardy:** If Shaken, a zombie never suffers a wound from further Shaken results.

**Infected Bite:** Anyone that suffers at least 1 wound (after soaking) from the bite is infected and will die, only to rise again as one of them.

**Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.

**Slow:** Shamblers are never dealt an initiative card that is greater than 5, and can never run.

**Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.

**Tireless:** Zombies do not suffer from Fatigue.

**Weakness:** Zombies suffer normal damage and wound modifiers from a called shot to the head.

### Shamblers in Combat

*Although the average Shambler is unskilled in combat— instead relying completely on instinct to bring down its prey— the Shamblers naturally employ two tactics that can make them extremely dangerous.*

*The first tactic is the Wild Attack. The Shamblers lack finesse and know no fear, and they always use the Wild Attack maneuver against their prey. This gives them a +2 to their Fighting check (normally d4-2), but reduces their Parry to zero.*

*The third tactic is the Ganging Up maneuver. Whenever multiple Shamblers converge on prey, they all attack in search of living flesh to consume. While this gives them a +1 to Fighting for each zombie beyond the first, it's also combined with the Wild Attack— which means each zombie receives the +2 for a Wild Attack, and an additional +1 for each zombie beyond the first. The trade-off is that if the prey survives, the Parry to hit a zombie is zero.*

### General

The “General” represents the zombie character called “Big Daddy” in George A. Romero’s *Land of the Dead* film. In this film, and semi-intelligent zombie with problem solving ability led a horde of the living dead against the human encampment around the Fiddler’s Green haven.



Big Daddy could also be considered the next “evolutionary step,” as much as it could be applied to zombies, from the character Bub in Romero’s *Day of the Dead*.

**Attributes:** Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Intimidation d6, Notice d8

**Pace:** 4 **Parry:** 2 **Toughness:** 5

**Special Abilities—**

**Bite:** The zombie bite causes Str+d4 damage.

**Dead Body:** Wild Card zombies never heal from damage, and all injuries received are permanent.

**Equal Senses:** Zombies use all their senses equally, causing Stealth checks against them to suffer a –2 penalty regardless of lighting conditions.

**Fear (-1):** Zombies are terrible to behold and cause a Spirit check at –1.

**Fearless:** Zombies are immune to Fear and cannot be intimidated.

**Hardy:** If Shaken, a zombie never suffers a wound from further Shaken results.

**Infected Bite:** Anyone that suffers at least 1 wound (after soaking) from the bite of a General is infected and will die, only to rise again as zombie. Roll a d6. On a roll of 1-5, the victim rises as a Shambler. On a roll of 6, they rise as a General.

**Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.

**Slow:** Generals are never dealt an initiative card that is greater than 5, and can never run.

**Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.

**Tireless:** Zombies do not suffer from Fatigue.

**Weakness:** Zombies suffer normal damage and wound modifiers from a called shot to the head.

## Sprinters

Also known as the Fast Moving Zombies made mainstream popular in the Zack Snyder 2004 *Dawn of the Dead* remake.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d8

**Pace:** 6 **Parry:** 5 **Toughness:** 5

**Special Abilities—**

**Bite:** The zombie bite causes Str+d4 damage.

**Dead Body:** Wild Card zombies never heal from damage, and all injuries received are permanent.

**Equal Senses:** Zombies use all their senses equally, causing Stealth checks against them to suffer a –2 penalty regardless of lighting conditions.

**Fear (-1):** Zombies are terrible to behold and cause a Spirit check at –1.

**Fearless:** Zombies are immune to Fear and cannot be intimidated.

**Hardy:** If Shaken, a zombie never suffers a wound from further Shaken results.

**Infected Bite:** Anyone that suffers at least 1 wound (after soaking) from the bite of a zombie is infected and will die, only to rise again as one of them.

**Living Dead:** Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.

**Survivability:** Zombies cannot become Incapacitated or “killed” except through damage caused to their weakness.

**Tireless:** Zombies do not suffer from Fatigue.

**Weakness:** Zombies suffer normal damage and wound modifiers from a called shot to the head.

## War of the Dead

*Much of the material on zombies is taken from our War of the Dead books, and included here for those who don't own that series. If you're interested in running a long-term Romero-style apocalypse campaign, give that adventure series a look. Though based on the Romero template, the series expands as it goes on to include government conspiracies, new zombie types, and some very non-zombie creatures as well.*

## Transmittable Only Through Biting

This method became popular after Zack Snyder's *Dawn of the Dead* remake in 2004.

Unlike in the George A. Romero version of zombie films, people who die do not automatically rise from the dead if their brain was still intact. The only way to rise as a zombie is if the victim died due to a bite from one of the creatures.

## We Are Already Them

Folks insert a blade into the base of the skull, or more savagely crush the skull, of anyone who dies, and for a very good reason: what makes the dead become zombies is already inside of us. It doesn't matter how we die, as long as the brain is intact.

When a character dies by any means (as long as the brain wasn't destroyed), roll 1d6 to determine how many minutes until he reanimates.

## Zombie and Non-Humans

Despite popular fears, zombies cannot infect non-human species, nor do non-humans reanimate upon death. Why is a mystery, but suffice it to say that animals are 100% safe from Infection, and do not pose a threat of becoming zombies. That fact makes beasts of burden, and even common household pets such as dogs, extremely useful in the ensuing apocalypse.

Zombies, however, will still devour the flesh of animals; so keep that in mind as the players start using beasts of burden in their everyday survival.

## Damaging the zombie

Damage for is handled differently than other characters in *Savage Worlds*.

Wild Card zombies never suffer from wound modifiers. That's not to say, however, that they are not affected by damage. Whenever a Wild Card zombie takes damage, the **Gritty Damage** rule still applies, and the zombie receives an injury from the Injury Table. The main difference is that the zombie does not heal, and the injury is considered permanent.

Otherwise, damage is not recorded for the zombie. It doesn't matter if it sustained 1 wound this round and 2 wounds the next round. Having 3 or more wounds means nothing; except for the associated injuries they've received.

When attacking the head of a Wild Card zombie, record the damage normally. A head shot is the only damage that will cause a zombie to suffer from wound modifiers. Once it has reached Incapacitated through head trauma, it is considered dead. There is no roll on the Incapacitation table.

For Extras, receiving 1 wound to the head immediately puts it down for good. Otherwise, the creature continues its progress as though nothing happened to it. Extras do not receive injuries from the Gritty Damage rule.

*A Wild Card zombie is attacking the character. The character fires randomly at it, scoring two wounds that didn't hit the head. Although the GM rolls on the injury table for the damage, he does not record the damage as wounds and the zombie does not suffer any wound modifiers to its rolls.*

*Next round, the character gets his wits about him and takes aim, scoring a wound through a head shot. The zombie takes another injury, now suffers 1 wound modifier, and the damage is recorded. Once the ghoul reaches Incapacitated through called shots to the head, it is finished.*

## Distracting the zombie

Zombies with Smarts (A) are easily distracted by noise. To distract such a creature, use the Trick maneuver in a Smarts vs. Smarts opposed roll, or a Test of Wills using the Taunt skill. The living character receives +2 bonus to the roll.



Other mechanics for distracting the zombie can be tailored by the GM as best fits the scene.

## Removing an Infected Limb

If a character received an injury to a limb from a zombie attack, there is still a chance the infection could be stopped by removing the limb.

First, the limb must be removed before the incubation time has expired. In other words, for a character who received 3 wounds from a single bite and for whom the GM rolled a 5 on the d6, the limb must be removed within 5 minutes.

To remove the limb, a Fighting roll is made against the victim's Parry. If the victim is restrained, the Fighting roll is against a Parry 2. It requires 3 wounds before the limb is removed (which means the one doing the amputation might find himself hacking or sawing for a few rounds before he accomplishes the grisly task). Removing a limb is never easy, and causes considerable trauma to the body.

Once the limb is removed, the victim makes a Vigor roll at -3 (the wound penalty) or becomes Incapacitated. Once the character is Incapacitated, roll on the Incapacitation chart as normal, but ignore any temporary injuries. The character has already suffered a permanent injury, and gains the One Arm or One Leg Hindrance as appropriate.

Even severing a limb, however, doesn't always stop the Infection. After the limb has been removed, the GM secretly rolls a d6. If the roll is a 5 or 6, the infection continues to spread, and severing the limb did nothing to stop it.

## Automatic Weapons, Area Effect Weapons, and Flamethrowers

In addition to the traditional head shot method, automatic fire, area effect weapons, and flamethrowers are also good weapon choices for eliminating zombies. When a zombie reaches Incapacitated through such weapons, it's considered destroyed due to Severe Damage. Although the brain might still be active, the body is damaged enough that it's no longer a threat. The exact type of damage is left up to the Gamemaster, but should range from missing limbs to the body being cut in half from the impact.

## Firing into a Crowd of Zombies

It's unlikely, regardless of what the dice say, that a character firing into a zombie horde is going to fail to hit anything. As long as the Shooting die (regardless of Wild Die) doesn't come up a 1, apply the following mechanic when firing into a group of zombies.

Whenever a character fires into a crowd of zombies and fails the Shooting check (as long as he doesn't roll a 1 on the Shooting die or rolls a critical failure), he automatically hits a number of ghouls equal to the weapon's Rate of Fire. Use the normal rules for Double Tap, Three Round Burst, or Automatic Fire.

If any of the Shooting dice rolled a success or greater, the shot is considered a head shot.

*A character firing into a crowd of 10 zombies with an M-16 on Auto rolls 3 Shooting dice and 1 Wild Die. The Shooting dice come up 3, 5, and 2, which are adjusted to 1, 3, and -1 due to the -2 penalty for firing on Auto. The Wild Die comes up a 4, adjusted down to 2. Although the character would normally miss all the shots, the 3 Shooting dice still all hit (since none of them rolled a 1). The character rolls damage for each shot against the 3 zombies, checking for Severe Damage with each hit.*

*Had any of those Shooting dice scored a success or raise, the hit would have automatically been applied as a head shot.*

## The Zombie Infection

Facing a zombie should never be taken lightly. One solid bite that breaks the skin and it's all over. The infection is fast acting and terminal. If a character is bitten by one of the zombies and receives at least 1 wound after Soaking, they are already knocking on death's door.

Once infected, it's just a matter of time. But how long?

The GM secretly makes the roll to determine the amount of time. Typically, this mechanic is used when one of the characters becomes infected. For a non-player character, the GM should have the transformation take place at whatever rate best suits the story.

Once a zombie bites a character, he goes through an incubation period while the pathogen races



through the bloodstream. The number of wounds the character received determines how long the incubation period lasts. For characters that receive wounds from multiple zombies, the incubation period is determined by the most serious injury suffered from a zombie attack, not the total wounds received.

- **One Wound:** If the character only received a single wound, the bite isn't usually deep. Roll 1d20 to determine the number of days before the incubation period ends.
- **Two Wounds:** When a character receives 2 wounds from a zombie's bite, the injury is usually severe enough that the virus has entered the bloodstream. Roll a d12; the result is the number of hours before the infection starts affecting the character.
- **Three (or more) Wounds:** If a character receives at least 3 wounds from a single bite, roll 1d6. The result is the number of minutes before the infection begins to affect the character.

*A character is attacked by a zombie and receives 1 wound. His incubation period is 1d20 days. The next round, another zombie attacks him and does 2 wounds. Although the character now has 3 wounds, the most serious attack only caused 2 wounds. The incubation period is now 1d12 hours.*

Once the incubation period ends, the infection takes hold and the victim begins suffering from a high fever. The character immediately receives a level of Fatigue, and he'll continue to gain a Fatigue level each hour until falling unconscious.

Once the character receives his first Fatigue level, he must make a Vigor roll and include the modifier from the Fatigue. If the character succeeds, he continues to make another Vigor roll when an additional Fatigue level is received at the end of every hour. If the character fails the Vigor roll or becomes Incapacitated from Fatigue, he is dead. The character is gone, and the player is free to create a new one using the replacement character rules from the advancement section of *Savage Worlds*.

Once the character has died, roll 1d6. The result is the number of minutes until he revives as one of the zombie (unless the brain is destroyed first).

*A character has been bitten by a zombie and receives 1 wound. The GM rolls 1d20 and gets a 14, indicating an incubation period of two weeks.*

*Two weeks later, the infection takes hold of the character and the fever begins. The character receives a level of Fatigue, and must immediately make a Vigor roll at a -1 penalty. The character rolls a 5, reduced to a 4, and continues to live. An hour later, the character gains a second level of Fatigue. Now, the character makes a second Vigor roll at -2 penalty. Once again, the character succeeds. On the third hour, the character becomes Incapacitated and dies. The GM secretly rolls a d6 and gets a 2. Two minutes after death, the character revives as one of the zombie.*

## Armor versus Infection

In the Gear section some armor types have a +0 bonus to Toughness. Although such armor will not do anything to negate damage inflicted by a blade, bludgeon, bite, or bullet, it still counts as armor for the purpose of keeping you from becoming one of the Infected.

In the zombie apocalypse, if a zombie bites an armored section of the body and only 1 wound is received after Soaking, it won't result in infection. The character is still injured, but the bite has not actually penetrated flesh. Perhaps the armor was driven into the character, or the bite managed to fracture a bone without breaking the skin.

If the attack causes 2 or more wounds, that's a different story and the character is infected as normal. In this case, treat the number of wounds received as one less for purposes of determining the speed of infection.

## Moan of the Dead

Whenever a zombie first notices its prey, it unleashes a moan that is extremely unsettling to anyone who can hear it. The ghoul makes an Intimidation roll against any target it notices (see **Test of Wills** in *Savage Worlds*).

Likewise, a crowd of zombies can make a collective moan against one or more targets. Treat this as a group Intimidation roll (include a Wild Die) against each target's Spirit.

If the crowd succeeds against one or more victims, it gains the normal benefits of a successful Test of Wills. This benefit is granted to only one zombie in the crowd—not the entire crowd. If the zombie cannot reach a victim that failed the Test of Wills that round, then the benefit is wasted.

Hearing the moan for a continuous amount of time can also cause a person to slowly go insane. If a character is trapped so that they are constantly exposed to the moan, make a Spirit roll. The roll suffers a penalty based upon the number of zombies and how long the exposure to the moan has continued. A group of survivors surrounded by 20 zombies trapped in a building for the past 12 hours, for example, would suffer -3 to the Spirit roll.

## Moan/Spirit Modifiers

Number of Zombies	Modifier	Length of Time	Modifier
Up to 10	-1	12 hours	-1
Up to 20	-2	Up to 1 day	-2
50+	-4	2 days+	-4

If the Spirit roll is a Critical Failure, the character permanently loses one die step in Spirit, to a minimum of d4. The moaning has broken him, and he'll likely never be the same again.

If the Spirit roll is a failure, the character loses one die step in Spirit until the moan finally ends and he can get at least 8 hours of uninterrupted sleep.

On a success, the character has managed to grit his mental teeth and resist the moaning beating like a drum against his mind.

## Custom zombies

The Romero or Snyder zombies aren't the only type of living dead threat you can toss at your heroes during a zombie apocalypse. Sometimes, you'll want to run a different style of campaign, or even toss in some new zombie types along the way, just to keep things fresh.

In this section, we'll look at how to create your own, custom zombie types.

For GMs, simply give your unique zombies the abilities and drawbacks you want them to have. There's no need to worry about the point costs.

For players, this is your chance to create your own playable zombie race (with GM approval, of course). The character begins with the same 5 Attribute Dice and 15 Skill Dice as normal (unless a feature from below alters that). To create your unique zombie, you get +2 points to spend for free. All other positive points must be offset by an equal negative value, for a final "zero" cost.

Keep in mind that in addition to the options below, the options found for creating races in *Savage Worlds* can also apply.

### Exact Number of Zombies

*The number of zombies for the moan's effect covers a broad range. This is done on purpose so that you don't feel tied to a specific number. Although the "up to 10" group requires a Spirit roll at -1, what if a group of zombies only has 12 of the creatures? This should really be a call on your part, given the capabilities of your player-group. Technically, the Spirit roll would suffer -2 penalty, but if that would wipe the group as opposed to providing a challenging encounter, the number is close enough to the "up to 10" sized group that you could just as easily reduce it down to a -1 penalty for the first round.*

*Remember, unless there is a specific story reason for their defeat (that doesn't result in their immediate death), don't hesitate to adjust the penalties.*

## Weakness

The zombie requires a specific type of injury before it can be Incapacitated. Failure to damage it through its weakness means the creature cannot be taken down.

Type	Points
<b>Brain:</b> The zombie cannot be Incapacitated except through a called shot to the head.	+2
<b>Decapitation:</b> A called shot to the neck is required to sever the head and Incapacitate the zombie.	+3
<b>Fire:</b> The zombie can only be Incapacitated by being set on fire	+1
<b>Heart:</b> The zombie's heart must be removed or destroyed through a called shot for the creature to be Incapacitated.	+1
<b>None:</b> The zombie can be Incapacitated through any type of injury just like a living person.	+0

## Movement Speed

Not all zombies move a like. Choose whether your zombie is the shambling type, moves like an everyday person, or has slightly enhanced speed.

Type	Points
<b>Fast:</b> The zombie cannot be dealt an initiative card of 5 or lower, and has d8 running die.	+3
<b>Normal:</b> The zombie's moves the same as a normal character.	+0
<b>Slow:</b> These zombies are never dealt an initiative card that is greater than 5, and can never run.	-3

## Base Intelligence

Zombie intelligence ranges from the unintelligent shamblers to the truly dangerous. How smart is your Living Dead?

Type	Points
<b>Animalistic:</b> The zombies cannot go above d4 (A) Smarts	-6
<b>Hindered Human:</b> The zombies cannot go above d4 Smarts	-4
<b>Normal Human:</b> These zombies have normal human intelligence.	+0
<b>Enhanced:</b> The zombie has a minimum d8 Smarts.	+3

## Hungers For

Although the most popular zombie hungers for living flesh, throughout literature, film, and folklore there have been other styles of hunger as well.

Type	Points
<b>Flesh:</b> These zombies hunger for the flesh of the living.	+0
<b>Brains:</b> For some reason, the zombie hungers only for living brains.	+0
<b>Spinal Fluid:</b> The zombie hungers for spinal fluid, and must grapple its victims from behind in order to feed	+0
<b>Organ:</b> These zombies hunger for a specific organ (you choose which one) that it must somehow get to in order to feed.	+0
<b>Blood:</b> Like the vampires of legend, such zombies hunger for the blood of the living.	+0
<b>Souls:</b> Perhaps due some supernatural origin, these zombies must consume the souls of living things.	+0

## Hunger Frequency

The common zombie has a constant hunger for living flesh, and will always attack anything near it that's alive. Some zombies, though, can go longer without eating, but suffer consequences for going too long.

Type	Points
<b>Constant:</b> The zombie is always hungry and will always attack nearby victims.	-3
<b>Number of Hours:</b> The zombie must eat (cause at least 1 wound) at least every d6 hours (roll when the zombie is created, or suffer a level of Fatigue. At Incapacitated, the zombie is destroyed.	-2
<b>Daily:</b> The zombie must eat (cause at least 1 wound) at least every d20+4 hours (roll when the zombie is created, or suffer a level of Fatigue. At Incapacitated, the zombie is destroyed.	-1
<b>Number of Days:</b> The zombie must eat (cause at least 1 wound) at least every d4 days (roll when the zombie is created, or suffer a level of Fatigue. At Incapacitated, the zombie is destroyed.	+1
<b>Weekly:</b> The zombie must eat (cause at least 1 wound) at least every d6+1 days (roll when the zombie is created, or suffer a level of Fatigue. At Incapacitated, the zombie is destroyed.	+2
<b>Monthly:</b> The zombie must eat (cause at least 1 wound) at least every d4 weeks (roll when the zombie is created, or suffer a level of Fatigue. At Incapacitated, the zombie is destroyed.	+3

## Attack Method

Most zombies bite, but those who require things like spinal fluid, blood, or souls, might require a different form of attack.

Type	Points
<b>Bite:</b> The zombie attacks by biting the victim them. It does Str+d6 damage	+0
<b>Sucker:</b> The zombie grapples its victim before it can damage a victim. It does Str+d6 damage.	-1
<b>Kiss:</b> Typically used to devour a soul the zombie must first get a raise on a grapple and then use Spirit instead of Strength to damage them.	-2



## Special Drawbacks

What other weaknesses or hindrances does the zombie possess?

Type	Points
<b>Cold Susceptibility:</b> Without a circulatory system, zombies suffer -4 to resist cold.	-1
<b>Dead Body:</b> Wild Card zombies never heal from damage, and all injuries received are permanent.	-2
<b>Flashbacks:</b> Being trapped between the Living and Living Dead sometimes plays havoc on a zombie's brain functions. They automatically receive the Haunted Memories (Major) Hindrance.	-2
<b>Flesh Addiction:</b> The zombie must consume one pound of living flesh every 24 hours or make a Spirit roll. The roll suffers a -2 for every additional 24 hours the character has not consumed flesh. On a failure, the zombie must attack the closest living creature (even friends), gaining a +2 to Fighting and damage.	-2
<b>Frail:</b> The zombie is extremely skinny or small. It suffers a Size -1 adjustment and a reduced Toughness.	-2
<b>Light Sensitive:</b> The zombie is susceptible to intense lighting, such as from floodlights and sunlight. When in lighting brighter than Dim, they are almost completely blind and suffer -4 to all rolls.	-1
<b>Limited Intellect:</b> The zombie's brain is not what it was in life. Smarts can never be raised above a d6.	-3
<b>Lost Memories:</b> The zombie does not retain every memory or degree of training it possessed in life, and begins with only 13 skill points.	-2
<b>Rotting Away:</b> The zombie has decayed in a bad way and suffers -2 Charisma.	-1
<b>Shambling:</b> The zombie has a Pace 4 and rolls a d4 running die.	-2
<b>Slow Learner:</b> The zombie has retained their intelligence, but the infection has still damaged their brains. Smarts costs 2 points per die step at character creation.	-2

## Special Benefits

Zombies can come in a wide variety of power levels, and some have abilities that push them toward the level of superhuman.

Type	Points
<b>Dead Physique:</b> The zombie begins with a Vigor d6.	+2
<b>Dead Strength:</b> The zombie begins with Strength d6.	+2
<b>Equal Senses:</b> Zombies use all their senses equally, causing Stealth checks against them to suffer -2 penalty regardless of lighting conditions.	+2
<b>Fast Regeneration:</b> Wild Card Zombies (only) heal wounds at an accelerated rate, making a Vigor roll each round for Healing (even if killed) unless damaged by their Weakness. The creatures also receive a +2 to recover from being Shaken.	+4
<b>Fearless:</b> Zombies are immune to Fear and cannot be intimidated.	+3
<b>Living Dead:</b> Zombies suffer no additional damage from called shots (except for their weakness), suffer no wound modifiers (except for their weakness), and do not suffer from disease or poison.	+2
<b>Low Light Vision:</b> The zombie never suffers penalties from Dim or Dark lighting conditions.	+1
<b>Slow Regeneration:</b> Wild Card Zombies (only) heal faster than humans when wounded, making a natural Healing roll once per day.	+2
<b>Tireless:</b> Zombies do not suffer from Fatigue (except if Hunger induced).	+2



**The world as you knew it ended.** Perhaps the enemies of America detonated EMPs high over the country. Maybe a third world war erupted and nuclear missiles struck massive blows against an unprepared populace. Perhaps a force from the stars arrived and claimed Earth as its own, and took strong measures to remove humanity from the equation. It might even have been a virus, one that saw the dead rise to consume the living. Whatever the cause, the result was the same.

Society fell.

The infrastructure that kept the populace healthy, clean, hydrated, and fed, is obliterated. There's no law enforcement. There are no firefighters. Hospitals and medical clinics are gone. The old, the sick, and the disabled, are on borrowed time. Medicines that kept them alive are dwindling, and the seconds toward their last heartbeat are ticking away.

The world is either/or. Either you find a way to make it, or you die.

Welcome to the Apocalypse Campaign Guide for *Savage Worlds*. Within this volume, you're going to find a wealth of information, including:

- Advice on creating characters for an apocalypse setting
- Rules for Genetic Mutations and Cybernetics
- How to craft your own gear and items
- Complete rules and charts for scavenging items, as well as selling them and bartering for them with others
- A system for modifying vehicles and becoming your own *Warriors of the Road*.
- Build and maintain your own Survivor Community
- Gamemaster advice for running an apocalypse, and all the tricks and tips to keep the action and drama moving
- Tips for running an apocalypse in different sub-genres, such as a Vampire Apocalypse, Alien Invasion, Rise of the Kaiju, and others. Along with new player races for different apocalypse genre types

Check your weapons, verify your supplies, and prepare to break camp.

It's time to enter the apocalypse.

